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CONTRACT

CONTRACT

by GEORGE REITH

Chairman of the Card Committee of the

KNICKERBOCKER WHIST CLUB

NEW YORK

Author of "The Art of Successful Bidding"

Eastern Contract Pair Champion, 1929

(with Oswald Jacoby)

With an Introduction by

ELY CULBERTSON

And Specialized Chapters by

SIDNEY S. LENZ
WINFIELD LIGGETT, JR.
THEODORE A. LIGHTNER
WALDEMAR K. VON ZEDTWITZ
WILBUR C. WHITEHEAD

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FOREWORD

THE Knickerbocker Whist Club (organized 1891) is known throughout the world for the development of expert players and of many of the lasting innovations in Bridge and Auction. Among the present members who have helped to spread this knowledge by writing, teaching or lecturing are: Major Charles L. Patton (1896), R. F. Foster (1898), R. J. Leibenderfer (1907), Sidney S. Lenz (1907), E. V. Shepard (1911), Gratz M. Scott (1912), Wilbur C. Whitehead (1914), George Reith (1915), Winfield Liggett, Jr. (1921), Ely Culbertson (1922), and Milton L. Coleman (1923). (See Mr. Whitehead's chapter on Systems and Their Development at the Knickerbocker Whist Club.)

With the transition from Auction to Contract new problems arose. In the play of the cards there has been no change; but the bidding must be approached with a materially different mental attitude.

In analyzing the new game different writers reached various conclusions, and more than a dozen methods of bidding have been published, resulting in much confusion in the minds of the Bridge playing public.

Foreword

I realize that the addition of still another system of bidding may seem like "carrying coals to Newcastle," but in offering it I am encouraged by the knowledge that it at least is not the product of any one mind and that it has stood the test of nearly two years' play by some of the admittedly keenest master players of the country.

By adapting the selective distributional bidding (the Approach method), which we used at Auction, to the needs of Contract, with the addition of a number of new "Forcing" conventions designed to require partners to keep the bidding open, the system evolved seems to be the most effective medium for obtaining the best declaration. Its principles are now used by a great majority of the members who play regularly at the Club, and for that reason I refer to it as the Knickerbocker Whist Club system, though of course it must not be inferred that the Club officially approves or recommends to its members any particular style of play.

Among the members of our group who have contributed largely to the development of the system are: Mr. and Mrs Culbertson, Messrs. Jacoby, Langdon, Liggett, Lightner Sims, von Zedtwitz and Whitehead, so that the product is really the composite result of the practice and critical analyses of many minds during the last two years.

Differences of opinion as to unimportant details still exist for it never seems possible to find two players who agree

absolutely on all points. There are trifling individual preferences in the use of tactics.

Quick-Trick counts for defensive valuations are used by all. Some of our players use the Culbertson table for valuing suit declarations, some adhere to Quick-Trick values for appraising No Trump, while some fine players still depend upon what may be called intuitive methods of valuation at both phases.

The division of values into three distinct classes, including the Honor Point Count for No Trump, is an exposition of my own theories. It is an attempt to crystalize the thought processes of fine players and represents, I believe, a true picture of them.

I am assuming that the reader is familiar with the mechanics of playing the hand and also knows something of Auction bidding tactics. Therefore many details of an elementary nature have been omitted.

The use of terms which are misnomers is not desirable and should be corrected. I am suggesting the substitution of the terms "Game In" and "No Game" for "Vulnerable" and "Not Vulnerable."

I believe, also, that the unending discussion of the Negative or Informatory Double, *which is not a Double at all,* should be concluded by the adoption of a new bid, the name of which would properly describe its intent. Mr. Sidney

S. Lenz's proposal to substitute for it the "Challenge" meets every requirement, does not change the bidding in any material particular and completely clarifies the whole situation. I hope that the next revision of the Laws will include this important addition.

Both of these suggestions are discussed in their proper places, and furthermore, throughout the book, I have substituted the terms "Game In" and "No Game" for "Vulnerable" and "Not Vulnerable," and "Challenge" for "Negative Double." Whether or not these terms are adopted by the Contract players of the country, their use in the book will have no effect whatever upon its main purpose, which is the description and analysis of our system of bidding tactics and the underlying basis of valuation.

I wish to express my appreciation to Mr. Culbertson for his introduction and to Messrs. Lenz, Liggett, Lightner, von Zedtwitz and Whitehead, who have contributed articles on special subjects, which typify their well-known complete mastery not only of the theory but also of the practice of the game, as well as to others who have offered advice in the preparation of the book.

<div align="right">THE AUTHOR</div>

CONTENTS

Contents

Contents

PART IV—DEFENSIVE BIDDING
(Constructive—Obstructive—Sacrificial)

APPENDIX

[xi]

PART I

INTRODUCTION

By ELY CULBERTSON

THERE are two good reasons why fine players as well as students of Contract should read George Reith's book.

First, Mr. Reith, besides having the knowledge and the ability to express it clearly and logically, is one of the very few master *players* of the country.

Second, the system of Contract bidding described herein has been subjected to the practical test of more than twenty thousand rubbers by players well qualified to judge its efficiency, and has been approved by them.

Consequently, the reader may be assured that the Approach-Forcing system is no mere presentation of theories but is in fact a practical accomplishment.

The Approach Method of bidding at Auction, which was first introduced by me and ably analyzed by Mr. Reith in "The Art of Successful Bidding," practically revolutionized the bidding methods of players who learned and adopted it. Its principles were so sound that when Contract arrived no radical changes were required except the

[3]

addition of the Forcing principle to insure that, under certain conditions, the bidding would be kept open. Therefore, *to one accustomed to Approach methods of bidding, the problem became largely one of adaptation of these methods to the different tactics imposed by the changed scoring* schedule at Contract.

While the result of one or two contests would not be conclusive evidence of its superiority, it may be mentioned in passing that Mr. Reith and other leading players of the Approach-Forcing system have always eagerly sought the opportunity of demonstrating its efficiency by direct duplicate-match competition with the advocates of other methods.

The student of Contract during the past year or two, if he conducted his investigations far enough, must have been bewildered by the variety of contradictory advice offered in the numerous books which have been published. The following comparisons show how the principles in them vary from those included in the Approach-Forcing system or, as Mr. Reith describes it, the system played at the Knickerbocker Whist Club.

DECLARER'S BID

Opening Suit Bids of One

APPROACH-FORCING SYSTEM	OTHER SYSTEMS
1st, 2nd or 3rd Hands: At least 2½ Honor Tricks.	1st and 2nd Hands: 2 Quick Tricks.

Ely Culbertson

Opening Suit Bids of One—Continued

APPROACH-FORCING SYSTEM

4th Hand: About 3 Honor Tricks *depending upon distribution.* Intermediate honor-values are counted.

OTHER SYSTEMS

3rd and 4th Hands: 3 to 3½ Quick Tricks. Intermediate honor-values are generally not counted.

Biddable Trump Suits

I approve of any 4-card Major or Minor when headed by A Q, A J 10 or K Q 9 (1½ Honor Tricks). Any 5-card or longer suit when headed by a King or Q J (½ Honor Trick).

Mr. Reith is even more radical, for with 4-card Minors he is content that they be headed by a K 10 or Q J; 5-card Majors require but a Queen; and 6-card suits can be bid regardless of tops, provided in each case sufficient Honor Trick compensation is found in other suits.

In most systems 4-card suits are still considered dangerous unless headed by 3 honors, and even then are expected to be accompanied by extra compensation in other suits.

5-card suits are generally required to be headed by at least one Quick Trick.

Choice Between Opening Trump and No Trump Bids (Approach Method)

Whenever a hand contains a choice between a biddable suit and No Trump the suit should, as a rule, be bid first.

It follows that No Trump bids indicate either that there is no bid-

Strong 5-card, or longer Major suits are, of course, preferred, but No Trump is still the choice over Minors and 4-card Majors.

In some systems under the influence of the Approach Method,

Introduction

Choice Between Opening Trump and No Trump Bids (Approach Method)—Continued

APPROACH-FORCING SYSTEM

dable suit or are made for strategic purposes under special conditions.

This method of starting the bidding tends to increase rather than to diminish the number of No Trump hands actually played, for by means of the Approach method, hands which should be played at No Trump are quickly disclosed in the subsequent rounds of bidding without in the least jeopardizing the trump bids.

OTHER SYSTEMS

4-card Major suits are preferred if the hand contains a singleton; when the hand contains a doubleton, the choice between the Major and No Trump is optional; while if there be an unprotected 3-card suit, the No Trump is bid first.

In practically all other systems much importance *in the first instance* is attached to the Declarer's suit distribution.

Choice of more than One Suit

When two suits are of equal length the *higher ranking* suit should be bid first. When two suits are not of equal length, the longer should be bid first.

In each instance preference is shown with little regard to high cards in either suit.

In most systems exactly the reverse procedure is recommended.

Opening Suit Bids of Two (Forcing Bids)

Depending upon suit distribution, about five Honor Tricks in

Except by Mr. Lenz and by Mr. Work in his Minor suit Two Bid,

Opening Suit Bids of Two (*Forcing Bids*)—Continued

APPROACH-FORCING SYSTEM

three suits are required. Such a bid is a Forcing Bid forbidding partner to pass under any condition. *It can be made on any biddable 4-card or longer suit.* Partner's response of two No Trumps shows a probable blank hand; *a raise shows at least three trumps headed by a Q;* a bid in another suit shows a 5-card suit and in all about one Honor Trick in the hand. Partner need not jump with strong hands. It is a gigantic Approach Bid with the same object in view, to wit: to discover partner's precise distribution in order to obtain the best contract.

Mr. Reith includes in his Two Bids, two-suited hands with less Honor strength, provided there is practically certain game in the hand.

OTHER SYSTEMS

the Forcing principle is not recognized. It is always finally left to the discretion of the partner either *to bid or not to bid. As a result,* strong hands must either be contracted for game at once and thus include a gamble on good trump distribution, or risk that a lower than game bid be passed.

Opening Bids of Three and Four (*Preëmptive*)

The method of using high preemptive bids in Auction is conserved for Contract, the only difserved for Contract, the only dif-

Mr. Vanderbilt's conception is about the same as that in the Approach-Forcing system. With most

APPROACH-FORCING SYSTEM	OTHER SYSTEMS

ference being that when Game In, the margin of justifiable overbidding is a trick lower. Opening Bids of three and four, based upon long, practically solid, suits are attempts to prevent the opponents from discovering the distributional values of their hands rather than assurances of game with minimum support from partner.

other systems the preëmptive principle is practically nullified in favor of bidding or inviting the bid of a game contract.

(Our Forcing Bids obviate that necessity.)

The Responding Hand
(Assuming no intervening bid)

The entire Approach-Forcing system is based upon a modern conception of distribution, namely: how best to show the precise length in suits held by partner—so indispensable for the selection of the best bid.

Auction and Contract bidding methods, far from being the crude affair of Aces and Kings as believed by routine theorists, are governed at least as much by the distribution of low cards in trump and plain suits.

The fundamental rules for choice of suits, for choice between a trump and No Trump, for Raises, for Take-Outs and even for Doubles are mainly based upon the dominating

idea: to find out the precise distributional patterns of the combined hands.

It is for this reason that the Responding Hand, far from being merely an Assisting Hand, as with other systems, is almost the Senior Partner. When the Opening Bidder starts the bidding, the balance of strength as well as distribution of suits is naturally unknown to him; the successful solution to the puzzle of the best bid will generally depend upon the proper responses by his partner, who, after the opening bid, is already in possession of important facts. Perhaps the outstanding characteristic of the Approach-Forcing system is to be found in the simple and carefully worked out form of responses.

RESPONDING BID

Pass

APPROACH-FORCING SYSTEM

Do not pass if the hand contains about 1½ Honor Tricks. Mr. Reith and other experts believe in responding with slightly less (one of our minor disagreements).

OTHER SYSTEMS

1½ Honor Tricks is considered much too low as a basis for assisting or denying responses.

Raises

Do not raise on three small trumps or Queen-small. Rather take out with a No Trump or some other suit and look for a possible rebid

Raises are definitely made on three small trumps or Queen-small.

Raises—Continued

APPROACH-FORCING SYSTEM	OTHER SYSTEMS

by partner of his original suit. This is a very important principle. If a player is assured of proper raises, the range of biddable 4-card and weak 5-card suits will be tremendously increased.

No Trump Take-Outs

Bid one No Trump when holding between 1 and 1½ Honor Tricks in two suits and if there is no other biddable suit.

Mr. Reith and other experts would take-out, depending upon distribution, even with hands that are somewhat weaker. In any case a minimum No Trump Take-Out must be construed as a purely negative reply.

One No Trump means strength and shows a fairly good hand, equivalent to about two No Trump Take-Outs in the Approach-Forcing system.

Trump Take-Outs

Whenever possible prefer a suit to No Trump Take-Outs.

As a rule no rescue Take-Outs are used. Other suit Take-Outs are of two types:

    1. Non-forcing (minimum responses).

Except with Mr. Lenz no Forcing principle is recognized. While jump bids are used to show strength, partners are free to pass. Therefore, the strong hand must either contract at once for game and chance bad trump distribution

Trump Take-Outs—Continued

APPROACH-FORCING SYSTEM

2. Forcing (show game and sometimes slam).

A suit Take-Out when not higher than necessary is non-forcing.

Any jump Take-Out (below game) in some other suit is a *Forcing Bid. When the Opening Bidder is unable to support or to rebid his own suit, he must bid the minimum required number of No Trumps; usually about 3 Honor Tricks (2½ with solid suits) are required for Forcing Bids.*

The main point to remember is that a jump bid does not necessarily show a sure trump suit. The object of a Forcing Take-Out is to keep the bidding open until the best declaration is determined.

Mr. Reith and others also use responses of One in a suit as Forcing Bids. While there is much to be said pro et contra, I personally prefer not to complicate an already difficult principle.

OTHER SYSTEMS

or risk that a lower than game bid be passed.

The Vanderbilt Club Convention is a limited Forcing Bid, inasmuch as the first two bids are Forcing; no provision, however, is made to keep the bidding open during subsequent rounds.

Numerous other differences could be pointed out, but these as well as the principles described above have been well covered by Mr. Reith in his book.

In conclusion, it is fitting that the Card Committee Chairman of one of the world's greatest bridge clubs should take a decisive step toward the needed standardization of Contract. In my opinion no careful player can dispense with the study and practical application of the ideas and methods discussed in this book.

I

PRELIMINARY GENERALITIES

(Contract vs. Auction—Distinctive Knickerbocker Whist
Club Principles—Definitions—Scoring)

IN one form or another, under the name of Contract or
Plafond, the game has been played in different parts
of the world for perhaps twenty years. Efforts to introduce
it into this country at various times during that period failed
to awaken serious interest in expert circles, and it may be
said that 1927 marks the first year of its firm establishment
here. In that year several leading Clubs informally adopted
Contract and since then its popularity has been growing
rapidly.

Contract vs. Auction

Wherever Contract has been well tried by good players
Auction has been completely superseded. The newer game,
requiring much more concentration and offering opportuni-
ties of greater reward for skill and more severe penalties
for errors, thrills and absorbs the players far more than
did the older game.

At Contract the Declarer scores toward game only the number of tricks actually bid for; slam bonuses also are not scored unless bid for. Consequently at Contract one must refrain from bidding too much, but also from bidding too little. Very close calculations of the relative advantages of partial scores, games, overtricks, slams and penalties are necessary, for, under the scoring schedule in use, much wider differences accompany success or failure. Hence precision in estimating during the bidding, the trick-taking power of each hand is usually of greater importance than the strategic bids which recently became an outstanding characteristic of expert Auction. Opportunities for strategic bidding are by no means eliminated, but this must be combined with a fine understanding of trick-taking values and scoring relationships.

Throughout this book, I shall call CONSTRUCTIVE all bids directed towards one of the following ends:

1. A partial score, if no game seems probable.
2. Game only if no slam seems probable.
3. A Small or Grand Slam if either seems fairly certain.

Defensively, there are nice considerations of the relation of penalties to game scores and bonuses, which determine the decision either to suffer penalties or to attempt to penalize the adversaries.

Thus it is necessary, before each hand is played, for partners not only to find the best declaration, but also to estimate accurately how many tricks their combined hands will produce, if played either constructively or defensively. The need for precision is obvious, and it is our belief that Knickerbocker Whist Club tactics and methods of valuation enable it to be attained.

Distinctive Knickerbocker Whist Club Principles

1. The Opening Bidder must usually have defense values equal to 2½ Quick Tricks (See Chapter III) and sufficient Probable Trick requirements (See Chapters IV and VI).

2. If there is a biddable suit (See Chapter VI) refrain, as a rule, from bidding No Trump until the patterns of suit distribution in both hands are determined.

3. Use No Trump Take-Outs as the weakest form of denial and assume that any minimum Take-Out (not an Overcall) in No Trump implies weaker values than a minimum suit Take-Out.

4. Opening Preëmptive Bids usually are made to shut out adversaries. Therefore hands strong in defense need not be bid preëmptively.

5. No bid ever should be made *to shut out partner*. Long weak suits may be shown by minimum rebidding.

6. Deny *freely* if holding inadequate trump support for partner (See Chapter VII).

7. With strong hands bid other suits informatively by Forcing (See Chapter II), with or without adequate trump support for partner.

8. With hands which will probably play best at partner's suit and which have not slam probability, *give the full raise at once.*

9. Suits used for Forcing (See Chapter II) are not intended *per se* to prevail. Partner is expected to respond by exhibiting his preference. If the suit used *to force* is sufficiently predominant it may be rebid as often as desirable.

10. Therefore, if *forced* to bid, bid only what *you* prefer, not what you think your partner prefers. In no other way can information be given effectively.

11. Do not bid more than the indicated number of Probable Tricks you hold in denying or raising, except for deliberate sacrifice. Thus the bids made by either partner will not prevent the other from continuing, *if his values justify it,* nor will it be necessary for either to make up for the other's fancied deficiencies.

12. A bid of exactly the number of tricks necessary to go game does not debar partner from continuing, if his values

imply slam probability, but it should prevent him from continuing *unless he is sure of fulfilling* whatever declaration he may make.

13. A *free* bid of one more than necessary for game implies slam probability and invites partner to continue if he has values in addition to those he has already shown (See Chapter XI).

14. Whenever possible, use the Approach principles of bidding (See Chapters II, VI and VII). In the vast majority of hands the result of the play is determined by the *combined* 26 cards held by yourself and partner. Hence there is need for perfect understanding and coördination in the bidding, which may be attained only by Approach methods.

15. With one exception (See Chapters II and XI), no suit is ever named in the Knickerbocker Whist Club system which is not intended to be played if partner has adequate or preferable support. Hence, we do not use any form of code bidding of suits, e.g., Minor suit conventions or cue bidding to show the location of Aces. In the Knickerbocker Whist Club system, the *free* bidding and rebidding to show distributional values convey at the same time definite implication of high-card values as well.

Definitions

There are few new terms used in Contract. The terms *Vulnerable* and *Not Vulnerable*, commonly used, are, I believe, unwieldy and not accurately descriptive of the situations to which they are applied. Vulnerable means liable to injury, but partners in that situation may also profit thereby. I shall use instead, NO GAME and GAME IN. For the purpose of clarity it is well also to define other terms which will be used frequently hereafter.

NO GAME is the term applied to a side which has not scored a game.

GAME IN is the term applied to a side which has scored a game.

QUICK TRICKS are the defensive values of honor cards held singly or in combination by adversaries of the Declarer and likely to take tricks.

HIGH CARDS TRICKS are the values of honor cards held singly or in combination by the Declarer and Dummy.

POINT COUNT is the table of trick-taking values of honor cards, Nines and Eights, held at or against a No Trump declaration.

PROBABLE TRICKS are tricks (by High Cards, by established suits or by ruffing) likely to be taken at own or partner's trump declaration.

LONG SUITS are suits of four cards or more.

SHORT SUITS are suits of two cards or less.

"I CHALLENGE" is a conventional utterance by a player which *compels* his partner either to bid or double an adversary's bid.

FORCING BID is a bid which *requires* partner to bid.

INVITATION BID is a bid which *invites* partner to bid.

OVERCALL is any bid made over an adversary's bid.

TAKE-OUT is any bid made over partner's bid other than a raise in his declaration.

Scoring

The schedule of score values in Contract has been set much higher than in Auction, and a few relative values have been altered.

The number of tricks required for game at No Trump, at a Major suit or at a Minor suit is unchanged in each case.

Compared with the score required for a game, the rubber bonuses are slightly lower and the slam bonuses very much higher than in Auction. These slam bonuses offer a tempting bait either to bid for or to prevent by overbidding, and accurate bidders are therefore apt to profit as a result. Still I am inclined to think that the present slam bonuses are a trifle too high.

Penalties, on the whole, seem equitably proportioned to

furnish incentive for active defensive tactics. (I believe, however, that the high penalty for a side which is No Game should start at the fourth trick instead of the fifth. Rubbers are unduly prolonged by overbidding under the present schedule.)

II

OUTLINE OF BIDDING TACTICS

(Approach Method—General High Card Requirements for
Bids—Forcing Bids—Invitation Bids—Partial Scores
vs. Games—Games vs. Slams—Defensive Bidding)

Principles actuating Contract bidding need not differ from
those used in Auction, except in application.

Approach Method

THE Approach (or Selective) method, based on the
skillful showing of 4-card suits, may be used with
almost equal facility. Responses, taking account of the pos-
sibility that partner has bid a 4-card suit, must include free
denial with short trumps, and no opportunity should be
missed to carry on and to exchange as much information
as possible in the earlier stages of the bidding. As a result
both partners must rebid longer suits whenever possible to
distinguish them from 4-card suits. By conventional agree-
ment the full raise in partner's suit or at No Trump is
given at once, when conditions indicate that the declaration

named by him fits the Responding Hand, and probably better than any other. Thus an exact measure of the number of tricks the combined hands will probably produce may be made at once by the Opening Bidder.

General High-Card Requirements for Bids

Each bid as made must also convey the implication of some minimum standard of Quick-Trick or High-Card strength, for such information, if reliable, is necessary as the base for subsequent bidding operations. Thus usually:

1. An Opening Bid in a suit or No Trump or a Challenge should contain 2½ Quick Tricks.

2. A Take-Out of partner's bid in another suit, 1 High-Card Trick in the whole hand.

3. An immediate Overcall over an adverse bid, 1½ Quick Tricks.

4. A raise in partner's suit does not *assure* any High-Card values (See Chapter IV).

The scale of requirements for various suit and No Trump denials and raises, Preëmptive and Forcing Bids and their respective responses will be given in the places where these subjects are discussed.

Forcing Bids

The advisability of using the Approach (or Selective) method of bidding, combined with the fact that only the

number of tricks contracted for can be scored toward game, frequently makes it essential to find some means of compelling partner to bid. Without such a convention, the holder of a very strong hand would find it necessary to contract for game at once and perhaps at a less desirable declaration than if he first could obtain some information as to the character of his partner's cards. Therefore, certain bids, which by conventional understanding *partner must not pass* have been agreed upon and are designated as Forcing Bids. Generally speaking, with one exception, such bids are bids of one more than necessary to hold the contract.

There are in our system four positive Forcing Bids to which good partners *always* respond. They are:

1. An Opening Bid of Two in a suit. (Implies practically sure game.)

2. A Take-Out of partner's Opening Bid of One in a suit by a bid of One *in another suit* (a valuable adjunct to the Approach method of bidding, enabling the cheap exchange of information).

3. A Take-Out of partner's Opening Bid by a bid *in another suit* of one more than necessary to hold the contract. (Implies probability of game.)

4. An Overcall of an adversary's suit bid, by a higher bid in the same suit, *if partner has previously bid.* (Implies no

losing cards in the adverse suit and complete support for partner's suit, with slam possibility.)

The following I personally prefer to include as Forcing Bids, but there is a considerable division of opinion among my confrères as to that desirability. Those who disagree prefer to consider them as Invitation Bids.

5. An Overcall of an adversary's Opening Bid or Overcall by one more than necessary to hold the contract (usually used with strong two-suiters).

6. The free rebid of four in a Minor suit, after having previously bid another suit. (Implies game probability.)

No Trump Bids are not Forcing Bids.

Bids that will just go game, with or without a partial score, are not Forcing Bids.

In assisting partner's suit bids the full raises are given at once; therefore such bids are not Forcing Bids.

Invitation Bids

Bids made for the purpose of suggesting to partner certain possibilities which may be attained *with his co-operation* are designated as Invitation Bids. Thus a bid of one more than necessary to go game, with or without a partial score, suggests the possibility of a slam if partner has any additional undisclosed values.

Partial Scores vs. *Games*

At Contract a partial score is of considerable importance, for two reasons: First, the probability of scoring game is somewhat enhanced. Second, possession of a partial score is a threat of an easily made game, which offers a tempting bait for overbidding by the adversaries. Hence, as a general rule, a sure partial score with a bonus for an overtrick is a better choice than an effort for a *doubtful* game. Precision in bidding in these frequently occurring situations is obviously of at least as great importance as in arriving at the more profitable but relatively rare slam bids.

Games vs. *Slams*

The next and usually most important goal is to score game. As in the case of a partial score there is a bonus for overtricks, and when a powerful hand is held, decision must be made whether or not to accept a reasonably sure game with perhaps an overtrick, or to hazard both and to continue in an effort to capture either of the attractive slam bonuses. An average rubber at Contract results in a profit of about 1,000 points for the winners. Consequently a game may be considered to be worth nearly half that amount. Naturally, a bid of exactly the number of tricks necessary to go game is a contract that should not be disturbed except

for sound cause. I do not mean to imply approval of any arbitrary convention which prevents partner from continuing whenever exactly a game score is bid. Each player bids *his own values as held. But, while it is possible to gauge with much accuracy the trick-taking power of hands up to ten tricks,* beyond that point the measurements are apt to be faulty by reason of duplication of values, such as the Ace in one hand and blank in the same suit in the other. Under such circumstances, the combined hands may seem to hold a sufficient number of tricks, but the duplication would disguise values actually held by the adversaries and thus permit them to take a trick or two and defeat the contract. Estimation of values beyond ten tricks must be made by the visualization of probable losing tricks in addition to the trick-taking power indicated by the bidding; and by the same reasoning assisting bids, which are based chiefly on distributional values, should be reserved in part for defensive purposes, to prevent the adversaries from making games or slams.

If then, either the Declarer or his partner advance the bidding voluntarily beyond a contract necessary for game, thus bidding or inviting a slam, such action should usually have three bases:

1. Absolute assurance from the bids made that the combined hands will produce a sufficient number of tricks.

2. Probability that the suit patterns will play effectively.

3. "Control" in the Declarer's hand of three (or under some circumstances, two) suits, and in the Responding Hand of two suits (or under some circumstances, one suit).

Control means ability to take the first trick of the suit, and therefore either to be blank in the suit or to hold the Ace of it. (See Bidding for Slams.)

Defensive Bidding

By means of an Overcall (bidding a suit or No Trump) or the Challenge, or Negative Double (compelling partner to bid or double), the element of competition is introduced. The intent may be to obtain a fulfillable contract, to force adversaries to bid more or to suffer deliberately a penalty in preventing adversaries from scoring partial score, game or slam. Besides the cards held, influencing factors are:

(a) Game position of each side.

(b) Partial scores previously made by either side.

(c) The relative advantages of the Penalty **Double** and a fulfillable contract.

PART II

Valuation Standards

VALUATION STANDARDS

SOME method of valuation, either consciously or sub-consciously, of the cards held is obviously the foundation of all bids. There are actually three distinct classes of values coexisting in each hand, and these should all be considered.

1. Against adversaries' suit declarations—Quick-Trick values.

2. At own or partner's suit declarations—High-Card, Long-Suit and (in the Dummy Hand) Short-Suit values.

3. At or against No Trump—Best determined by an Honor-Point count.

A careful player finds it profitable to measure every hand from each angle, and to apply certain standards which his partner can understand in determining the nature of his bids. As usual, common sense and varying circumstances should prevent rigidity, but, on the other hand, these standards should not be disregarded except for apparently sound cause. The reader should thoroughly master the next three chapters on valuation before proceeding to the actual tactics of bidding.

III

VALUES AT ADVERSARIES' SUIT BID
(Quick Tricks vs. High-Card Tricks)

THE trick-taking capacity of a hand is clearly less if the adversaries prudently secure a suit contract than if the contract is secured by one's self or one's partner.

The probability of establishing small cards of plain suits against an adverse suit contract is usually negligible, for the third round of any plain suit, especially if it be a long suit, is too apt to be ruffed. (Even if such suits are found to be equally divided (3 and 3) in the Declarer and Dummy hands, the opportunity to discard on another suit is frequently found.) Therefore, for the purpose of estimating the defensive power of a hand, the only cards of plain suits held singly or in combination which deserve attention are Aces and Kings, and in a rapidly diminishing degree Queens and Jacks.

A Quick-Trick card, then, may be defined as one which is likely to win a trick, if a suit declared by the adversaries becomes the trump. Obviously, the longer the suit which

such cards head the less likely are they to take tricks. On the other hand, if such cards are held in long plain suits by either the Declarer or Dummy, their value is greatly enhanced.

The following tables show the approximate values of high cards held singly or in combination under both conditions. (Kings, Queens, Jacks and Tens in combination with higher cards assuming approximately the values of the next higher card.)

HONOR CARDS
TABLE OF TRICK-TAKING VALUES

QUICK TRICKS or Honor Cards in Adversaries' Hands	HIGH CARD TRICKS or Honor Cards in Declarer and Dummy Hands	
Any combination headed by A K......2 tricks	A K Q J	...........4 tricks
Any combination headed by A Q . . 1½ tricks	A K J 10 A Q J 10	...........3½ tricks
Any combination headed by A J .. .. 1¼ tricks	A K Q A K J 9	...........3 tricks
A or K Q alone or at the head of a suit ......1 trick	A K J A K 10 9 A Q J	...........2½ tricks
Any combination headed by K J .. .. ¾ trick	A K A Q 10 K Q J	...........2 tricks
K x or Q J x .... ½ trick		

HONOR CARDS—Continued

QUICK TRICKS or Honor Cards in Adversaries' Hands	HIGH CARD TRICKS or Honor Cards in Declarer and Dummy Hands
Q x x .... ¼ trick	A Q A J 10 }.......... 1½ tricks K Q x
Singleton Kings and singleton or doubleton Queens are worth a little less.	A J x K J 10 }.......... 1¼ tricks
————	A K J x }.......... 1 trick
Only honor cards likely to take tricks on the first or second rounds are counted as Quick Tricks. When held in very long suits their values may be counted with less certainty.	Q J 10 .... ¾ trick
	K x Q J x }.......... ½ trick
	Q x x J 10 x }.......... ¼ trick

Trump honors in the Dummy Hand: A, K or Q, 1 trick each; J, ½ trick.

I realize that the use of two high card valuation tables is apt to be confusing to the ordinary player, but I am convinced that no accurate, consolidated table can be compiled.

This book has been written to cover the finer distinctions in the game, and accordingly separate valuations are given throughout to cover both phases of the hands.

Naturally, there are no half tricks or quarter tricks. These fractional values represent the probability of trick taking of the cards and combinations given, the total being the Quick-Trick value or High-Card value, as the case may be, in each hand. It should also be borne in mind that the values of these cards are by no means fixed, for besides being affected by the length of the suits of which they are a part, they are also affected by the location of other high cards in the same suits as implied by the bidding of partner and the adversaries.

The use of a Quick Trick table as the sole basis for constructive bids, whether as Opening Bids, Overcalls or assisting bids is not sound. Suit distributional values, described in the following chapter are of nearly equal importance in determining declarations.

IV

VALUES IN DECLARER AND DUMMY HANDS AT SUIT DECLARATIONS

(Probable Tricks—Culbertson Table)

THERE are 13 tricks in all to be taken, and when the deal is completed, the assumption naturally is that the trick-taking power will be evenly divided among the four hands, and this assumption continues until implications derivable from the bidding make other deductions probable. Therefore, if the Opening Bidder's hand contain 4 probable tricks, leaving 9 tricks to be taken by the other three players, normal expectation of 3 tricks from his partner will enable him to make 7 tricks from their combined hands and thus justify a bid of One. If the Declarer's hand contain 5 probable tricks, he will have one rebid; with 6 tricks, two rebids and so on. Obviously, the Dummy or Responding Hand will have as many raises as *his* probable tricks exceed 3, the normal expectancy.

This analysis seems simple and axiomatic. The difficulty in application is to estimate the precise trick-taking power

of each hand. Some analysts attempt to measure this trick-taking power by adding and multiplying the Quick-Trick or High-Card values held in each hand. There is some basis in theory for this method because of the well-known principle that High Cards, besides taking tricks themselves, promote other tricks by aiding in establishing lower cards in the same suits and preventing continued leads of suits by the adversaries. But, if there are no long suits to establish, few secondary cards to set up or equal length of suits in each hand (and thus no trump tricks to be made separately by ruffing), the promotion value of High Cards is diminished. On the other hand, if the suits *are* irregularly distributed, the promotion value of High Cards might be greatly increased. Consequently, some more exact scale of measurement to include these other factors is necessary for precise calculation.

Now, let us analyze how tricks are obtained when there is a *declared trump*. Try to understand this thoroughly. It is the essence of true card knowledge. Everybody subconsciously realizes the existence of the following mechanical conditions when playing the hand out, but few players are able to calculate accurately the probable results when the hand is being bid, and this ability is of vital importance at Contract.

First, there are the high cards in each suit, with their respective trick-taking probabilities.

Second, there are the long establishable suits of four cards or more, which means that after the suit has been led often enough the remaining small cards will take tricks because the high cards have all been played.

Third, there is the opportunity to make trump tricks separately in each hand, by ruffing short or missing suits.

The first two sources of tricks, High Cards and Long Suits, are the units of value in the Declarer's hand. All three sources of trick taking are units of value in the Assisting or Dummy hand. Obviously, the short-suit values may be counted only in one hand because their value is based on the opportunity given to make the trump cards separately. In the last chapter the distinction was drawn between defensive high cards held by adversaries (Quick Tricks) and those held by Declarer and Dummy (High Cards). The latter are naturally those referred to in this chapter.

Long-Suit values are susceptible of fairly close measurement. In a suit of four cards, unless it be the adversaries' suit, the fourth card is likely to be establishable nearly one-half of the time. Hence, a plain suit of four cards, regardless of its composition, may be valued at one-half a trick, a 5-card suit may be valued at one trick, and a 6-card suit at one and one-half tricks. The length value of the

trump suit is worth more than that of the plain suits, for by implication of correct bidding, it will not be selected unless long in both hands. Trump length may therefore be counted as one trick for a 4-card suit, two tricks for a 5-card suit, and three tricks for a 6-card suit. The trump suit length, however, is worth less in the Dummy hand because, in part, its value is counted in the Short-Suit values. The total of High Card and length values cannot, of course, exceed the actual number of cards in a suit.

A 3-card suit is useless for any purpose. It cannot be established and it cannot be ruffed. Even a 3-card trump suit in the Dummy is useless unless there is also a short suit to ruff and, in that case, the value may be imputed to the short suit. True, the possession of three trumps assures that the adversaries have that many less of partner's suit, but that is a neutral advantage, for, if the Dummy holds *less* than three trumps, he holds a denying hand and not a supporting hand, particularly if replete with high cards.

Therefore a plain suit of two or less in the Dummy assumes value as a Short Suit, and a suit of four or more in either hand assumes value as a Long Suit, regardless of the denominations of the cards.

Application:

Declarer's hand—High-Card and Long-Suit values, the combined total being the trick-taking power.

Dummy's hand—High-Card, Long-Suit and Short-Suit values, the combined total being the trick-taking power.

By long practice, expert players learn to estimate these values, perhaps subconsciously. In Contract, however, the need for precision is so important that I earnestly recommend to any player, however expert, the Culbertson Valuation Table given below, which I consider one of the most valuable contributions ever made in the development of the game.

High Card values repeated from Chapter III, page 33:

A K Q J . . 4 tricks	A K		A		. . 1 trick
A K J 10 \	A Q 10 } . . 2 tricks	K J x	
A Q J 10 / . . 3½ tricks	K Q J			
			Q J 10 . . . ¾ trick	
A K Q \ . . 3 tricks	A Q		K x	
A K J 9 /	A J 10 } . . 1½ tricks	Q J x	
	K Q x			
A K J \			Q x	
A K 10 9 } . . 2½ tricks	A J x } . . 1¼ tricks	J 10 x } . . ¼ trick
A Q J /	K J 10			

Exception: *In the Dummy Hand*, A K or Q *of trumps* may each be counted as one trick, the J as half a trick.

LONG SUIT VALUES

Plain Suits (in either Declarer or Dummy Hand)

Any 4 card suit . . . . ½ trick
Any 5 card suit . . . . 1 trick
Any 6 card suit . . . . 1½ tricks

In Declarer and Dummy Hands

In Declarer's Hand		*In Dummy Hand*	
Any 4 card suit..........1 trick		Any 4 card suit........ ½ trick	
Any 5 card suit..........2 tricks		Any 5 card suit........1 trick	
Any 6 card suit..........3 tricks		Any 6 card suit........1½ tricks	

SHORT SUIT VALUES (IN DUMMY ONLY)

With three trumps in the hand		*With four or more trumps in the hand*	
Blank suit ....2 tricks		Blank suit ....3 tricks	
Singleton ....1 trick		Singleton ....2 tricks	
Doubleton .... ½ trick		Doubleton .... 1 trick	

(Only one short suit may be included in the count in the Dummy hand unless there are five or more trumps, in which case an additional trick for a second short suit may be counted. Short suits in Declarer's hand do not count.)

In the great majority of hands the Culbertson Table may be applied to forecast results with marvelous accuracy up to ten tricks (four odd). Beyond that point, however, duplication of values is likely to occur and, for slam purposes, it must be supplemented by deductive reasoning based upon the probable location and total of high-card values implied by the Opening, Responding and Forcing Bids that may have been made.

Half-trick values which appear are surplus and represent emergency or defensive raises which may be given. If the Declarer re-bids without assistance, the Responding hand

may assist with one-half to one trick less values, for the expectancy in his hand is automatically reduced by reason of the additional indicated strength in the Declarer's hand.

In either hand, the total of High-Card, Long-Suit and Short-Suit values in any suit cannot exceed the number of cards in that suit.

V

VALUES AT NO TRUMP

(Honor-Point Count—Triple Valuation Figures)

THE tricks won at No Trump may be classified as being derived from two sources:

1. From High Cards.
2. From established Low Cards in Long Suits.

Because of the condition that all the suits are of equal rank and that tricks are taken entirely by ranking cards, the object of play by both sides is to establish whatever long suits may be held, so that extra tricks may be taken by surviving small cards. Hence, contrary to the condition of play at a trump declaration, a Short Suit is a definite weakness and as a rule is the target for an immediate adverse attack. Thus the asset of long establishable suits is largely offset by the liability of short suits.

On account of this threat and because the removal of a single high card in a suit leaves it, also, open to attack, I have never approved of the commonly accepted minimum requirement of 2 or 2½ Quick Tricks distributed in three

suits as the basis of an Opening Bid of one No Trump. With a (4-3-3-3) distribution of suits, I even recommend passing three unsupported Aces, except when strategical reasons make a bid advisable. It has been my experience that three Aces without other supporting honors in suits distributed (4-3-3-3) or even (4-4-3-2) are as likely to produce unfavorable results if bid, as they are to miss games if passed. In Contract especially, it is as often as not good tactics to pass them: they may become very important defensively.

It is bad policy to bid No Trumps indiscriminately, especially against strong players. If there is a suit bid in the hand, it should be made, for in that way it is possible to convey clearly information as to the location of high cards and the pattern of the hand; and this information may be of the greatest value to one's partner. "One No Trump" tells him little, and if the bid happens to be somewhat light and the distribution and position of adverse cards unfavorable, it may lead to severe penalties from which there is no escape by "switching" the bid.

The evenly balanced hand is commonly referred to as No Trump distribution. Actually, such distributions, offering no advantages if played at a declared trump, are merely preferred for No Trump play because each trick counts more toward game. (Obviously, there will be few opportunities

for making trump tricks separately if the suits are evenly distributed.)

In No Trump play, if only minimum Quick-Trick values are held, it is important to have ample secondary values. It is my belief, based upon long experience, that the best method of determining these values is a point count which includes not only Aces, Kings and Queens but also Jacks and Tens, and even Nines and Eights. In "The Art of Successful Bidding," I valued the Ace at 5, King 4, Queen 3, Jack 2, Ten 1 and suggested that the presence of Nines and Eights should be noted. Upon further consideration, and without departing from the principles involved, I now recommend that the Ace should be valued at 6 points, Nines and Eights at ½ point each, the other values remaining as stated, and the total therefore required for an Opening Bid of one No Trump, raised to 20 points.

Therefore, given the usual requirements, namely:

1. that there is no biddable suit held in the hand;
2. that three suits are probably "stopped";
3. that the values include at least one Ace and one King, or three Kings to furnish a sound Quick-Trick defense basis;

a hand may be bid one No Trump if it contain the approximate *equivalent* of "Queen above average," i.e., 20 points, composed of any combination of the following units:

[45]

| Ace, 6 points | Queen, 3 points | Ten, 1 point |
| King, 4 points | Jack, 2 points | Nines & Eights, ½ point each |

and the material held will, in the great majority of experiences, be found to be much more effective constructively at No Trump than if composed only of one Ace and two Kings (as some hopeful writers suggest), of two Aces and one King or even of three Aces.

It is not absolutely essential that the point count be mathematically exact, although Mr. E. V. Shepard, the recognized authority in matters pertaining to the mathematics of the game, approves the above table of relative values. The point count is used to facilitate recognition of the presence of secondary honors in No Trump play, and for this purpose is, I know, successful.

.   .   .   .

Triple valuation figures accompany each numbered example hand given in the chapters which follow.

The first figures show the total Quick-Trick values.

The second figures show the total trick-taking power at the suit declaration named, either as the Declaring or as the Assisting hand. In the former case High-Card and Long-Suit values count; in the latter case, High-Card, Long-Suit and Short-Suit. When less than three trumps are held in an Assisting hand, no valuation is assigned, for such a hand should usually be played at some other declaration.

The third figures show the point-count value of the hand at No Trump.

Visualization of values from three angles may seem burdensomely complicated to the average player, and other writers offer substitutes in simplified form apparently because they do not wish to burden their readers with complex valuation methods and therefore attempt to supply a popular demand for easily understood mathematics.

A fine player, however, is obliged to take account of all phases of valuation, either consciously or, by long practice, subconsciously, and the substitution of simplified formulæ is inaccurate and does not produce the best results. Quick Tricks or High Cards, values resulting from suit distributions and the presence or absence of secondary honors are all factors when precise estimation is desired.

PART III

Constructive Bidding

CONSTRUCTIVE BIDDING

THE object of most bids in Contract is to arrive at the best fulfillable contract for a partial score, game or slam. While it is true that bidding for this purpose is competitive, it will be found in most hands that one side or the other has the balance of power and the defensive tactics, if any are possible, will be confined to obstructive or to sacrificial efforts. Because of the 2½ Quick-Trick requirement for opening the bidding in The Knickerbocker Whist Club system, constructive tactics will favor the efforts of the Opening Bidder and his partner in the majority of hands. In some hands, however, the balance of power will be equally divided as between selected declarations, while in others, constructive and defensive tactics will merge or change from one to the other.

Writers of books on the subject of bidding, in an endeavor to develop principles in an orderly manner, are confronted with the difficulty that in the progress of normal bidding each step is apt to be a variation from constructive to defensive tactics. Therefore for the purpose of following

constructive tactics through from the Opening Bid to Slam Bids, I have grouped these efforts in continuous chapters and have reserved defensive tactics for a series of chapters to follow them.

VI

THE OPENING BID

(Implied Quick Tricks—Implied Probable Tricks—Selection of Bid, Suit or No Trump—Requirements for Biddable Suits—Preëmptive Opening Bids—Sure-Game Hands—The Two Bid—Position at the Table)

THE most important factors in partnership relations are mutual understanding and confidence. In establishing and maintaining that status, certain standards of values should be implied by the bids as made. The Opening Bid particularly, as the foundation upon which subsequent constructive efforts are erected, should imply certain conventional minimums. These minimums include the guaranty of specified defensive tricks (Quick Tricks), if the adversaries finally obtain the contract, as well as the required Probable Tricks for constructive purposes.

Implied Quick Tricks

As we have developed the game at the Knickerbocker Whist Club, the Quick-Trick values implied by various Opening Bids are as follows:

One in a suit or No Trump . . . . 2½ Quick Tricks
   (See exceptions below)
Two in a suit 5   Quick Tricks
   (See exceptions in Chapter IX)
Three, four or five in a suit . . . . No Quick Tricks
   (See Preëmptive Bids in this chapter)
Two No Trumps . . . . 3½ Quick Tricks
Three No Trumps . . . . 4½ Quick Tricks

Many players, fearing that a game hand may be passed out, open the bidding with cards containing but two Quick Tricks, or with all High Cards concentrated in one suit. Besides furnishing a thin basis for constructive efforts two Quick Tricks *only* supply inadequate defense value. Therefore, even though a game may be missed occasionally, ample compensation is found in the fact that hands that *are* opened are likely to supply a firmer basis if the contract is obtained and at the same time supply greater defense value if the adversaries obtain the final contract.

Exception: Hands containing two very long suits may be opened if they contain but two Quick Tricks. Such hands often promise high probability of game if partner is found to have support in one of the suits and with even less than normal High-Card expectancy. Furthermore, if partner doubles for a penalty in the early stages of the bidding, the

patterns of their suit distribution permit a protective rebid with little risk of penalty.

Examples:

1—♠ A 10 x x x x, ♡ x, ◇ A x x x x x, ♣ — (2) (6½) (13) *

2—♠ K Q 10 x x x, ♡ A 9 x x x, ◇ —, ♣ x x. (2) (6½) (14)

Implied Probable Tricks

As pointed out in Chapter IV an Opening Bid of One must promise at least four Probable Tricks, if the declaration named becomes the contract. The Probable Tricks implied by bids of Two in a suit, by Preëmptive Bids, bids of two or three No Trumps and by rebids are analyzed in the chapters dealing with those subjects.

Selection of Bid, Suit or No Trump

If, then, a hand contains both adequate defense values and Probable Tricks, there is the basis for an Opening Bid.

For the purpose of ascertaining the declaration which will best fit both hands, it is desirable, with the great majority of hands, to start the bidding as low as possible so that ample opportunity may be afforded to exchange information between partners. This, in theory, is the Approach (or Selectional) method of bidding.

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* The numbers in brackets after each example hand indicate in their order—1. Quick-Trick values. 2. Probable Tricks at the trump declaration named. 3. Point-Count values if played at no trump.

Therefore, except for strategic purposes or with (4-3-3-3) distributions, a hand should seldom be opened with a bid of No Trump if it contains a biddable suit (See below). The unbalanced type of hand will produce more tricks if played at the proper suit (preponderant length in combined hands) because of the possibility of making trump tricks separately by ruffing; moreover, the disadvantage resulting from the possibility of concentration of an unprotected suit in an adversary's hand should not be ignored. These considerations apply with especial force to hands which contain a blank suit or a singleton.

Requirements for Biddable Suits

When selecting a suit to be bid, that suit should be named which would be preferred as the trump if the contract were obtained. The first and most important consideration is naturally its length, and the second is its composition. Yet, the second factor must be considered in connection with the first, and minimum limits set, below which it is not desirable to name a suit, for below these limits a suit is not likely to be playable to advantage. I consider the following to be *absolute minimums* for biddable suits.

4-card Major suits headed by K Q 9, A Q or A J 9
4-card Minor suits headed by K 10 or Q J 9
5-card Major suits headed by Q or J 10

The Opening Bid

The minimum requirement for Minor suits is set lower than for Major suits, for in more hands Minor suit strength or length is likely to be used as the basis of No Trump contracts because of the greater difficulty of going game at a Minor suit.

Requirements for No Trump

When there is no biddable suit, strong hands may be counted for No Trump bids, which may be named under the following conditions:

Holding about 2½ Quick Tricks and a minimum point count of 20 (equaling Queen above average, divided in three suits) bid one No Trump.

Holding about 3½ Quick Tricks and a minimum point count of 26 (equaling one Ace and Queen above average, divided in four suits), bid two No Trumps.

Holding about 4½ Quick Tricks and a minimum point count of 32 (equaling two Aces and Queen above average, divided in four suits), bid three No Trumps.

Examples:

Hands which should be passed:

3—♠ K x x, ♡ A x x, ◊ A x x, ♣ x x x x (2½) (—) (16)
4—♠ A x x x, ♡ K Q x, ◊ K x x x, ♣ x x, (2½) (—) (17)

5—♠ x x x x, ♡ A x x, ◊ K J x, ♣ K J x (2½) (—) (18)
6—♠ A K J x x, ♡ x x, ◊ x x x, ♣ x x x (2) (4½) (12)

(Hands 3, 4 and 5 are all short of Probable-Trick values and as only two Quick Tricks can count in one suit, hands like 6 are barred as Opening Bids. Even solid 6-card suits are not sound bids of one in the Knickerbocker Whist Club system.)

Hands which should be bid as suits:

7—♠ A K x x, ♡ K x x x, ◊ x x x, ♣ x x (2½) (4) (14)
8—♠ A x x x, ♡ x, ◊ A Q x x, ♣ x x x x (2½) (4½) (15)
9—♠ x, ♡ A J 10 x, ◊ K J x x, ♣ K x x x (2½) (5) (19)
10—♠ Q 10 x x x, ♡ x x, ◊ A J x, ♣ A x x (2½) (4½) (18)
11—♠ A Q, ♡ 10 x x x x x, ◊ A Q x x, ♣ x (3) (6½) (19)

Hand 7, one Spade. Hand 8, one Diamond. Hand 9, one Heart. Hand 10, one Spade. Hand 11, one Heart.

Hands which may be bid No Trump:

12—♠ A J x, ♡ Q 9 8 x, ◊ K Q x, ♣ 10 x x (2½) (—) (20)
13—♠ J x x x, ♡ A Q x, ◊ Q x x, ♣ K J 10 (2½) (—) (21)
14—♠ A Q x, ♡ A Q x, ◊ K x x x, ♣ Q J x (4) (—) (27)
15—♠ A Q, ♡ K Q x x, ◊ A J x, ♣ A J 10 x (5) (—) (33)

Hands 12 and 13, one No Trump. Hand 14, two No Trumps. Hand 15, three No Trumps.

Examples 7 to 15 are all practically minimums, and therefore have no rebid values. It follows that many hands

with much higher values will be opened with the same minimum bids as those given, and accordingly, the obligation rests with the Responding Hand to keep the bidding open on the first round with the slightest sound pretext for doing so. Examples 12 to 15 have no biddable suits yet have high values, and so are typical Opening No Trump Bids. Exceptional hands containing a long, solid Minor suit with probable stoppers in all the other suits may of course be opened as two or three No Trumps. The elements of speculation and preëmption are usually combined in such hands.

Approach bidding is based principally upon the skillful showing of 4-card suits and is dependent for efficiency upon correct responses from partner. These responses are described in the next chapter.

Preëmptive Opening Bids

Primarily preëmptive bids of three or more are made for the purpose of preventing the adversaries from arriving at an effective declaration when their High-Card or distributional values happen to be divided between their two hands. While preëmptive bids are unnecessary with strong hands, the Opening Bidder's strategy may and should occasionally include such bids with strong defense values, to provide penalty traps for adversaries who may be tempted to overbid. Such bids imply:

1. Length of six cards or more in a practically established suit

(A K Q x x x, A Q J 10 x x, K Q J 10 9 x, A K x x x x x,
K Q J x x x, Q J 10 x x x x x, etc.)

2. Ability to take in his own hand within two tricks of the number bid. (Thus with seven probable tricks 3-odd may be bid; with eight probable tricks 4-odd may be bid.)

3. Negligible defense value only is *guaranteed* to partner if the adversaries obtain the bid (because of implied preponderance of distributional values).

Proper responses to preëmptive bids will be given in the next chapter, and distinctions in the strategy of using them will be discussed in the chapter on Defensive Bidding.

Sure-Game Hands—The Two Bid

When a hand which contains sufficient values seemingly to assure game is held, *with normal or less than normal expectancy from partner*, its composition may nevertheless require that partner be given an opportunity to offer such information as he can regarding the nature of his hand. In order to create this opportunity and at the same time by conventional agreement to compel him to bid, the Opening Bid of Two in a Suit was devised.

This, the most conspicuous of all the Forcing Bids, is

analyzed with examples and the series of special required responses given in Chapter IX on the Opening Bid of Two in a Suit.

Position at the Table of the Opening Bidder

Requirements for opening the bidding, which have been described, apply with little variation to Dealer, Second and Third Hands. The tendency, however, should be to bid border-line values if Second Hand and to pass them if Third Hand.

Decision to Open, if Fourth Hand, requires more circumspect attention. Discretion will demand higher values both defensively and constructively. Generally, Fourth Hand ought to hold about 3½ Quick Tricks or at least the probability of preventing game by the adversaries, if it should develop that partner's hand has little or no trick-taking power. Therefore, with minimum High-Card values, it is desirable to have defense against both Major suits, should the adversaries bid either of them.

Lacking sure defensive power, it is necessary that Fourth Hand's cards should promise game, with a long suit or a two-suiter strong enough to be rebid several times with little penalty threat, over adverse competition. Decision to bid hands of this type, *if some support is needed from part-*

ner, would be affected by being Game In, and therefore subject to heavy penalties in the event of failure.

Possession by the adversaries of a partial score should also be a deterring factor in opening the bidding with doubtful hands which might not be safe to rebid too often defensively.

VII

THE RESPONDING HAND

(High-Card and Distributional Requirements—Approach
Method—General Principles of Approach Bidding—
Continuation by the Opening Bidder—General Com-
ment)

THE partner of the Opening Bidder whether he pass,
assist (raise partner's suit) or take-out (make some
other declaration) may properly be designated as the Re-
sponding Hand. A minor distinction between Auction and
Contract tactics is the increased importance of the action
of the Responding Hand. At Auction, with neutral or strong
support, he will in most instances prefer to pass and await
developments. At Contract, he is obliged at once to deter-
mine from his holdings what positive action and in what
degree must be taken.

High-Card and Distributional Requirements

The Responding Hand should hold certain standard min-
imum High-Card or distributional values to justify the vari-
ous responses. These are approximately as follows:

[63]

In Response to Partner's Suit Bid of One:

1. Assistance implies four or more Probable Tricks (High-Card and distributional combined; possibly entirely distributional), with adequate trump support (i.e., A x x, K x x, Q x x or x x x x).

2. To Take-Out into another 4- or 5-card suit the whole hand must include a total of one or more High-Card tricks. If the Take-Out is a bid of one, the suit named must be biddable (See Chapter VI). If a bid of two, the suit should *preferably* contain at least five cards.

3. A Take-Out with a Forcing Bid in another suit implies *at least* two High-Card tricks, usually more, *with game assurance,* either at the suit bid or some other or at No Trump. Yet the suit bid may be only five cards in length and headed by half a trick. (With the latter minimum ample compensating values in other suits will of course be required to assure game.)

4. A Take-Out with one No Trump implies a point count of at least seven to ten points. (If blank or holding a singleton in partner's suit, seven points. If holding two or three small trumps, ten points.) It is the weakest response that can be made.

5. A Take-Out with two No Trumps implies a point

count of at least 16 points (say 2½ High-Card tricks) divided in the other three suits.

6. A Take-Out with three No Trumps implies a point count of at least 22 points (say 3½ High-Card tricks) divided in the other three suits.

In Response to Partner's Preëmptive Bid:

7. A raise implies three or more Probable tricks (High-Card and distributional combined) with x x x or 10 x trumps or better.

8. With less trump support, a denial response may be made in another suit or No Trump, if the hand contain about two High-Card tricks,

(a) if the Preëmptive bid be less than game,

(b) if a slam is probable, or

(c) provided there is a certain game at another declaration.

9. Under other conditions, pass.

In Response to Partner's One No Trump:

10. A raise to two No Trump may be given with a point count of 13.

11. A raise to three No Trump may be given with a point count of 22.

12. A Take-Out in a biddable 5-card suit (or longer) if the hand contain one High-Card trick.

13. A Take-Out in a Forcing Bid of three in a 5-card suit (or longer) if the hand contain at least two High-Card tricks *with game assurance* at the suit bid or some other.

Take-Outs and Raises of No Trump:

It has been pointed out that bids of No Trump may be made for the purpose of denying adequate support for partner's suit bid or of exhibiting hands with balanced distributions, notably (4-3-3-3), which have no advantage if played at a trump.

Conversely, if the Opening Bid is No Trump and the Responding Hand has irregularly distributed suits which possibly might permit of trump cards taking tricks separately, provided length in the selected suit can be found in both hands, the bid of No Trump should be taken out in conformity with certain requirements. These requirements are:

1. That the whole hand contain at least one High-Card trick plus other lesser honors (point count 10). This requirement is for the purpose of protection if the suit bid happens to be the shortest in partner's hand and if he then may prefer to deny with No Trump.

2. That the suit bid, if a Major, be five cards or more

[66]

in length headed by Q or better. A 6-card Major may be named regardless of tops, provided compensation is held in other suits.

3. That the suit, if a Minor, be relatively stronger. In fact, unless the hand contain a blank or singleton suit, or is a two-suiter of which the Minor is the longer, the latter rarely should be named in preference to assisting the No Trump if sufficient point count is held for that purpose.

4. With *over* two High-Card tricks and distribution of suits seemingly *assuring game at some declaration*, a Forcing Bid of three in the preferred suit, either Major or Minor, may be made.

Approach Method

The object of Approach (or Selectional) bidding is to attain the most efficient declaration, be it Clubs, Diamonds, Hearts, Spades or No Trumps. It follows that every item of available information which may be exchanged concerning suit distributions will contribute to that end. Accordingly, every effort should be made by both the Opening Bidder and the Responding Hand to keep the bidding open when there is any possibility of further development and in doing so, it is naturally desirable not to advance more rapidly than necessary.

The inclusion, as a Forcing Bid, of the response of a

bid of one in a suit over partner's Opening Bid of one in a suit is an admirable factor in the Approach method. Thus, when there is the opportunity, biddable 4-card suits may be named as bids of one by the Responding Hand, even when there is no intent to continue further. On the other hand, holdings that promise slams may be named as bids of one with the full assurance that the Opening Bidder will continue and by the character of his second bid possibly give additional valuable information. Theoretically, an Opening Bidder should be strong enough to play a hand at a final declaration of one or two odd without much damage, if his partner, after the Opening Bidder's *minimum* reply, now does not continue.

At any stage of the bidding, a Take-Out in the minimum bid of No Trump required to hold the contract, implies meager values, and either shortness in the suit denied or the (3-3-3-4) distribution.

On the other hand, an Overcall of No Trump over an adverse bid distinctly implies a strong hand and must not be confused with similar Take-Outs of partner's bids.

Without the practice of bidding 4 card suits, be they Majors or Minors, many hands at which game can be made with such distributions will be played at less profitable declarations. A typical hand of that kind is the following:

16—   ♠ A K x x
      ♡ x x x   (2½) (4) (15)
      ◇ Q J x x
      ♣ x x
        N

        S
      ♠ Q x x x
      ♡ A x x
      ◇ K x   (3¾) (6½) (23) at Spades
      ♣ A K x x

South Opens the bidding with one Club, North bids one
Spade and South, four Spades. Without the Approach
method, the hand would probably be played at No Trump
at which there may be no game. In Spades, game is prac-
tically certain. Obviously, No Trump play is not precluded
if the bidding inferences lead to it, for if North's hand
were as follows:

17—   ♠ K x x
      ♡ K x x
      ◇ A Q x x   (2½) (—) (19)
      ♣ J x x

the bidding would be: South, one Club; North, one Dia-
mond; South, two No Trumps; North, three No Trumps.

Constructive Bidding

General Principles of Approach Bidding

Obviously proper responses must be made by partner and proper continuations by the Opening Bidder, if the bidding of 4-card suits is to produce effective results. A number of necessary principles, which a player should thoroughly understand, suggest themselves. They are:

1. To visualize that an Opening Bid of one in a suit may be based on 2½ High-Card tricks, but that it may also be based on 3, 3½, 4 or even 4½ High-Card tricks. Consequently it is important to keep the bidding open with even minimum requirements for a response.

2. To realize that an Opening Bid of one in a suit may imply a much stronger hand, and never a materially weaker hand than an Opening Bid of one No Trump.

3. To realize that any Opening Bid of one in a suit may represent a 4-card suit; hence

(a) Four small trumps or A x x, K x x or Q x x are minimum requirements to assist a suit bid of one.

(b) Do not raise with J x x, 10 x x or x x x until the suit has been rebid once.

(c) Never raise with two trumps unless the suit has been rebid twice, except that if both the trumps be high honors (A K or A Q or K Q), a raise may be given after one rebid. In either case such a raise should be given only if the

[70]

evidence is plain that partner distinctly prefers the suit by *free* rebids.

(d) Deny with one No Trump if the hand contain 7- to 15-point count and no biddable suits, if holding any of the following trump combinations: blank, x, x x, x x x, J x x, 10 x x, A x, K x or Q x.

(e) Under the same conditions deny with one No Trump if the suits are distributed (3-3-3-4), if holding A, K or Q and two small trumps.

(f) With any of the trump holdings and under the conditions named in (d) and (e), bid two No Trumps with 16- to 21-point count, and three No Trumps with 22 or more point count.

(g) With (3-3-3-4) distributions the hand has no ruffing value, and with (3-2-4-4) very little; hence the effort to steer it into No Trump.

4. With inadequate trumps for a raise, to name any biddable 6-, 5- or 4-card suit as a bid of one (if possible). If necessary to bid two in a suit to Take-Out, requirements for 5- or 6-card suits are the same as for Opening Bids, but 4-card suits ought preferably to be stronger than those required for Opening Bids.

5. The Take-Out of an Opening Bid of one in a suit into two in a suit (if two be necessary to hold the contract)

is not a Forcing Bid. By implication, it contains higher values than the response of one No Trump, but partner is neither forced nor invited to reply.

6. With two or more High-Card tricks *and distribution seemingly assuring game*, a Forcing Bid of one more than necessary in a suit may be made. This bid is not made for the purpose of shutting out either the adversaries or partner, nor does it imply that the hand must be played at that suit, nor that partner may raise with short trumps. The implication is that the suit named is preferred for the time being, but that the hand has values assuring game, and additional information is required from partner.

7. Responses of one or more No Trump, whether as raises or as Take-Outs are never forcing in character. When made over suit bids, they imply either denial of length in the suit or suit distribution unfavorable for ruffing.

8. With adequate trump support (i.e., x x x x or A x x K x x or Q x x), provided there is not in the hand another long and strong suit which might play more effectively, and not the (4-3-3-3) distribution, *the full raise should be given at once.* Thus the Opening Bidder is enabled to gauge exactly how many tricks the combined hands will produce at his declaration. If *he* has rebid values and they are required for game, he may bid them. If he has no rebid

values, he should pass whether the contract is for game or not. If he has excess rebid values which make a slam probable, he may bid the slam or invite it by bidding another suit, or four or more No Trump, but in either case he must be prepared to play at the second declaration named if the Responding Hand prefers to leave it in.

9. With adequate trump support and a suit which might play more effectively or with values which may produce a slam, the Responding Hand should bid that suit as a Forcing Bid, either as a bid of one over one, if possible; otherwise, as a bid of one more than necessary. The opportunity will then be assured to him of returning to the Opening suit, if the character of partner's response indicates its advisability.

10. In response to partner's bid of one No Trump or of two No Trumps, a biddable 5-card Major suit should be named in preference to raising the No Trump if, as previously stated, the hand contain a total of at least one High-Card trick plus secondary honors, or a point count of 10.

11. When the Responding Hand holds two biddable suits, other than that named by partner or after partner has opened with No Trump, the longer or the higher ranking of two of equal length should be named first.

CONTINUATION BY THE OPENING BIDDER

Rebids of Long Suits

Because of the liberal denying principles necessary with the Approach method of bidding, long suits in either the Opening or Responding Hands should be rebid rather freely to exhibit their length, when opportunity is provided. Thus the following suits should usually be rebid in either hand:

Rebid once:

> 5-card Majors headed by A Q 10, K Q J or better
> 5-card Minors headed by four honors
> 6-card Majors headed by J or better
> 6-card Minors headed by A K, K Q J or better

Rebid twice:

> 6-card Majors headed by Q J 10 or K J 9 8 or better
> 7-card Majors regardless of tops
> 6-card Minors headed by A K Q, K Q J 10 or better

Rebid three times:

> 6-card Majors headed by four honors
> 7-card Majors headed by Q J 10, K J 9 8 or better
> 6-card Minors headed by A K Q J *
> 7-card Minors headed by four honors *

*Provided the hand in which the Minor suit is held will probably produce better results than if played at No Trump.

The Responding Hand

Rebids in Response to Forcing Bids

When either hand is obliged to respond to Forcing Bids, rebids of suits may be made with lower values, and under such circumstances the forcer must suspect the condition. The response to a Forcing Bid by rebidding the minimum number of tricks in the suit first bid or by bidding the minimum number of tricks at No Trumps denotes the probable absence of rebid values.

Summary of Replies by the Opening Bidder to Responding Hand

To Responding Hand's Raise of Opening Suit Bid:

1. With only four Probable tricks, pass.
2. With 5 Probable tricks, make one rebid.
3. With 6 Probable tricks, make two rebids.
4. With more than required for game, see Bidding for Slams (Chapter XI).

To Responding Hand's Take-Out in One No Trump:

5. With values in addition to those shown by the Opening Bid:
    (a) Bid a second biddable suit of four cards or more.
    (b) Bid two No Trump if holding 24 points or more.
    (c) Bid three No Trump if holding 30 points or more.

(d) Rebid the suit originally named in accordance with the principles in the table of rebids.

6. With no values in addition to those shown by the Opening Bid, pass.

To Responding Hand's Bid of One in Another Suit (a Forcing Bid):

7. Raise the suit bid if holding adequate trump support (Using the Culbertson Table for the Dummy Hand).

8. With neutral (J x x or x x x) or inadequate trump support, bid No Trump, rebid the opening suit (if rebiddable) or bid another biddable suit.

9. With excess values (sufficient for game) over those exhibited by the Opening Bid, Force either by rebidding the Opening suit by one more than necessary to hold the contract or by bidding similarly another suit. With evenly distributed suits and sufficient point values, two No Trumps (with 24 points) or three No Trumps (with 30 points) may be bid.

To Responding Hand's Bid of Two in a Lower Ranking Suit.

10. This is not a Forcing Bid and responses are similar in principle to those described in 5 and 6.

11. If adequate support is held for the suit named it may be raised in accordance with the Culbertson Table.

To Responding Hand's Take-Out of Opening No Trump Bid in a Major Suit.

The implication that such a Take-Out is based on at least a 5-card suit makes three small trumps normal support. The Opening Bidder's reply is based on his rebid ability.

12. With excess values over his Opening Bid, he may rebid No Trump if,

    (a) His suits are distributed (3-3-3-4) and the other three suits are well stopped.

    (b) With (3-2-4-4) distribution, if the 2-card suit is composed of A K or A Q.

    (c) If holding only two cards in partner's suit.

13. With excess values over his Opening Bid and if holding three cards or more in partner's suit, he may raise the latter, if any of the other suits are not stopped or only partially stopped (Applying the Culbertson Table to his cards as a Responding Hand.)

14. Having made an Opening Bid with minimum values, he should pass, unless he hold four trumps and applying the Culbertson Table, can take five or more Probable tricks if his partner's suit becomes the declaration.

To Responding Hand's Take-Out of Opening No Trump Bid in a Minor Suit:

15. The replies may be made on principles similar to those for a Major suit Take-Out with, however, a more decided tendency to return to No Trump unless the distribution of suits and High Cards clearly indicate better results at the Minor suit.

General Comment

Except when game is practically assured, either in one hand or clearly indicated by the combined hands, both partners should avoid the use of Forcing Bids. Therefore, whenever one player considers that the combined hands in order to produce a game will require greater strength than that already shown by his partner, he should make minimum responses, depending upon his partner to make an additional minimum response if *he* have one. By closely following this principle of precise bidding, overbidding will be avoided.

It is contrary to the principles of our system of partnership bidding for one player to decide from his own hand, in combination with any minimum bid which his partner may have made, what result the combined hands will produce. His partner's minimum bid may have concealed one

or two rebids and yet not be in itself sufficient to produce a game. Therefore it is an error to withhold information whether it be denial or assistance, when the slightest reason for imparting it can be found. It is a *vital* error for a player to withhold such information and to subsequently enter the bidding without making full allowance for possible strategic reasons which might have caused his partner to make subsequent rebids.

By giving slightly higher values to Kings, Queens and Jacks in separate suits and to certain honor combinations, Mr. Culbertson lowers somewhat the required strength for Opening Bids. He also uses a base of 4½ to 5 Quick Tricks for Opening Bids of Two (in a suit), instead of reserving such bids for hands which contain probable games. The use of slightly lower requirements for these two key bids automatically raises the required values in the Responding Hand, and therefore the exchange of minimum informative bids is somewhat more restricted than in the method which I describe. Thus, in our method the weak No Trump denial, the One over One Forcing Bid, the retention of a minimum requirement for a Third Hand Opening Bid and minimum responses generally are all made possible, and are in fact demanded in the early stages of the bidding.

These differences in principle are almost imperceptible, compared with the wide variation shown by most other sys-

tems, which in most cases demand much more high-card strength in the Responding Hand and attach much less importance to the factor of suit distribution in that hand.

In expert chess, each move is part of a general plan or "combination." Contract bidding tactics should be based upon a similar principle. Each bid must be premised upon and anticipate any and all responses that partner may make as a result of it. Therefore, if such responses have not been properly anticipated, the offender should not attempt to justify his fault by the excuse that his bid might have been fulfilled had not his partner continued.

Commander Liggett's able article in the appendix deals with the subject of precise rebids of assisted suits, and should be read in connection with this chapter.

Details of Two-Suiter bids and responses, Opening Two Bid responses and Slam tactics are discussed in later chapters.

VIII

EXAMPLES OF RESPONDING BIDS

THE numerous examples of Responding Bids given in this chapter are designed to illustrate in detail the application of the principles of the combined Approach and Forcing methods which distinguish the Knickerbocker Whist Club system of Contract bidding.

To Opening Bids of One in a Suit

In the following hands, assume that partner has opened the bidding with one Spade:

18—♠ A x, ♡ K 10 x x, ◊ 10 x x x, ♣ J x x (1½) (—) (14) *
19—♠ J x x, ♡ K 10 x x, ◊ J x x, ♣ K x x (1) (2) (13)
20—♠ Q x x, ♡ Q 10 x x, ◊ K x x, ♣ Q x x (1¼) (2½) (14)

The reply in each case should be one No Trump. They contain less than two tricks High-Card values, there is no other biddable suit to name and the pattern is such that they will play equally well at No Trump.

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* The numbers in brackets after each example hand indicate in their order—1. Quick-Trick values. 2. Probable Tricks at the trump declaration named. 3. Point-Count values if played at no trump.

21—♠ x, ♡ x x x x, ◊ x x x x, ♣ x x x x (—) (—) (—)

This unfortunate hand must be passed.

22—♠ x, ♡ Q x x x, ◊ Q x x x, ♣ x x x x (½) (—) (6)

Here also there is not enough High-Card strength to make a sound denial bid of one No Trump. If, however, my side were No Game, I should be inclined to bid it in preference to permitting partner to play a suit of which I held a singleton, but if there were two trumps, certainly pass.

23—♠ x, ♡ K x x x, ◊ Q x x x, ♣ J x x x (¾) (—) (9)

This is a minimum sound denial bid of one No Trump. Partner need not rebid unless he has sure additional High-Card or distributional values in his own hand.

24—♠ x x, ♡ x x x, ◊ Q J x x x, ♣ K 10 x (1) (—) (10)

Two Diamonds. This is a minimum Take-Out in a suit bid. The suit, if only five cards long, should preferably contain half a trick High-Card value and the whole hand at least one trick. If I were Game In, I should probably prefer to pass, except with a partial score.

25—♠ x x x, ♡ A J x, ◊ Q 10 x x, ♣ Q J x (2) (2½) (17)

This is a hand with minimum values for a response of two No Trumps, if No Game (One No Trump if Game In). It is not a Forcing Bid and requires no reply from partner.

26—♠ x x, ♡ A J 10, ◊ K J 10 x, ♣ K J x x (3) (—) (22)

A bid of three No Trumps may be made with this hand (minimum). If the Opening Bidder has a hand distributed as a strong two-suiter, particularly the two Major suits, he should bid the second suit. If his suits are distributed irregularly and his opening suit is long and strong enough to prevail without support that should be rebid.

27—♠ x x x, ♡ K Q x x x, ◇ Q x, ♣ x x x (1¼) (3¾) (10)

Two Hearts, a minimum Take-Out.

28—♠ A x x, ♡ K Q x x x, ◇ K x, ♣ x x x (2½) (5) (17)

Three Hearts, a minimum Forcing Bid.

29—♠ x x, ♡ A K x x x, ◇ Q x, ♣ A Q x x (3¾) (6¼) (22)

Three Hearts, a strong Forcing Bid.

30—♠ x, ♡ J x x, ◇ K Q x x x, ♣ J x x x (1) (4) (11)

Two Diamonds, a weak Take-Out.

31—♠ x, ♡ J x x, ◇ A K 10 x x, ♣ 10 x x x (2) (4½) (14)

Two Diamonds, not strong enough to force.

32—♠ x, ♡ J x, ◇ A K Q J x x, ♣ 10 x x x (2) (6½) (18)

Three Diamonds. This is a Forcing Bid, the solid Diamond suit being too strong to risk being passed out.

33—♠ x x x, ♡ A K x x, ◇ x x x, ♣ x x x (2) (—) (10)
34—♠ x, ♡ A K x x, ◇ x x x x, ♣ x x x x (2) (4) (10)

These are rather difficult decisions. With No. 33 I would prefer one No Trump to two Hearts. A suit bid of *two or*

more by the Responding Hand should usually be at least five cards in length. If the reply is two Spades, the Responding Hand can pass, but, if three Spades, then four Spades. If two No Trumps, pass. With No. 34, I would prefer to bid two Hearts on account of the singleton, and bid two No Trumps if the Spades are rebid.

35—♠ x x x, ♡ A x x x, ◊ K J 9 x, ♣ x (1¾) (5½) (12)

Three Spades. Applying the Culbertson table, there are over two raises which should be given at once. The surplus raise should be reserved to Overcall an adverse bid if necessary.

36—♠ Q x x x, ♡ A x x x, ◊ K J 10, ♣ x x (2) (5¼) (16)

Three Spades.

37—♠ A x x x, ♡ x x x, ◊ A x x, ♣ x x x (2) (2½) (12)

One No Trump. This hand does not count a raise in Spades, but because of the presence of the two Aces, as well as length in the trump suit, partner should be given another chance. He *may* have a two-suiter or other rebid values.

38—♠ Q x x, ♡ A x x x, ◊ K x x x, ♣ x (1¾) (4¼) (13)

Either two Diamonds (preferred) or two Spades. In the former case, if the reply be two No Trumps, then three Spades, indicating neutral support and irregularity.

39—♠ K x x x, ♡ A Q J x x, ◊ x x x, ♣ x (2) (7) (15)

Three Hearts. If the forced bid of partner is three No Trumps, then four Spades at which there are actually four raises.

In the situations precipitated by Forcing Bids from the Responding Hand, the Opening Bidder has various options, depending, of course, upon the character of his hand.

1. He may rebid his Spade suit if it is five cards in length and headed by K Q 10 or better, or if it happened to be a weak 6-card suit. Presumptively, this or three No Trumps is a weak response.

2. He may support the Responding Hand's bid with three small trumps or better, if his suits are irregularly distributed, because he knows that the suit bid is probably at least five cards in length.

3. He may bid a second suit, if the pattern of his hand is that of a strong two-suiter.

4. He may bid three No Trumps if his values and suits have fairly even distribution.

5. In any case an extra bid of more than necessary to go game would indicate he holds surplus values in his own hand and wishes to try for a slam.

Assuming that partner has opened the bidding with one Heart:

40—♠ A x, ♡ x x x x, ◇ K x x x, ♣ x x x (1½) (3½) (10)

This hand has one doubtful raise. It should be given.

41—♠ x x x x, ♡ x x x, ◊ A x x, ♣ K x x (1½) (2) (10)

There are only two probable tricks in this hand and it should be passed unless partner re-bids.

42—♠ x, ♡ x x x x, ◊ A x x x x, ♣ K x x (1½) (5) (10)

With the same number of high cards as in 40 and 41, this hand counts five tricks. The response is three Hearts.

43—♠ x, ♡ K Q x x, ◊ A Q x x, ♣ K x x x (3) (7) (20)

This hand counts about seven tricks and therefore has four raises; but as only one suit is "controlled" the bid should be four Hearts and not five. (See Slam Bidding.)

44—♠ x x, ♡ K Q x x, ◊ A Q x x, ♣ x x x (2½) (5½) (16)

Only three Hearts should be bid with this hand, reserving the surplus value for a defensive bid if necessary.

45—♠ K Q x x, ♡ K Q x x, ◊ A Q x x x, ♣ — (3½) (8½) (23)

Three Diamonds, with the intention of not letting go short of a slam.

46—♠ x, ♡ x x x x x, ◊ Q 10 x x x, ♣ x x (¼ —) (5¼) (4)

The count is over five tricks or two raises. On account of the absence of High Cards, however, only one raise should be given, reserving the second for a defensive bid.

47—♠ x x x x x, ♡ A x x, ◊ K x x x, ♣ x (1½) (4) (10)

Two Hearts should be bid. There is barely one raise and no sound denial bid is possible.

48—♠ A x, ♡ Q x x, ◇ x x x, ♣ 10 x x x x (1¼) (3½) (10)

Pass, except after a rebid by partner. Then raise once.

In each case, except when the values are mostly distributional, the Responding Hand makes the full raise and thus the Opening Bidder knows exactly how many tricks his partner expects to contribute if Hearts are trump. If he has opened with a *minimum* bid he must pass. If he has *additional* values he may then bid them with reasonable precision.

Assuming again that the Opening Bid is one Spade:

49—♠ A x, ♡ K 10 x x, ◇ 10 x x x, ♣ J x x (1½) (—) (14)
50—♠ J x x, ♡ K 10 x x, ◇ J x x, ♣ K x x (1) (2) (13)
51—♠ J x x, ♡ Q 10 x x, ◇ K x x, ♣ K x x (1¼) (2¼) (14)

In each case as many tricks are promised at No Trump as if Spades are trump. With 1½ or less High-Card tricks and point values under 16, the proper response is one No Trump.

52—♠ x x x, ♡ A J x, ◇ Q 10 x x, ♣ Q J x (2) (2½) (17)

With values of about two High-Card tricks and point values of 17, this is a minimum two No Trumps bid. It is not a Forcing Bid.

53—♠ x x, ♡ A J 10, ◇ A 10 x x, ♣ K J x x (3) (—) (22)

Just about strong enough for a bid of three No Trumps.

If the Opening Bid is one Club, Diamond or Heart, any Responding Hand bid of one in a suit is a Forcing Bid. Assuming that the Opening Bid is one Club:

54—♠ J x x x, ♡ J x x, ◇ x x x, ♣ x x (—) (—) (4)

Pass. The Spade suit is too weak to bid. A 5-card suit should be headed by a Queen, at least, and the whole hand should have the equivalent of one trick.

55—♠ Q J x x, ♡ K x x, ◇ x x x, ♣ x x (1) (3) (9)

This is an absolutely minimum bid of one Spade. The Opening Bidder must reply, but the Responding Hand need not continue unless *forced* in turn.

56—♠ A Q J 10 x, ♡ A Q 10 x, ◇ A Q, ♣ x x (4½) (8½) (31)

One Spade. Partner must respond and the great strength of the hand may be shown in the later bids. There should be a Slam in the right declaration.

57—♠ J, ♡ K J x, ◇ A K Q x x, ♣ K Q x x (3¾) (8) (28)

One Diamond. If partner bids one Spade, then four No Trumps. If he bids one Heart, then six Clubs. If he assists Diamonds, then six Clubs. If he bids one No Trump, then four No Trumps. If he bids two No Trumps, then seven No Trumps.

58—♠ J x, ♡ K x x x, ◇ A K x x x, ♣ Q x (2¾) (5¼) (19)

One Diamond. If partner bids one Spade, then two No Trumps. If one Heart, then four Hearts. If two Clubs, pass!

Examples of Responding Bids

If three Clubs, then three Diamonds. But, if four Clubs, now bid five Clubs for the need for trump length in the Responding Hand is no longer indicated.

Assuming that the Opening Bid is one Diamond:

59—♠ x x, ♡ Q x x, ◇ x x x, ♣ A Q x x x (1¾) (3¾) (12)

Two Clubs. This is not a Forcing Bid and requires no response not indicated by values in the Opening Bidder's own hand.

60—♠ x x, ♡ A Q x x x, ◇ x x x, ♣ Q x x (1¾) (3¾) (12)

One Heart. Opening Bidder must respond. If he has opened with minimum values no particular harm will befall, if he bids one No Trump or two Diamonds, for the Responding Hand need not continue. If he has a strong hand he will indicate it.

Responses to Opening Bid of one No Trump:

61—♠ Q 10 x x x, ♡ x x, ◇ K J x x, ♣ x x (1) (3¾) (10)
62—♠ K x, ♡ K x x x x, ◇ Q x x x x, ♣ x (1¼) (4¼) (11)
63—♠ Q x x, ♡ x x x x, ◇ K Q x x x, ♣ x (1¼) (4¼) (10)
64—♠ J x x x x, ♡ K x, ◇ x, ♣ K x x x (1) (4½) (10)

These are all minimum Take-Outs: 61, two Spades; 62, two Hearts; 63, two Diamonds; 64, two Spades. The latter may be rebid once if necessary, but the others should be passed if partner bids two No Trumps.

65—♠ Q J 9 x x, ♡ A x, ◇ K J x x, ♣ J x (2¼) (5) (19)
66—♠ A K Q J x x x, ♡ x, ◇ x, ♣ A Q x x (3½) (9) (24)
67—♠ x, ♡ K Q x, ◇ A Q J 10 x x x, ♣ A Q (4) (9½) (28)
68—♠ A x x, ♡ K Q x, ◇ Q J 10 x x, ♣ A Q (4) (6¾) (28)

All Forcing Bids: 65 (minimum), three Spades; 66 (sure slam), three Spades; 67 (sure slam), three Diamonds; 68 (probable slam), three Diamonds.

When the Responding Hand has balanced distribution or length principally in Minor suits, the Opening Bid of No Trump should usually be raised with the following requirements:

1. To raise from one to two No Trumps, 13 points divided in two, preferably in three, suits.

2. To raise from one to three No Trumps, 22 points divided in three, preferably four, suits.

3. To raise from two to three No Trumps, 10 points divided in two, preferably three, suits.

Opening Bid, one No Trump:
69—♠ A x x, ♡ K x x x, ◇ Q x x x, ♣ J x (1¾) (—) (15)
70—♠ J x x x, ♡ A x x, ◇ K J x, ♣ x x x (1¾) (—) (14)
71—♠ Q x x x, ♡ A x x, ◇ K x x, ♣ x x x (1¾) (—) (13)

Two No Trumps in each case.
72—♠ A x x, ♡ K x x, ◇ x x x x, ♣ x x x (1½) (—) (10)

Pass. Insufficient point count.
73—♠ Q 10 x x, ♡ J 10 x x, ◇ K x, ♣ J x x (½) (—) (13)

Pass. The hand has 13 points but lacks High-Card tricks for entry cards.

74—♠ J x x x, ♡ A x x, ◊ K x, ♣ J x x (1½) (—) (14)

Two No Trumps. The Spade suit is too weak to bid, but the High Card total gives sufficient power to keep the bidding open.

75—♠ K J x, ♡ K J x, ◊ Q x x x, ♣ A 10 (2¾) (—) (22)

Three No Trumps. (A minimum, if Game In.)

76—♠ Q J 10, ♡ K 10 x, ◊ Q x x x, ♣ A J x (2½) (—) (22)

Three No Trumps. Another minimum.

Responses to Opening Bid of two No Trumps:

77—♠ Q x x, ♡ K x x, ◊ Q x x x, ♣ x x x (1) (—) (10)
78—♠ A x x, ♡ Q x x, ◊ x x x x, ♣ J x x (1¼) (—) (11)
79—♠ J 10 x x, ♡ J x x x, ◊ A x, ♣ x x x (1) (—) (11)

Three No Trumps. All about minimum values for the bid.

80—♠ A x x, ♡ Q x x x, ◊ x x x, ♣ x x x (1¼) (—) (9)
81—♠ K x x, ♡ J x x, ◊ J x x x, ♣ 10 x x (½) (—) (9)
82—♠ Q x, ♡ J x x x, ◊ J x x, ♣ J x x x (½) (—) (9)

Pass. All just short of either High-Card or point values, and dangerous if Game In.

Responding to Opening Preëmptive Bids:

Preëmptive Bids being made for the purpose mainly of shutting out effective bids of adversaries, by implication

may be weak in defense values. Great length and practical control of the suit bid, however, is implied as is also the probability that the bidder can take in his own hand within two tricks of the number bid. Obviously he will not require normal trump support from his partner so much as High-Card values in other suits. Yet, the Responding Hand ought not to raise the suit bid if he be blank or hold a singleton, for the missing trumps may be massed in the hand of one adversary.

Therefore, x x x or 10 x in trumps may be considered to be normal support for a Preëmptive Bid and two Probable tricks (High-Card and distributional combined) as normal expectancy. With three Probable tricks, a raise may be given. The use of Preëmptive bids is often prompted by strategical reasons due to scoring conditions. The Responding Hand is obliged to weigh such possibilities in making doubtful raises or penalty doubles.

Examples:

The Opening Bid being three Spades:

83—♠ 10 x, ♡ A Q x x x, ◊ K x x, ♣ x x x (2) (3) (14)
84—♠ x x x, ♡ x, ◊ K Q x x x, ♣ K x x x (1½) (4½) (11)
85—♠ x x, ♡ A x x x, ◊ A x x x, ♣ x x x (2) (3) (12)
86—♠ x x x, ♡ K J 10 x, ◊ x x x, ♣ x x x (¾) (1¾) (7)
87—♠ x x, ♡ A x x, ◊ K x x x, ♣ x x x x (½) (2½) (10)
88—♠ x x x x, ♡ Q x x, ◊ K x x, ♣ x x x (¾) (1¼) (7)

With Hands, 83, 84, and 85 raises to four may be given; 87 may be a doubtful raise, or a bid of three No Trumps; 86 and 88 should be passed.

89—♠ x, ♡ A J 10 9 x x, ◇ K Q x x, ♣ x x (2¼) (6½) (16)

90—♠ x, ♡ K Q 10 x, ◇ Q J 9 x, ♣ A x x x (2½) (—) (19)

With 89 four Hearts should be bid. With 90, three No Trumps.

Distributional values in the Responding Hand will be likely to be worth little, unless there are long trumps or High Cards in other suits for entries.

IX

THE OPENING BID OF TWO IN A SUIT

(Reasons—Requirements—Responses—Opening Bidder's
Reply to Responses)

REFERENCE was made in Chapter VI to those hands held by the Opening Bidder with which he feels certain that a game can be made with even less than normal expectancy in partner's cards. Under such circumstances, he is faced with two alternatives:

1. Of opening the bidding normally and risking that partner and the adversaries will pass.

2. Of bidding for game at once and perhaps selecting the least profitable of two or three different mediums.

Therefore, in order to combine the principles of giving partner an opportunity to bid and of reserving the opportunity to bid again himself, the Opening Bid of *Two in a suit* was devised. By conventional agreement *the Responding Hand may not pass this bid.*

Reasons

Very few hands are held in which all the tricks taken are won by the Declarer and none by the Dummy. In the vast

[94]

majority of hands the result is determined by the combined 26 cards. Consequently it is nearly always eminently desirable to obtain information as to the character of the Responding Hand before making the final declaration, be it for a partial score, a game or a slam.

With powerful hands of the type under consideration, such conditions as these are likely to be found:

1. A hand may be divided (4-3-3-3) (4-4-3-2) or (4-4-4-1) and contain 4½ to 6 High-Card tricks. Such a hand would seem to promise a sure game at No Trump or at any of two or three selected suits. The result would obviously depend entirely upon the distribution of partner's cards.

2. A hand may be distributed as a perfect two-suiter (7-6-0-0) or (6-6-1-0), etc. At one suit there may be a Grand Slam. At the other it might not even be possible to go game, so important may be a few small trumps in partner's hand.

3. Semi two-suiters (7-4-2-0) (6-4-3-0), etc., might produce game at the longer suit, but if partner is given the opportunity to bid the second suit, a certain slam might follow.

4. Border-line hands, which with responses in certain suits by partner might be bid for game, may be abandoned

in favor of partial score contracts in the event of other responses.

Summary: The use of the Opening Bid of Two in a Suit is merely an extension of the Approach method of bidding to cover hands of extraordinary strength in which game at least seems assured; the theory being that games and slams are less readily consummated by undue haste in making the final contract.

Requirements

It will be found that hands which promise sure game will usually depend for that expectation upon varying degrees of High-Card and distributional values. Such hands will generally be found to conform with the conditions of the following table of minimums. This table is not given for the purpose of being memorized, but rather as a suggestion of the quality of hands which will likely be used for Two Bids, the true test being the probable trick-taking power of the hand.

Distributions:

(7-6-0-0) or (6-6-1-0) 3   Quick Tricks
(6-5-2-0) or (6-5-1-1) . . . . 3½ Quick Tricks
(6-4-3-0) (6-4-2-1) (5-5-3-0) (5-5-2-1) or (5-4-4-0) . 4   Quick Tricks
(5-4-3-1) (5-4-2-2) or (4-4-4-1) . . . . 4½ Quick Tricks
(5-3-3-2) (4-4-3-2) or (4-3-3-3) 5   Quick Tricks

Not more than two Quick Tricks may be counted in one suit. Any of the above is extremely likely to produce a game and with favorable support from partner, slams are possible. In the hands, dependent for success principally upon distributional values, the tendency will be of course to rebid them over an early penalty double by partner.

The following are examples of sound Opening Bids of Two in a suit:

91—♠ K, ♡ A K Q 10, ◇ K J x, ♣ A K x x x (5¼) (9) (34)
92—♠ A K x x, ♡ A Q x, ◇ A Q J x x, ♣ x (5) (8½) (30)
93—♠ x, ♡ K Q 10 x, ◇ A K x x x, ♣ A K x (5) (8) (28)
94—♠ A K x, ♡ A Q x, ◇ A K x x x, ♣ x x (5½) (7½) (29)
95—♠ —, ♡ K Q x x, ◇ A K x x, ♣ A K x x x (5) (8½) (27)
96—♠ A K x x, ♡ A K x x, ◇ A x x x, ♣ x (5) (7) (26)
97—♠ K Q x, ♡ A K x x, ◇ x x, ♣ A K x x (5) (7) (27)
98—♠ A Q J 10 x x, ♡ A Q J x x x, ◇ x, ♣ — (3) (9½) (23)
99—♠ A K J x x, ♡ x x, ◇ A Q J x x x, ♣ — (3½) (9) (23)
100—♠ x, ♡ —, ◇ K Q J 10 x x, ♣ A Q J 10 x x (2½) (9) (22)
101—♠ A J x, ♡ A K x x, ◇ K Q x, ♣ A Q x (5¾) (7¼) (34)
102—♠ A x x x, ♡ A K x x, ◇ A K x, ♣ x x (5) (6½) (26)

The Bidding:

91—Two Clubs	97—Two Hearts
92—Two Diamonds	98—Two Spades
93—Two Diamonds	99—Two Diamonds
94—Two Diamonds	100—Two Diamonds
95—Two Clubs	101—Two Hearts (or three No Trumps)
96—Two Spades	102—Two Hearts

96, 97 and 102 are border-line bids. Special care must be exercised on the rebid.

Examples of strong hands which should not be opened with Bids of Two in a suit:

103—♠ A K x x, ♡ A K x, ◇ K x x, ♣ x x x (4½) (5½) (24)
104—♠ A Q J x x, ♡ K x x, ◇ A Q x, ♣ K x (4) (7) (28)
105—♠ A Q J 10 x x, ♡ A x x x x, ◇ x, ♣ x (2½) (7½) (18)
106—♠ A K Q x x x, ♡ A x x x, ◇ x x, ♣ x (3) (7½) (19)
107—♠ x x, ♡ K J x, ◇ A K Q J x x x, ♣ A (3¾) (9) (27)
108—♠ Q J x x, ♡ A K x, ◇ K J x, ♣ A J x (4½) (—) (29)
109—♠ Q J x, ♡ A K, ◇ K J x, ♣ A J 10 x x (4½) (7) (30)

The Bidding:

103—One Spade (not enough probable tricks).
104—One Spade (just short of high cards).
105—One Spade or three Spades (a fine two-suiter but not enough high cards).
106—Three Spades (preferred) or one Spade (too weak for a Two Bid).
107—Five Diamonds (if No Game); four Diamonds (if Game In).
108—Three No Trumps (if No Game); two No Trumps (if Game In).
109—Three No Trumps (if No Game); two No Trumps (if Game In).

It should be borne in mind that No Trump bids are never *forcing* in character.

Responses

As the Opening Bid of Two in a suit requires a response it is important that the reply should be as informative possible.

Summary of Responses

1. With adequate trump support, i.e., x x x x, or A x x, K x x or Q x x, raise partner's suit.
    (a) With three or *less* probable tricks, raise once.
    (b) Give an extra raise if four or more probable tricks are held.
2. With inadequate trump support,
    (a) bid any 4-card suit headed by K Q J or A Q;
    (b) bid any 5-card suit headed by Q.
    (c) bid any 6-card suit regardless of tops.
3. With inadequate trump support and no biddable suit,
    (a) if holding less than 2 High-Card tricks, bid two No Trumps.
    (b) if holding 2 or more High-Card tricks, distributed in two suits, bid three No Trumps.
4. With or without adequate trump support, a hand containing another strong suit or any hand containing 2½ or more High-Card tricks should be bid as one more than necessary to invite a slam probability.

Examples:

Assume the Opening Bid to be two Spades:

110—♠ x x x, ♡ x x x x, ◇ x x x, ♣ x x x (—) (½) (—)
111—♠ J x x x, ♡ A Q x x, ◇ K x x, ♣ x x (2) (4½) (15)
112—♠ J x x x, ♡ A Q x x, ◇ K x x x, ♣ x (2) (6) (15)

The Opening Bid of Two in a Suit

113—♠ K x x, ♡ K x x, ◇ K x x, ♣ x x x x (1½) (2½) (12)

114—♠ K x x, ♡ K x x, ◇ K x x, ♣ K x x x (2) (3) (16)

115—♠ x x, ♡ x x, ◇ Q x x x x, ♣ x x x x (¼) (2¾) (3)

116—♠ x x x, ♡ A Q J x x, ◇ K x x, ♣ x x (2) (5) (15)

117—♠ Q x x x, ♡ x, ◇ A K J x x x, ♣ x x (2¼) (6¼) (15)

118—♠ Q x x, ♡ K 10 x x x, ◇ x, ♣ Q x x x (1) (3½) (11)

119—♠ x, ♡ x x x x x x, ◇ A x x, ♣ K Q x (2) (5½) (13)

120—♠ A x x, ♡ Q x x x, ◇ J x x, ♣ K x x (1¾) (2¼) (15)

Responses

110—Two No Trumps	116—Four Hearts
111—Four Spades	117—Four Diamonds
112—Five Spades	118—Three Hearts
113—Three Spades	119—Three Hearts
114—Three No Trumps	120—Three No Trumps
115—Three Diamonds	

Opening Bidder's Replies to Responses

Principles:

1. The player who opens the bidding with Two in a suit guarantees at least one reply to the Responding Hand if the bid made by the latter is short of a game contract.

2. A bid of two No Trumps by the Responding Hand, implying a range from no high cards at all to less than two High-Card Tricks, should be handled with caution. A second suit should be named by the Opening Bidder in preference to bidding Three No Trumps, unless all four suits

are stopped and game at that declaration is practically certain in the Opening Hand.

3. A minimum bid of another suit by the Responding Hand may be made the basis of a bid of three No Trumps or a raise in that suit, depending upon the distribution of values in the Opening Bidder's hand.

4. Even an unnecessarily high bid in another suit by the Responding Hand should not be raised without adequate trump support on the same principle that no similar raise would be given in other situations. The Opening Bidder, with inadequate trump support, may bid No Trumps, rebid his own suit, if long and strong enough, or bid the second of a Two-Suiter.

It may be emphasized again that in the Knickerbocker Whist Club system, there is *constant* effort to give information and not to speculate with doubtful distributional values.

X

TWO-SUITERS

(Suit Length vs. High Cards—Examples of Two-Suiters—
Responses—Summary)

THE primary need of the Declarer when playing a suit
contract is assurance of preponderant trump length
in the combined hands. The extra trump length will fre-
quently determine whether small cards of other long suits
will prevail in the Declarer and Dummy hands or in those
of the adversaries, and the establishment of small cards
is the definite goal of play in most hands.

Determination of combined trump length in the bidding
of two-suiters is particularly essential, for two-suiter values
are relatively more effective in the Declarer or Dummy
hands than they are in the hands played by adversaries of
the Declarer, and so more often prevail in obtaining con-
structive contracts.

Hence, length is the most important factor to be con-
sidered by the Declarer in showing a preference between
two *biddable* suits. Such motives as the desire to direct an
Opening lead, if the adversaries obtain the contract, and

even the desire to play the hand at a Major suit, are of secondary importance to the absolute need for preponderant trump length: so, except when there is most *decided* difference in texture and even then a difference of only one card in the length, the longer suit should be bid first.

Naturally, for bidding efficiency, the suit of higher denomination must be named first, when both are of equal length (i.e., Spades over Hearts, etc.). Thus the Responding Hand will have the opportunity at any stage of the bidding to return to the first suit bid without increasing the contract, and furthermore, the lower ranking suit is thereby denied to be longer. Having named two suits, with or without support from partner for either, the lower ranking should later be rebid if they are of equal length, depending always upon partner to select the suit which he deems will best fit the combined hands.

When a 6-card and a 4-card suit are held, former should preferably be rebid before naming the latter, if favorable opportunity for doing so is provided. In practically all cases the Responding Hand should return to the suit first bid, if he be longer, or hold equal length in both, even at the cost of bidding one trick more, and *regardless of the denominations of the cards held in either suit*. By no other means can the longer of two suits in the combined hands be determined so effectively.

Examples of Two-Suiters

121—♠ A Q x x x, ♡ A Q x x x, ◇ x x, ♣ x (3) (6) (18)

122—♠ A K x x, ♡ x x x, ◇ K J 10 x x, ♣ x (2¾) (5¾) (17)

123—♠ Q J x x x, ♡ x, ◇ A K x x x, ♣ x x (2½) (5½) (15)

124—♠ A K x x x, ♡ x, ◇ Q J x x x, ♣ x x (2½) (5½) (15)

125—♠ Q J x x x, ♡ A K x x x, ◇ x x, ♣ x (2½) (5½) (15)

126—♠ A K x x, ♡ A, ◇ J x x x x x, ♣ x x (3) (6½) (18)

127—♠ 10 x x x x x, ♡ A Q, ◇ A K x x, ♣ x (3½) (7) (20)

128—♠ 10 x x x x, ♡ A Q, ◇ A K x x x, ♣ x (3½) (6½) (20)

129—♠ x, ♡ K x, ◇ Q J x x x, ♣ A K x x x (3) (6) (19)

130—♠ Q x x, ♡ x, ◇ A K Q x, ♣ Q J 10 x x (2¾) (6½) (22)

131—♠ A K Q J x, ♡ A x, ◇ J 10 x x x x, ♣ — (3) (7½) (24)

132—♠ 10 x x x x x, ♡ A Q J 10 9 x, ◇ A, ♣ — (2½) (8) (19)

First bid: 121, one Spade; 122, one Diamond; 123, one Spade; 124, one Spade; 125, one Spade; 126, one Diamond; 127, one Spade; 128, one Diamond (the Spade suit is not biddable); 129, one Diamond; 130, one Club; 131, one Spade; (while the Diamond suit is longer, the texture of the Spade suit is so much better that it may be preferred; such preference, however, should not extend to a 4-card suit); 132, one Heart; (the Heart suit is so much better than the Spade suit that it should be the preference).

Examples of Responses to Two-Suiter Bids

In each case partner has bid one Spade and later bid Diamonds:

133—♠ x x x, ♡ A x x, ◇ A x x, ♣ x x x x (2) (2½) (12)

134—♠ A K, ♡ Q x x x, ◇ x x x x, ♣ x x x (2¼) (4¼) (13)

135—♠ x x, ♡ A Q x x, ◇ x x x, ♣ K x x x (2) (3½) (13)

136—♠ K x x, ♡ K 10 x x x, ◇ x, ♣ Q x x x (1¼) (4¼) (12)

137—♠ x, ♡ x x x x x, ◇ x x, ♣ x x x x x (—) (1½) (—)

With 133, the Spade bid is denied with No Trump and returned to when partner bids Diamonds; 134, Spades denied with No Trump and subsequently the Diamond suit is preferred and raised if necessary; 135, both suits denied by a bid and rebid of No Trump; 136, two Hearts are bid after one Spade, and the Spades returned to after the Diamonds are named; 137, no choice; Diamonds must be permitted to remain; pass everything.

Assuming that with the same hands partner has opened the bidding with One Diamond and later bid Spades:

133, first, one No Trump and after the Spade bid, return to the Diamond suit; 134, raise the Diamond suit at once and return to it when he bids Spades; 135, bid one Heart and after the Spade bid, bid two No Trumps; 136, bid One Heart over One Diamond and No Trump over the Spade bid (the inference is that Spades may be a 4-card

suit); 137, after passing continuously, return to Diamonds if a choice is demanded.

Summary

Hand holding Two-Suiter:

1. Bid first the longer of two biddable suits.
2. Bid the higher ranking of two suits of equal length.
3. Disregard generally (with few exceptions) the location of high cards in making choice of suits. Length is more important.

The Responding Hand:

1. Return to the suit first bid if holding equal length in both, as well as if longer in the former, even if it be necessary to bid one trick more to do so. Partner has demanded a choice.
2. Disregard the position of high cards in making a choice. They will be trick-takers anyhow.

XI

BIDDING FOR SLAMS

(Trick-taking Power—Suit Patterns—Control of Suits—
Deductive vs. Cue Bidding—Summary of Requirements)

SUCCESSFUL slam bids are rewarded richly. In fact,
it would seem that no net loss occurs if only one out
of two slams bid for is successful, compared with never
bidding for slams at all. On the other hand, deducing slams
presents a difficult problem, for many factors intervene in the
majority of strong hands which enable the adversaries to
gather in a trick or two in time to defeat the contract.

Absolute "control" of at least three of the four suits is a
basic requirement for a Small Slam. Control may be de-
scribed as the ability to take the first lead of a suit; hence
one of the hands must hold either the Ace or be blank of
the suit at a trump contract. But other factors must also
be present. It is not enough to hold the Ace of a suit in one
hand and the Ace of another suit in the other, if there are
other losing cards in both hands in these suits. Consequently,
it is important to deduce from the bidding information ex-
changed between partners, three important probabilities:

1. *Trick-taking power of each hand:*

Because of the probability of duplication of values (missing suit or a singleton in one hand and Ace or Ace King in the same suit in the other), the holder of the hand containing the missing suit or singleton should suspect that possibility and discount it somewhat when approaching a slam bid. In other respects, the trick-taking power of each hand is revealed by the character of the bids made and should be the principal basis for slam bids.

2. *Pattern of Suit Distributions:*

Another important factor is the implied pattern of suit distributions as also revealed by the bids each partner has made. The bids made by adversaries are a contributing, but much less important, element in determining the distributions.

3. *Control of Suits Required:*

The partner *who takes the initiative* to achieve a slam must have certain suit control requirements. By taking the initiative, I mean actually making slam bids or making bids which obviously invite slams. The latter are such bids as:

(a) Making a free bid of one more than necessary to go game, with or without a partial score (by either the Declarer or the Responding Hand).

(b) An unnecessarily high response to partner's Forcing Bid. The assumption that a Forcing Bid is made for the purpose of acquiring a game contract naturally includes the assumption also that the forcer will not let the bidding lapse short of game, and therefore a jump response must be construed as a slam invitation.

(c) A higher bid in a suit previously bid by an adversary after partner has made a bid; implies no losing cards in that suit, adequate trump support for partner and probability of a slam.

The Opening Bidder in addition to other requirements should usually have control of three suits to invite a slam.

The Responding Hand to a non-forcing Opening Bid (One in a Suit, One or Two No Trumps or an Opening Preëmptive Bid) in addition to other requirements should have control of two suits.

The Responding Hand to an Opening Bid of Two in a suit, or of three No Trumps, in addition to other requirements, should have control of one suit.

Deductive vs. *Cue Bidding*

This method of slam bidding, combining the visualization of trick-taking power, plus suit distributions, plus guaranteed control of a certain number of suits may be designated as the *Deductive Method* as compared with *Cue Bid-*

ding so commonly advocated by proponents of other systems.

Cue Bidding is the name applied to the practice of bidding suits merely to show control of the first trick (and, by some, also of the second trick) in a suit and regardless of its length. In rare hands, Cue Bidding will indicate slams which could not otherwise be arrived at with safety. But the use of this method imposes a number of obstacles to the effective exchange of other valuable information and therefore is impracticable for use in the great majority of hands.

As has been pointed out, the holding of an Ace prevents the loss of the first trick but not necessarily the second. Therefore in itself a Cue Bid may not be efficient.

If deferred to the later stages of the contracting, Cue Bidding mechanically requires each partner to return ultimately to the agreed upon suit, and in many situations results merely in overbidding.

The definite information given is often helpful to adversaries in selecting opening leads.

But the insuperable objection is the interference offered to Approach bidding, to the development of two suiters and to preventing generally the visualization of combined suit patterns, offset only by information as to the location of individual tricks.

Summary of Requirements

The decision of either partner to bid for or to invite a slam should be based on the coincidence in his hand of the three favorable conditions described above and repeated herewith.

1. A surplus of trick-taking power (using the Culbertson table for a trump contract and the honor point count for a No Trump contract) which added to the tricks implied by partner's bids will show ample margin over the game contract.

2. Visualization of the inferred suit patterns and the resulting conclusion that the cards will play effectively.

3. Control of three suits, if the Declarer, and of two suits, if the Responding Hand; or perhaps only one suit, if the Opening Bid be two of a suit or three No Trumps.

XII

EXAMPLES OF SLAM BIDDING

THE following examples typify the methods used in the Knickerbocker Whist Club system of deducing and bidding siams:

138—

♠ — A 10 x x x   (1½) (4½) (14)   (at Hearts)
♡ — J 9 x x
◇ — x x
♣ — Q J

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│    N    │
│         │
│    S    │
└─────────┘
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♠ — K   (5¼) (8½) (34)   (at Hearts)
♡ — A K Q 10
◇ — K J x
♣ — A K x x x

The bidding; South, two Clubs (implying the strong hand). North, two Spades (a minimum response). South, three Hearts. North now has more than two raises with Hearts trump, and as he controls one suit, he invites the

[113]

slam bid by bidding five Hearts. South, very properly responds with six Hearts.

139—

♠—x x   (1¼) (4) (10) (at Hearts)

♥—x x x x

♦—Q x

♣—K J 10 x x

♠—A K x x   (5) (7) (26) (at Hearts)

♥—A K x x

♦—A x x x

♣—x

The bidding; South, two Spades. North, three Clubs. South, three Hearts. North, four Hearts. South, pass. South's minimum Two-Bid plus North's minimum responses remove the probability of a slam.

140—

♠—x x

♥—Q J x x x

♦—A Q x

♣—x x x (2) (4) (14) (at Hearts)

♠ — A K x x   (4½) (8) (24)   (at Hearts as Assisting Hand)
♡ — A K x x
◊ — K x x x
♣ — x

The bidding; South, one Spade. North, two Hearts. South, five Hearts. North, six Hearts. Both partners had rebid values sufficient to enable them respectively to invite and bid the slam. Note that North's two Heart bid, even if minimum, implied possession of a Club or Diamond honor.

141—

♠ — 10 x x x
♡ — x x
◊ — x x x x   (—) (1½) (1)   (at Clubs)
♣ — x x x

```
┌─────────┐
│    N    │
│         │
│    S    │
└─────────┘
```

♠ — K Q x
♡ — A K x x
◊ — x x   (5) (7) (27)   (at Clubs)
♣ — A K x x

The bidding; South, two Hearts. North, two No Trumps. (This is the absolute minimum response.) South, of necessity inferring that North *may* have a worthless hand, bids

three Clubs. It would be very unwise for him with that possibility to speculate by bidding three No Trumps particularly if Game In. North now passes, leaving South to play the hand and go down one or two tricks. One must expect this result occasionally if partner holds a worthless hand.

142—

♠— x
♥— K x x x
♦— A x x x
♣— x x x x   (1½) (5½) (10)   (at Hearts)

    N

    S

♠— A Q J 10 x x
♥— A Q J x x x
♦— x
♣— —   (3) (9½) (23)   (at Hearts)

The bidding; South, two Spades. North, two No Trumps. (Some players would bid three No Trumps, but I would prefer to bid two without a stopper in Clubs. Partner will not let the bidding die anyway, and additional support can be shown later.) South, four Hearts. North, five Hearts. South, six Hearts. This perfect two-suiter should be opened as a Two Bid, because there is undoubtedly a game in the

hand. It is a typical example of the need of finding support
from partner. As soon as South shows the Hearts, North
should give encouragement for the slam bid. As South views
it, there is the probability of a Grand Slam in the hand, but
it is preferable to make an assured Small Slam with a game
than to try for a doubtful Grand Slam and hazard losing
everything.

143—

♠ — K J x
♡ — A J x x
◇ — x x
♣ — x x x x   (2) (4¼) (14)   (at Clubs)

```
┌─────────┐
│    N    │
│         │
│    S    │
└─────────┘
```

♠ — x
♡ — —
◇ — K Q J 10 x x   (2½) (8½) (20)   (at Clubs)
♣ — A Q 10 x x x

The bidding; South, two Diamonds. North, three No
Trumps. South, four Clubs. North, five Clubs. With North's
cards, there is a temptation to bid six Clubs, but his surplus
values had previously been displayed and he should pass.
Also, South denies a slam invitation by bidding four Clubs
instead of five.

[117]

144—

♠—Q J x x
♥—A x x x
♦——   (2½) (8) (18)   (at Spades)
♣—K Q x x x

```
┌─────────┐
│   N     │
│         │
│   S     │
└─────────┘
```

♠—A K x x x
♥—x x
♦—K x x   (3½) (5½) (20)   (at Spades)
♣—A x x

The bidding; South, one Spade. North, five Spades. South, six Spades. North holds *over* four raises, and control of two suits. South has a perfectly sound rebid of one trick.

145—

♠—A K Q x x   (5) (—) (34)   (at No Trump)
♥—K x
♦—K x
♣—A K Q x

```
┌─────────┐
│   N     │
│         │
│   S     │
└─────────┘
```

♠—x x
♥—A Q J x
♦—A Q x x   (3) (—) (20)   (at No Trump)
♣—x x x

The bidding; South, one Heart. North, one Spade. (There is no need to show the strength of North's hand now. South is obliged to keep the bidding open, and he is given an opportunity to display his other values at low cost.) South, two Diamonds. North, seven No Trumps! This is a sporty bid with the probability greatly favoring success.

146—

♠—x x x x x
♡—x x x x x x
◇—K x   (½) (6) (4)   (at Spades)
♣— —

```
┌─────────┐
│    N    │
│         │
│    S    │
└─────────┘
```

♠—A K x x x
♡—A x
◇—x x x   (4) (6) (22)   (at Spades)
♣—A x x

The bidding; South, one Spade. North, three Spades. Now North apparently has three raises for Spades, but he is so lacking in High Cards that, either his partner has one or more rebids or the adversaries have strong hands and will enter the bidding. North, therefore, reserves his additional raise for defensive purposes. Furthermore, to bid more

at once would be dangerous for the reason that raises based principally on distributional values are very likely to conceal duplications of values in the same suit when the contract is for more than four odd. South now bids four Spades, for he has but two rebids, and as North presumably has shown his full raising value, a slam is improbable. North passes. If, in the meantime, the adversaries enter the bidding, North may continue defensively up to five Spades. This hand is given as an example of duplication of values which must be suspected when High Cards are missing. Of course, if South held the Ace of Diamonds instead of Clubs, there would be a slam possibility; but it would be difficult to arrive at under any method of bidding.

147—

$$
\begin{array}{c}
\spadesuit — x x x x \\
\heartsuit — A K Q J \\
\diamondsuit — A \\
\clubsuit — A K J x
\end{array}
\qquad (5) \ (8\tfrac{1}{2}) \ (33) \quad \text{(at Hearts)}
$$

♠ — x x x	N	♠ — K Q J x x
♡ — x x	W E	♡ — x
◇ — x x	S	◇ — K Q x x
♣ — x x x x x x		♣ — Q x x

$$
\begin{array}{c}
\spadesuit — A \\
\heartsuit — 10\ 9\ x\ x\ x\ x \\
\diamondsuit — J\ x\ x\ x\ x \\
\clubsuit — —
\end{array}
\qquad (1) \ (7) \ (9) \quad \text{(at Hearts)}
$$

Mr. Oswald Jacoby held North's cards and was the Dealer. His side was Game In and also had a partial score of 60. His partner was Baron von Zedtwitz. Mr. Jacoby bid one Heart, knowing that with a partial score, his partner would not pass unless his hand were *absolutely* worthless. East bid one Spade. South bid two Spades, inviting a slam bid. Mr. Jacoby accepted in full measure by bidding seven Hearts! This bid is not so speculative as it might seem, for South by his bid of two Spades implied ample support for the Heart suit, as well as no Spade losers, and while the contract *might* be defeated by concentration of Hearts in the hand of one adversary or by reason of unfortunate Club distribution, probabilities greatly favored the Grand Slam.

(Mr. Theodore A. Lightner, in his article in the appendix on "Bidding and Playing Slams," discusses a number of other interesting slam situations.)

PART IV

Defensive Bidding

DEFENSIVE BIDDING

Constructive—Obstructive—Sacrificial

THE preceding chapters dealt exclusively with the con-
structive tactics of the Opening Bidder and his part-
ner to educe and obtain the most profitable contract. When
2½ Quick Tricks is the minimum requirement for opening
the bidding, the side which opens will, in the *majority* of
hands, hold the balance of power. Thus, more often than
not, they will win the final declaration or penalize their ad-
versaries. Nevertheless, in a considerable minority of hands,
the strength will be found to be about equally divided or
the adversaries will be in control and competitive bidding is
apt to ensue.

Efforts at competition by the adversaries of the Opening
Bidder are commonly referred to as Defensive Bidding. The
use of the term in this connection is somewhat ambiguous,
however, for the motives actuating such bids will at times
be constructive as well as defensive. However, it is in com-
mon use as a general name for all bids made by adversaries
of the Opening Bidder and is probably as good as any
other.

The motives referred to may be defined as follows:

1. Constructive intentions to obtain a fulfillable contract for a partial score or game.

2. Obstructive efforts with little risk of being penalized to prevent the adversaries from obtaining a low contract.

3. Sacrifice bids, or deliberate efforts to be penalized in preference to permitting adversaries to score games or slams.

These motives may not be sharply defined in most cases. In fact, very often a bid intended to be constructive will be continued as a sacrifice effort, if circumstances indicate that need. On the other hand, a bid intended to be obstructive in character will result occasionally in a fulfillable game contract, if partner's cards fit unexpectedly. It will therefore be found in the three following chapters dealing with these classifications that the motives occasionally overlap and merge.

Baron von Zedtwitz's article in the appendix describes in much detail finely discriminating inferences to be drawn from various defensive bidding situations. It should be read in connection with the following chapters.

XIII

CONSTRUCTIVE DEFENSIVE BIDDING

(Overcalls and Challenges)

TO distinguish the personalities involved, the adversary who first bids after the Opening Bidder may be termed the Following Bidder, but any declaration (not a Double or Challenge) and whether made for constructive, obstructive or sacrifice purposes by an adversary of the Opening Bidder, is known as an Overcall.

Except when the adversaries have a partial score, an immediate Overcall, if it be sound, should usually be constructive in intent. Obviously, bidding hands which have little prospect of fulfillment, either as Opening Bids or as Overcalls, is bad policy, unless for sufficient strategic reasons, for in Contract, even more than in Auction, partner's responses are too likely to complete the invited disaster.

Therefore, sound constructive efforts by adversaries of the Opening Bidder will usually be made at the first opportunity to distinguish them from strategic bids made after first passing, and will take the form either of an Overcall

or of a Challenge. The implied respective defensive values of these two bids vary widely. The Overcall, being mainly a constructive effort to obtain the contract, should be based upon ample probable tricks; yet need not guarantee strong defensive values. The Challenge, though on its face constructive in intent, admits the contingency of an immediate penalty double response by partner.

The Constructive Overcall

The defense value required for an Overcall must be set lower than that for an Opening Bid, else many hands containing the probability of a partial score or even of game with favorable support from partner would have to be passed, and competitive bidding would be much restricted. Yet, as stated, hands which have little or no defense value against an adverse bid should in nearly all cases be bid only on the second round, if a bid at that time be advantageous. The first pass is a conventional implication of lack of defensive power and also of limitation of trick-taking power to the declaration later named.

The character of the Overcall also naturally implies different standards of defense values and of probable tricks, even if made at the first opportunity. Thus an Overcall of one or two No Trumps over an Opening suit bid implies

higher defensive power than would equivalent suit bids in similar situations; a suit bid of One over an Opening suit bid of One implies minimum Quick-Trick and Probable-Trick values; a suit bid of Two or Three (if not more than necessary to hold the contract) implies no greater Quick-Trick values, but of course indicates higher Probable trick-taking power; while a Forcing suit bid (one more than necessary to hold the contract) implies game probability and requests that partner respond. (See page 24.)

MINIMUMS IMPLIED BY OVERCALLS:

Over an Opening Suit Bid of One:

1. A bid of one in a suit—$1\frac{1}{2}$ Quick Tricks; $4\frac{1}{2}$ Probable Tricks.
2. A bid of two in a suit—$1\frac{1}{2}$ Quick Tricks; 5 Probable Tricks.
3. A bid of one No Trump—$2\frac{1}{2}$ Quick Tricks; 20 point count.
4. A bid of two No Trump—$3\frac{1}{2}$ Quick Tricks; 26 point count.
5. A Forcing Bid of two or three in a suit; strong hand, with game probability (usually made with a strong two-suiter).

Over an Opening Bid of One No Trump:

1. A bid of two in a suit—$1\frac{1}{2}$ Quick Tricks; 6 Probable Tricks.
2. A bid of two No Trumps—A bid rarely made; (usually, only with a long Minor suit or for strategic reasons.)

Over an Opening Bid of Two in a Suit:

If the Opening Bid be sound an Overcall will usually be solely sacrificial.

Defensive Bidding

Over a Preëmptive Bid of Three in a Suit:

1. A bid of three in a suit—6 or more Probable Tricks.
2. A bid of four in a suit—7 or more Probable Tricks.

Decision to make such Overcalls depends upon score conditions and defensive power, or the lack of it, as well as upon Probable Tricks.

The Challenge

The utterance, "I Challenge" (heretofore the Negative Double) made by a player after an adversary's bid is a convention which *compels* his partner either to bid or to double.

Hands which contain values which may be developed constructively, preferably hands in which the high cards are distributed in several suits, may be used as Challenges. The Challenge implies High-Card strength as the reason for its selection in preference to making an Overcall. Consequently, while the purpose is usually to elicit a bid from partner, the Challenger should be prepared to play at the adversary's contract, if it suit his partner to double for a penalty. Thus, the Challenger should hold High-Card values equivalent *at least* to those of an Opening Bid, except of course when he makes a Challenge in a partial score situation for the purpose of pushing the adversaries to a

higher contract. His partner's action must weigh the possibility of this or other motives in either selecting *his* declaration or doubling.

As when this declaration was called the Negative Double, it may be used for various strategic purposes: to secure information from partner, to obstruct or harass the adversaries or even as camouflage, as when used to disguise a single long suit with the intention of naming the latter later.

Mr. Lenz's article in the appendix deals with the history and development of the Negative Double and the desirability of substituting for it the Challenge.

As this book goes to press, the following rules relating to the use of the Challenge have been adopted by the Card Committee of the Knickerbocker Whist Club for the government of its members: (The Laws of Auction, 1926, and the Laws of Contract, 1927, make no provision for the use of the Challenge.)

1. Any player whose partner has not bid, doubled or challenged may in his proper turn, after either opponent has bid (or doubled) say, "I challenge." It shall then be mandatory upon his partner either (a) to bid, or (b) to double the opponent's declaration, unless the challenge is in the meantime overcalled by the other opponent. (c) If the partner of the challenger pass in error, the pass shall be regarded as a double.

2. If the partner of the challenger double, the latter must pass, unless there is an adverse bid, redouble or challenge.

3. The adversary at the left of the challenger may either (a) pass, (b) bid or (c) say, "Challenge accepted." This "acceptance" informs the player's partner that his holdings are stronger than would be indicated by a "pass." The partner of the challenger thereupon has the option of passing, bidding or doubling; but if the accepted challenge be passed to the challenger, the latter must either bid or double.

4. A player who challenges after a bid, double or challenge has been made by his partner shall be considered to have made an insufficient bid, and his side shall be subject to the penalty provided therefor.

5. When a player's bid has been challenged and doubled, he may challenge in turn, whereupon his partner must bid or redouble. If the latter pass in error, the pass shall be regarded as a redouble.

Etiquette of the Double: Any double should mean but one thing, i.e., a desire to have the opponent whose bid has been doubled play the hand at the declaration named by him. Any understanding susceptible of any other meaning whatever constitutes a private convention.

The use of the Challenge at Contract is rather less frequent than at Auction for these reasons:

Second Hand will often prefer to pass strong defensive hands, for the strategic purpose of giving the partner of the Opening Bidder an opportunity to advance the contract to the point at which a Penalty Double would be profitable.

With hands of other types, Second Hand will prefer to Overcall at once in order to anticipate a jump raise by

Third Hand, which would prevent the possibility of matching up distributional values with his partner.

Because the bidding is apt to be advanced more rapidly, Fourth Hand has fewer opportunities to Challenge unless he and his partner have a decided balance of power.

XIV

EXAMPLES AND RESPONSES OF CONSTRUCTIVE DEFENSIVE BIDDING

EXAMPLES OF PASSES AND MINIMUM OVERCALLS:

(*The Opening Bid in each case was one Heart and Second Hand held:*)

148—♠ Q J x x x, ♡ x x, ◇ K x x, ♣ x x (1) (4) (9)

149—♠ x x x, ♡ x x, ◇ K J 10 x x x x, ♣ x (¾) (5¼) (7)

150—♠ A x x x x x x, ♡ x x, ◇ x x, ♣ x x (1) (5) (6)

151—♠ A J x x x, ♡ x, ◇ K x x x, ♣ x x x (1¾) (4¼) (12)

152—♠ A Q x x, ♡ x x, ◇ A x x x, ♣ x x x (2½) (4) (15)

153—♠ Q x x, ♡ x, ◇ A J x x x, ♣ K x x x (2) (4½) (15)

154—♠ A x, ♡ x x x, ◇ x x, ♣ K J 10 x x x (1¾) (5¼) (13)

148, 149 and 150: These should all be passed. To bid them at once is almost certain to provoke unfavorable results. 151 and 152, one Spade. 153, two Diamonds. 154, two Clubs. Such values should never be bid as Challenges.

EXAMPLES OF FORCING OVERCALLS AND CHALLENGES:

(*The Opening Bid was one Heart and Second Hand held:*)

155—♠ A x, ♡ K x, ◇ Q x x, ♣ A K Q x x x (3¾) (7¾) (26)

156—♠ Q J 9 x x, ♡ x x, ◇ A Q x, ♣ A K J (4) (6½) (26)

157—♠ K Q x x x, ♡ A Q x, ◇ x, ♣ A Q 10 x (4) (7½) (26)

158—♠ A x x, ♡ —, ◇ A K Q x x, ♣ A Q J x x (4½) (9½) (30)

159—♠ K Q J x, ♡ —, ◇ K Q J x x, ♣ A K J x (4) (9½) (30)

155, three Clubs. 156 and 157, two Spades. 158 and 159, three Diamonds. 155, 157 and 159 may also be used as Challenges. 158 and 159 have sure game or slam probabilities and therefore the risk should not be taken that partner will double the Opening Bid of One, unless, perhaps, the opponents are Game In. In each case partner is obliged to make a response unless Third Hand Overcalls.

EXAMPLE OF CHALLENGES WHEN LONG OF OPPONENTS' SUIT:

(*The Opening Bid was one Heart and Second Hand held:*)

160—♠ A Q x, ♡ K J x x, ◇ K Q x, ♣ Q x x (3½) (—) (25)

161—♠ A x, ♡ Q J 9 x, ◇ K x x x, ♣ J x x (2) (—) (17)

162—♠ A x x, ♡ A Q x, ◇ K x x, ♣ A x x x (4) (—) (25)

163—♠ K Q J, ♡ x x x x x, ◇ A x, ♣ K J x (2¾) (—) (21)

If the adversaries are Game In, it will usually be more profitable to pass these hands than to Challenge or Overcall with No Trump. If partner can make a free bid a game is probable with all except 161. If the contract of one Heart is left in it *may* be penalized. If the Heart contract is advanced sufficiently it may be doubled with reasonable assurance of a penalty. With partial scores or if the adversaries

are No Game, either No Trump or a Challenge will be the indicated procedure.

MISCELLANEOUS EXAMPLES:

(*The Opening Bid was one Spade and Second Hand held:*)

164—♠ —, ♡ K J 10 x x, ◇ A Q x x, ♣ Q 10 x x (2½) (6) (20)

165—♠ x, ♡ A J 10 x x, ◇ A 10 x, ♣ K x x x (2¾) (5½) (20)

166—♠ —, ♡ K Q 10 x, ◇ Q J 10 x x, ♣ A x x x (2½) (6¼) (20)

167—♠ K x x, ♡ A J 10 x x, ◇ —, ♣ A Q J x x (3¼) (7½) (24)

168—♠ x, ♡ A x, ◇ A K J x x, ♣ K Q J x x (4) (8½) (27)

169—♠ x x, ♡ A J 10 x x, ◇ x, ♣ A Q x x x (2¾) (6) (18)

170—♠ K J x, ♡ A Q x, ◇ K Q x, ♣ x x x x (3¼) (—) (22)

164 and 165, two Hearts. 166, two Diamonds. When blank or holding only a small singleton in the adversary's suit, it is preferable to bid a suit, for partner may double after a Challenge and even if the contract is defeated, the penalty may be too small to compensate for the loss of a partial score or a game. 167, three Hearts. 168, three Diamonds. 169, two Hearts. Two-suiters also should be bid; besides the fact that they usually play better at a contract with one of them for trump than they do defensively, by using the Challenge, the opportunity to bid both is often lost by the too rapid advance of the bidding. 167 and 168 promise game and partner should be forced. 169 does not promise game and a minimum Overcall should be made. 170: if adversaries are Game In, pass; if not, Challenge.

(The Opening Bid was one No Trump and Second Hand held:)

171—♠ A x x, ♡ Q J 10 x x, ◇ K J x, ♣ x x (2¼) (4¾) (18)
172—♠ A J x x x, ♡ K x, ◇ A x x, ♣ x x x (2¾) (4¾) (18)
173—♠ x x x, ♡ A x, ◇ A K Q x x x, ♣ x x (3) (7) (19)
174—♠ K x, ♡ A x, ◇ A K Q x x x, ♣ Q x x (3¾) (7¾) (26)

171, two Hearts, if adversaries have a partial score; otherwise pass. 172, two Spades in most situations, though a Challenge of the semi-camouflage type is not bad, intending to bid Spades over partner's bid, but hoping that he can double for a penalty. 173, pass nearly always. 174, two No Trumps, if that be needed for game; otherwise the Challenge, intending to play at Diamonds or No Trump as partner's and adversaries' responses may indicate.

(The Opening Bid was three Hearts and Second Hand held:)

175—♠ K Q J x, ♡ x, ◇ A Q J x, ♣ Q J x x (3) (—) (25)
176—♠ A J x, ♡ x x x, ◇ K J x, ♣ K Q x x (3) (—) (21)
177—♠ Q J 10 9 x x, ♡ x, ◇ K Q x x x, ♣ x (1½) (6¼) (13)
178—♠ A K J 10 x, ♡ x, ◇ A x x, ♣ K J x x (3¾) (7) (25)

175, Challenge, for one is prepared to have partner double if he be long of Hearts. 176, a weak Challenge. Usually, it would only be made for strategic purposes, as when the Opening Bidder just needs three for game. 177, three Spades. If partner doubles a bid of four Hearts, the

Spades should be rebid, the defense value of the hand being so meager. 178, three Spades. This is a different type of hand than 177. Partner's double of four Hearts would be welcomed.

Responses to Overcalls

Partner of the Following Bidder values his raises and denials in much the same way as the Responding Hand does. The Culbertson table and No Trump point counts are equally applicable, but adequate allowance must be made for the possibility that certain of partner's Overcalls may be of a strategic character. Furthermore, the limited defense value implied by Overcalls requires his partner to hold proportionately higher values for Penalty Doubles than the Responding Hand need hold.

Responses to Challenges

Partner of the Challenger should recognize in principle that the latter is the "Captain." Generally speaking, responses should follow these lines:

CHALLENGE OF NO TRUMP:

If the Challenger is Second Hand:

(a) partner should double for a penalty if he hold 14 points, divided in three suits, and if the adversaries are Game In,

(b) partner should bid if he have less than 14 points, or if he hold one long suit or a two-suiter.

If the Challenger is Fourth Hand:

(c) partner may double if he has a long, establishable suit and sufficient probable entries, provided the adversaries are Game In,

(d) partner should usually bid with a strong two-suiter or with less than 14 points.

In Either Position:

(e) partner should bid the longer of two suits first if both be strong suits, and in general apply the same principles in selecting as he would if he were the Opening or Following Bidder, except

(f) if partner hold a very weak hand with no 5-card suit, the lowest ranking 4-card suit should be named. The Challenger is thus enabled to escape cheaply if it does not fit.

CHALLENGE OF A SUIT BID:

(g) The Challenge of a suit bid of One rarely should be doubled with less than six trumps and at least $1\frac{1}{2}$ High-Card tricks.

(h) In doubtful situations it is always preferable to bid No Trump. Partner is thus given another opportunity.

(i) Two-suiters should be bid as in (e) and (f).

GENERAL PRINCIPLES OF RESPONSES:

(j) Three-card suits should not be bid. Bid No Trump in preference.

(k) After the original invitation to bid has been accepted, partner of the Challenger should not make subsequent free bids or denials with values that he would not have considered if there had been no Challenge.

(l) Some players have a conventional understanding that the Challenge of No Trump should be taken out by partner in any Major suit of four cards or longer. This convention results in less effective exchange of information than if partner responds with his preferred declaration.

XV

OBSTRUCTIVE AND SACRIFICIAL DEFENSIVE BIDDING

REFERENCE has been made to the variety of motives which impel defensive bidding, either by Overcalls or Challenges. In Chapters XIII and XIV we analyzed bids of this kind which are made principally for the purpose of securing contracts that are expected to be fulfilled. But defensive bids to harass and obstruct adversaries or even for pure sacrifice may also be found.

Obstructive Bidding

I use this phrase to mean an Overcall or a Challenge of an adverse bid, made with little expectation of acquiring the contract, but for the purpose of:

(a) Reducing adversaries' credits for overtricks, or

(b) Compelling the adversaries to advance a coveted contract to a point at which it is doubtful whether they can fulfill it.

Obstructive bids are based usually upon hands containing enough constructive strength to make it probable

that the adversaries will prefer to continue rather than to Double.

Conditions of both sides with relation to the score dictate differing policies.

(c) A side which is No Game may overbid rather liberally with little penalty risk. It therefore may often prevent games and partial scores at small cost.

(d) A side which is Game In is practically barred from overbidding by more than one trick because the penalties to which it is subject are too severe.

It will be impracticable to describe in detail all the conditions as they may occur. Much scope is afforded to alert players for carefully weighing the relative advantages of bidding or passing in finely balanced situations and also, in certain positions, of attaching the right significance to the partner's bids. A few examples will suffice to indicate the principles involved.

Example A:

179—♠ K J x x, ♡ K x x, ◊ Q x x, ♣ K x x (2) (—) (17)

Suppose you are the dealer and your side is No Game. You pass. The adversaries are Game In and have a partial score of 60. Second and Third Hands pass. Fourth Hand bids one Heart. You pass again. Second Hand bids two Hearts and Third and Fourth Hands pass. Now, you chal-

lenge. This gesture is obviously for the purpose of pushing the adversaries on in the hope of defeating a contract of three or four, whereas, the contract of two may be fulfilled rather easily. Partner must understand the reason for your tactics and neither double prematurely nor bid *too* liberally.

Example B:

180—♠ K x x, ♡ K x x, ◊ A J 10 x x x, ♣ x (2¼) (5½) (17)

Assume the game and score situation to be the same as in Example A, and you are the dealer. Normally this is an Opening Bid of one Diamond. Under the conditions three Diamonds would be a good strategic bid. If partner has sufficient High-Card values he will not be shut out. On the other hand, the adversaries will be obliged to bid three Spades or Hearts or four Clubs, which with Game In, either might not be prepared to do. It will be observed that this Opening Preëmptive Bid is much overvalued, but an alert partner must suspect it in that situation.

Example C:

181—♠ K J 10 9 x x, ♡ x x x, ◊ A x, ♣ x x (1¾) (5¼) (13)

Again assuming the same conditions, the hand must be passed, but subsequently may be bid up to three Spades even without support from partner.

Example D:

182—♠ A Q 10 x x, ♡ K x, ◊ K x x, ♣ Q x x (2¾) (5¼) (21)

Defensive Bidding

Suppose both sides are Game In and both have partial scores. If you are the dealer, an Opening Bid of two Spades would seem to be good tactics. If you are not the dealer, and an adverse bid of two Hearts comes around to you, a Challenge is probably the best response with the intent of bidding three Spades later if necessary.

Example E:

183—♠ J x x, ♡ K x, ◇ A K Q x x x, ♣ K x (3) (7) (23)

Assume again that both sides are Game In and that both have partial scores, your score being 35. If you are the dealer, a bid of two No Trumps is a fair risk to take. If the adversaries have previously bid two Hearts, two No Trumps might still be bid. However, if partner has passed continuously, it would be discreet to take-out a double of your two No Trumps with a bid of three Diamonds.

Sacrificial Bidding

Sacrifice bids differ from those previously discussed in that they obviously have little prospect of fulfillment. Bids of this character may hardly ever be essayed if one is Game In, for the risk involved prohibits their use by careful players. Such bids are based principally upon distributional values with little High-Card or defensive strength. They may be made only after having passed first and, if con-

tinued, are solely for sacrifice purposes. Often, however, as the bidding develops, hands intended at first to be constructive later may be continued for sacrifice, but only if one's side is No Game.

Examples of Sacrifice Hands are the following:

184—♠ Q 10 x x x x x, ♡ K x, ◇ 10 x x x, ♣ — (¾) (5¼) (9)

185—♠ x x, ♡ K x, ◇ K Q x x x, ♣ K x x (2) (5½) (15)

186—♠ x, ♡ K J 10 x x x x, ◇ x, ♣ x x x x (¾) (5¾) (7)

187—♠ x x x x x x, ♡ x x x x x x, ◇ x, ♣ — (—) (4½) (—)

188—♠ x, ♡ x x, ◇ J x x x x x, ♣ A x x (1) (5) (8)

The extent to which such hands may be bid varies with several factors: whether the adversaries are Game In, what suits they may be bidding, whether they have bid for game and what bids, if any, partner has made. None of them except 185 can be considered as a sound immediate Overcall of an adverse bid, and usually should be reserved for later defensive purposes or as take-outs of partner's bids. Rebidding them over adverse bids and without indication of some High-Card strength in partner's hand should be quite obviously for sacrifice purposes. Occasionally, it is true, such hands will be found to be perfectly complemented by partner's holdings, and unexpectedly favorable results will follow.

XVI

THE PENALTY DOUBLE

(Requirements—Protection—Rescues—S O S—
Redoubles)

A T every · phase of competitive bidding each player
must consider the implied defensive powers of his
own and partner's combined hands and when there is a
prospect that the result, if played defensively, will be more
profitable or less dangerous than if played constructively,
efforts to obtain the contract should be abandoned. At this
point also, the important choice must be made between
simply passing, or doubling the adversaries' contract for a
penalty. The percentage of accurate decisions in such situa-
tions is probably more truly indicative of the skill of a
player than any other detail of either bidding or play at
Contract.

Determining questions are these:
1. Can the constructive contract be made, if bid?
2. Can the adversaries' contract be defeated?
3. Which offers the greater profit or less loss?

4. What is the game position of both sides (No Game or Game In)?
5. What is the degree of certainty attaching to action in either direction?
6. If the adversaries contract be doubled would they be induced to make some other declaration?

Relative score values may be estimated roughly as follows:

A partial score is equivalent to a penalty of 200 points.
A game is equivalent to a penalty of 400 points.
A rubber game is equivalent to a penalty of 600 points.
A Little Slam (if No Game) is equivalent to a penalty of 1000 points.
A Little Slam (if Game In) is equivalent to a penalty of 1400 points.
A Grand Slam is equivalent to 1400 or 1800 points.

These values are not mathematically exact and they need not be. No decision to bid, pass or double can be made with absolute certainty of the details of relative results. Probability must be the final determining factor, but that probability should be great enough to insure the general result. If your adversaries fulfill a doubled contract (except in rare instances of unforseeable freak distributions or because of faulty defense play) either you or your partner has committed an inexcusable error in bidding.

Doubtful Penalty Doubles do not pay. Depending upon the size of the contract, the condition of the side doubled (No Game or Game In), and whether fulfilling will produce an otherwise unobtainable game, the odds between setting a contract one trick and its fulfillment vary from 3 to 2 to 7 to 1, all against the Doubler. Furthermore, if ill-considered doubles are redoubled and fulfilled with or without over-tricks the results are disastrous.

However, if both partners have bid soundly, there need be no lack of precision in Penalty Doubles, and if made in harmony with the following principle they will be effective in all but extremely rare instances.

Specific Principle: Using as a base the number of Quick Tricks indicated by partner's Opening Bid or Negative Double, or of High-Card tricks indicated by other bids that partner may have made, added to the number of Probable Tricks (High-Card and ruffing combined) in your own hand, *there should be an apparent margin of nearly two tricks if decision is made to Double.*

Example A: Partner has opened the bidding with one Spade (2½ Quick Tricks). If the adversaries bid four Hearts and you hold:

189—♠ x, ♡ Q J x x, ◊ K x x, ♣ x x x x x (1) (—) (9)

you should contribute at least 2½ tricks (1 Heart, 1 Spade

ruff, ½ King of Diamonds) and therefore have a sound double.

Example B: If the adversary on your right Preëmpts with three Hearts and you hold:

190—♠ x x x, ♡ Q 10 x x x, ◇ A x x, ♣ x x (1¼) (—) (10)

you pass. If now your partner, Fourth Hand, Challenges, you can double for a penalty with assurance, if the adversaries are Game In, for you have three Probable Tricks added to an equal number of Quick Tricks in your partner's hand as indicated by his Challenge.

Example C: The bidding: Adversary on the left, one No Trump. Your partner, three Hearts (Forcing). The next adversary, three No Trumps. If you hold:

191—♠ A x, ♡ Q x x, ◇ Q 10 x x, ♣ J 10 x x (1½) (—) (16),

you have a perfect double, with the probability of supplying four tricks in your hand or of establishing your partner's long suit.

Example D: You are the dealer and hold:

192—♠ A K x x x, ♡ A x, ◇ K x x, ♣ x x x (3½) (5½) (20)

You bid one Spade. Next adversary, three Hearts. Your partner, three Spades. Fourth Hand, four Hearts. Now, although you have 3½ High-Card tricks, this would be a bad Double. Partner's raises do not *guarantee* High-Card tricks, and the implication would be that only one Spade

trick might be taken. Four Spades is the correct continuation.

General Principles for Doubles

(a) Sufficient Quick-Trick values.

(b) Length in adversaries' trump suit.

(c) Brevity in partner's suit, if he has bid one.

(d) Implications of hand patterns derivable from the bidding.

(e) At No Trump usually the possession of a long establishable suit plus sufficient High-Card values or the implied probability of establishing such a suit in partner's hand, with protection in other suits.

(f) Doubles of adversaries who are No Game are not profitable unless the promised penalty is three tricks or more, or unless, also, there is no probability of a partial score or game for the Doubler.

Protection

If one player by the assertive character of his bids assumes the rôle of "Captain," the partner lacking absolutely sound reasons for independent action, should not interfere. Rescues, except by conventional understanding, or speculative guesses are wrong in principle and destructive of morale, though there are *some* situations in which interference may be sound policy.

The Penalty Double

The need of conforming to certain conventional High-Card requirements in making bids has been emphasized continuously. When, through error or for strategic reasons, bids have been made which could mislead partner in that respect, or when a hand contains a freak distribution, the nature of which has not been sufficiently disclosed and which will provide little or no defensive value, it may be prudent to take-out a double which could have been based on such misinformation. But except for one of these reasons the doubler's judgment should be respected, for his decision will doubtless be based in part upon the probability that his hand will be played better defensively than in support of his partner's bids, if he has made any.

Rescues When Partner is Doubled

This action, frequently the basis of criticism because often ill-advised, must occasionally be resorted to. Speaking generally, however, no bid should be made in that situation which would not be made either as an Overcall of an adversary's bid or at least as a free Take-Out of a bid by partner.

Rescue of Doubled No Trump

There is one situation in which a weak rescue is technically sound. When partner's Opening No Trump bid has been doubled by either adversary and particularly if Chal-

lenged by one and doubled by the other, Responding Hand, if very weak, say holding less than ten points, should name a 5-card suit if one is held. The Opening Bidder, provided his No Trump call is based upon fairly even suit distribution should permit such a bid to stand, even if it also be doubled.

S O S by Challenging

When the Opening Bidder's one No Trump has been doubled for a penalty by either adversary, he may issue a conventional call for help by Challenging. This action is a demand for partner to bid his longest suit whatever it may be. The stratagem implies that the Opening Bid was based upon minimum values and evenly distributed suits, and is an effort to avoid or minimize the threatened penalty.

S O S Challenge of a Suit Bid

The S O S may also be used after a suit bid has been challenged by Second Hand and doubled by Fourth Hand. Implication is that the Opening Bid was a weak 4-card suit (4-3-3-3) distribution and with minimum High-Card values. Partner must respond with his longest suit, or if his suits be equally divided he may bid No Trump.

The use of the S O S Challenge simplifies situations which resulted in much misunderstanding when the Redouble over the Negative Double was used for that purpose.

The Penalty Double

Penalty Redoubles

When a side is Game In, Penalty Doubles which defeat a contract two or more tricks are very costly. On the other hand, if an ill-considered Double is made, the declaring side is in a position to profit handsomely by Redoubling.

Example: Assume the contract of three Spades of a side which is Game In to be Doubled and Redoubled.

If fulfilled,	Game score	360	
	Making contract	200	
			560
If 4-odd are made,	Game score	360	
	Making contract	200	
	One overtrick	400	
			960
If 5-odd are made,	Game score	360	
	Making contract	200	
	Two overtricks	800	
			1360

In each case the Doubler has presented the Declarer with a game, rubber and a large bonus, for an expected opportunity of scoring 100 extra points.

On the other hand, the Redoubler is obliged to act with caution, even if certain of fulfillment. Close calculation of relative results, if his Redouble should drive either adversary back to his own declaration, is necessary.

APPENDIX

GOULASHES

THE redealing of passed-out hands as "Goulashes" is very properly made an optional feature in the Laws of 1927. Because of the extreme probability that nearly all hands so redealt will have highly irregular suit distributions, the normal expectancy from ordinary deals after shuffling must be disregarded.

Consequently it is practically impossible to devise efficient valuation methods of bidding, for nearly every hand may be suspected either of unexpected strength or weakness depending upon the location of the missing cards in the suit bid. These missing cards are more likely than not to be concentrated largely in one hand, with the odds naturally favoring their location in the hand of one of the adversaries.

Very frequently suits of 8, 9, 10 or 11 cards will be found in one hand and perfect two-suiters of six and seven cards are also common. The holder of such freaks in Goulash hands must assume, unless supported by partner, that the other cards in his suit may be concentrated in the hands of either adversary.

Generally speaking, the requirements for Opening and Responding Bids in Goulash hands need not vary much from those in regular deals. Two and one-half Quick Tricks for defense in the Opening Bidder's hand if opening with a suit bid will be a sufficient minimum in most instances; but there should be a greater number of Probable Tricks than in an ordinary deal.

As a principle, the Opening 4-card suit bid is not desirable for the very reason that, whereas in ordinary deals fairly even distribution of the other nine cards in the suit is normal expectancy and departure from that expectancy is disclosed by the bidding, in Goulash hands they are almost certain to be concentrated in one or two of the other hands. In view of the tendency to avoid 4-card suits the Responding Hand may now raise with three trumps if the balance of his hand warrants it, and of course the Opening Bidder may not rebid his 5-card suits, except for defensive purposes.

The possibility that one's trump suit is likely to be concentrated in the hand of an adversary tends automatically to increase the Probable Trick requirement for an Opening Bid. Moreover, because of the great probability of suit concentration in Goulash hands, No Trump contracts must be viewed with suspicion unless all four suits are stopped. The adoption of a convention requiring the Responding Hand

to Take-Out the Opening No Trump Bid with the longest suit held, even if only four cards long and regardless of its composition, permits of considerable mobility, if at the same time minimum High-Card requirements in the Opening Bidder's hand are raised somewhat. Thus hands containing three suits only (i.e., one suit blank) as well as those having all four suits stopped may be opened as No Trump declarations. It should be borne in mind, when using this convention, that the Opening Bidder should have a stronger hand (say 24 points) to open with a bid of one No Trump than in an ordinary deal and the Responding Hand must not *rebid* any but solid or *very long* suits.

There are many opportunities in Goulash hands for the exercise of intelligent deduction and still more for pure speculation. In fact, the great majority include the necessity for a gamble on the final bid, whether it be for a game or a slam, and this very factor makes a strong appeal to many players. But for that reason Goulashes have no place in serious tournaments, and in fact, they have been practically discontinued in rubber play at the Knickerbocker Whist Club.

Other objections to playing Goulashes due to the manner of arranging the cards and dealing a Goulash, as prescribed by the Laws of 1927, are these:

1. If the cards are cut once, it is possible for the cutter so to arrange the cards that certain of them will be dealt to his partner. Provision against this possibility may be made by permitting each player other than the dealer to cut the cards once, commencing at the left of the dealer.

2. An insuperable objection to Goulashes is the fact that it is possible for any player to deduce the exact location of any of the cards which he held by memorizing them and the order in which he assorted them in his hand. The orderly deal makes this possible, and therefore among sharp players memory is an important factor (as in replaying duplicate boards), and no adequate provision may be made against it.

For the benefit of a number of people who criticized severely similar comments which I made in "The Art of Successful Bidding," and for any others who like to pretend that the doctor brings the baby in his satchel, I would say that I do not approve of memorizing the location of cards nor of cutting them with the intention of specially placing them. I believe, however, that it is folly to shut one's eyes to the *possibility* of the existence of sharp practices and therefore, unless one is prepared to remember and locate one's cards, Goulashes should be eschewed, except in family circles.

Passing Goulashes

The practice of passing cards between partners, as in the game of "Hearts," after a Goulash deal is completed and before the bidding commences adds additional piquancy to already highly spiced distributions. Methods of passing vary, the most common being 4 — 1, 2, 3 — 1, 3, 2 and 3, 2, 1. Systems of conventional inferences are based upon these exchanges and the practice is certain to be popular in circles seeking speculative rather than purely scientific diversion.

EXAMPLES OF GOULASH HANDS

AS pointed out in the last chapter, nearly all Goulash hands which are bid either constructively or defensively to a high contract include a pure guess as to one and sometimes several tricks. The uncertainties attending these bids offer highly interesting and thrilling situations. Often bids are made purely for sacrifice and result most unexpectedly. Consider the following:

Hand 193—

```
                  ♠—6 4 3
                  ♡—Q J 10 3 2      (1) (7¼)(11)   (at Clubs)
                  ◇————
                  ♣—Q J 9 4 2
   ♠—J 10 9 7    ┌─────────┐    ♠—K Q 8 5 2
   ♡—8 7 5 4     │    N    │    ♡—A K 9 6
   ◇—A J 9 2     │  W   E  │    ◇—K Q 8
   ♣—A           │    S    │    ♣—K
                 └─────────┘
                  ♠—A
                  ♡————
                  ◇—10 7 6 5 4 3    (1) (5½) (8)   (at Clubs)
                  ♣—10 8 7 6 5 3
```

I played in South position. East was the dealer and bid one Spade. South passed, and West bid four Spades. North and East passed. (East might have been excused at this point had he bid five Spades to invite a slam; yet, with a Diamond opening lead, only four-odd could be made, thus demonstrating the difficulty of accurate bidding under any circumstances in Goulash hands.) Now, with no expectation of doing anything but stopping game and hoping that the cost would not be too great as we were No Game, I bid five Diamonds. This was doubled by West and passed around to me. I now bid six Clubs, taking the chance that while the Diamonds evidently were concentrated in West's hand, the Clubs might be divided or even very long in North's hand, it being my intention to carry the bid to seven for a sacrifice if my opponents bid six Spades. The result was most astonishing, for my Small Slam Club contract doubled by West was a lay-down.

The following hand was bid by me deliberately for a slam:

Hand 194—

♠— —
♡— 10 7 6 5 4 2   (1) (8) (7)   (at Hearts)
◇—A 9 8 6 3 2
♣— 3

♠—A K 4   ♠—Q 9 8 7 5
♡—J 10   ♡— —
◇—Q 10 7 5   ◇—J
♣—A 10 6 2   ♣—K Q J 9 8 7 4

N
W   E
S

♠—J 10 6 3 2
♡—A K Q 8 3
◇—K 4   (2½) (6½) (20)   (at Hearts)
♣— 5

I played North. South, my partner, was the dealer and bid one Heart. West Challenged. I bid five Hearts, partly to shut out East and partly to invite the Slam if my partner had a rebid. East, however, bid six Clubs and South and West passed. I now bid six Hearts. This would not be a particularly venturesome bid in an ordinary deal, and yet it was a gamble, for we were Game In and the contract could have been set several tricks if the distribution were bad. West of course doubled, but the contract was easily made by establishing the Diamond suit.

One of the most extraordinary Goulashes I have ever heard of was played by Mr. P. H. Sims. He held West's hand.

Hand 195—

♠—K 6
♡—A K Q J 10 8 3
◇—A
♣—A K Q

♠—Q J 10 9 8 7 2   ♠—A 5 4 3
♡— —   ♡—7 6 5 4 2
◇—K Q J 10 7 6   ◇— —
♣— —   ♣—10 6 4 2

N
W E
S

(1½) (8¼) (16)   (1) (6) (7)
(at Spades)   (at Spades)

♠— —
♡—9
◇—9 8 5 4 3 2
♣—J 9 8 7 5 3

North, the dealer, bid two Hearts; East passed; South bid three Diamonds; Mr. Sims, three Spades. North now bid six Hearts, but East, not to be denied, bid six Spades. South, on the basis of North's Opening bid of Two, bid seven Clubs, knowing that his partner would probably return to the Heart suit. Mr. Sims, expecting to suffer a small penalty, bid seven Spades, was doubled and of course made the contract, much to North's amazement.

Sir Derrick Wernher, one of our most enthusiastic slam bidders, held North's cards in the following hand:

Hand 196—

```
                 ♠—7
                 ♡—Q 9 7 5 4 3
                 ◇— —          (¼) (8) (4)   (at Hearts)
                 ♣—10 9 6 5 3 2
   ♠—J 10 8 2      ┌──────────┐   ♠—3
   ♡—8 2           │    N     │   ♡— —
   ◇—9 7 6         │  W   E   │   ◇—A K Q J 10 8 4 3 2
   ♣—A Q J 4       │    S     │   ♣—K 8 7
                   └──────────┘
                 ♠—A K Q 9 6 5 4
                 ♡—A K J 10 6
                 ◇—5
                 ♣— —          (4) (11½) (26)   (at Hearts)
```

South was the dealer and very properly opened the bid-
ding with two Spades. (This is a fine example of an Opening
Bid of Two based upon a two-suiter. A bid of one might be
passed out and a bid of four Spades might result in the
hand being played at the less favorable suit.) West passed,
and Sir Derrick bid three Hearts. East bid five Diamonds,
but to no avail, for South bid six Hearts, West passing.
Sir Derrick now courageously bid seven Hearts. In view of
the high reward for success, this was not really such a long
chance to take, for South's Two Bid and his subsequent
free slam bid implied that the unbid Club suit was under
control. This hand is also a typical example of duplication
of values, as in fact most Goulash hands are apt to be.

BIDDING AND PLAYING SLAM HANDS

By Theodore A. Lightner

MUCH has been written about bidding for slams, but although successful slam bids are important, they are of rare occurrence compared with fulfillable contracts to win the game. Consequently, I believe that slam bids should develop naturally from the system of bidding for games, and that no mechanism for slam bidding should be allowed to interpose obstacles to game-going bids. This is one objection to the Ace showing system.

No bid of game or less would be an invitation to a slam, and on the other hand, no such bid should be construed as discouragement to partner to bid or try for a slam, if his hand seems to warrant it. There is an idea prevalent in many places that an exact bid of game, as three No Trump or four Spades is a request to let the bidding die. Nothing should be more absurd. Certainly a bid of one Heart, four Hearts, ought to be more encouraging to a 'lam than this: one Heart, three Hearts, because the former implies a stronger assisting hand than the latter. The

Opener would seem to be justified in trying for a slam with less values in the first case than in the second.

It is my opinion that slam bids can be reached efficiently by normal methods; that the partners, if they hold slam values between them, should find in their hands a sufficient number of rebids to reach the goal. It is true that Aces are absolutely essential to successful slam bids. A player making an invitation bid of five Hearts or five Spades should hold at least two Aces included in the values necessary to justify a bid of five, or if not, he must be able to mark two Aces in his partner's hand.

It is undoubtedly a fact that there are certain hands in which correct results may be obtained only by showing individual Aces. These are mostly hands in which there is duplication of values. Duplication of values is the bane of slam bidders. It is usually met with when a slam bid is based in part upon a blank suit, and some of partner's high cards are found to be in that suit. It is also likely to occur if a singleton is part of one player's values, and the partner holds A K of that suit. Therefore great care should be exercised in bidding slams based upon blank suits or singletons. I believe, however, that the disadvantages of the Ace-showing system far outweigh its advantages in the occasional hand.

Any bid higher than is necessary to score game is a dis-

tinct indication that a slam is possible and should assure partner that the fulfillment of that contract at least is certain even if he has no rebid values.

Because of the impossibility of knowing exactly what cards partner holds and because of the fact that unusual adverse distributions may wreck the best looking slams, few slam contracts can be rated as absolute certainties. However, the bonus for a small slam is so large that if the chance of making it is better than even, it is a good gamble. Moreover, contrary to general impression the odds are more favorable to bidding for a slam when Game In than when No Game.

It is seldom, however, that one can accurately bid for a Grand Slam because here the chances must be better than two to one in favor of making it, in order to justify risking loss of sure game and the Small Slam bonus.

Bidding for slams differs so in individual hands, that it is difficult to specify many definite principles. Examples of how successful slam bids are reached in expert play and how some also go wrong, may be interesting and instructive.

Here is a Grand Slam bid made by the author:

(A)—♠ A, ♡ A Q x, ◇ A K Q J x x, ♣ A x x.

The bidding (opponents always pass): Two Diamonds, three Hearts, seven Hearts. It is possible seven No Trumps might produce a larger score. On the other hand, if an

opponent should have five Diamonds to the Ten, this bid might be defeated. If the hand had been a "Goulash," seven No Trumps might be a safer bid, to avoid the possibility of a ruff of the opening lead.

Here is an example of a Grand Slam hand gone wrong: Dealer (author) holds North.

(B)—♠ A K Q x, ♡ 9 x x x x, ◊ A K 3, ♣ x

Partner holds South.

♠ x, ♡ A K Q 10, ◊ Q 10 x x x, ♣ A K x.

The bidding (opponents pass until final bid is reached):

North, one Spade. South, three Diamonds. (This bid was later criticized by some of the experts because the suit itself is too weak. However, a very difficult problem is presented here. A slam in some declaration seems probable. If South bid three No Trumps, the bidding will no doubt end. If he bid two No Trumps, dealer, having an absolute minimum, may pass and not even game will be scored. A bid of three Hearts on a 4-card suit is apt to be misleading, and a minimum bid of two Hearts might also be passed. Three Diamonds is perhaps the best response under the circumstances.)

North, five Diamonds. (This bid also was criticized by several players, who claimed that North should show his Hearts in response to the Forcing Bid or should bid only four Diamonds at most, keeping his rebid in reserve. However, after full analysis, I submit that a 9 spot high suit

should not be named with such strong support for partner's suit and that game should be bid immediately, permitting partner to bid the slam if he wishes.)

South, six Diamonds; Double by next opponent who holds five Diamonds to J 9; down one. Seven Hearts can be made and six odd against any distribution.

The six Diamond bid is an error. South must realize that although a slam is extremely likely, his Diamond suit is weaker than standard expectation. He should bid five Hearts, which provides additional information and offers North a choice of a slam in either Hearts or Diamonds. North of course should then bid six Hearts.

It may be noted that while the 6-Diamond bid would have succeeded in the great majority of hands the Heart bid is secure against any possible distribution.

Unless a player is prepared to squeeze out the last possible trick in the play of the hand, it would seem to be prudent to limit his slam bidding to those few hands which are apparent certainties. Many slams bid even by experts, because of unanticipated distributions, result very unsatisfactorily, and some, apparently hopeless when the Dummy goes down, can still be won by a lucky break, or by jockeying an opponent into a wrong discard.

The following hand requires the use of a squeeze play combined with the finesse of a ten spot.

(C)—

```
                 ♠ — A K x
                 ♡ — A Q
                 ◇ — K Q 10 x x x
                 ♣ — Q x
♠ — Q J 10 x    ┌──────────┐    ♠ — x x
♡ — x x x       │    N     │    ♡ — x x x x x
◇ — J 9 x x     │  W    E  │    ◇ — A x
♣ — x x         │    S     │    ♣ — 10 9 x x
                └──────────┘
                 ♠ — x x x x
                 ♡ — K 10 x
                 ◇ — x
                 ♣ — A K J x x
```

The Bidding:

North, one Diamond; South, two No Trumps. (The hand is not quite good enough to justify a Forcing bid of three Clubs. On the other hand, a bid of two Clubs gives an inadequate idea of its strength). North, six No Trumps. (Believing that his partner probably holds the Ace of Diamonds, the hand would appear to be a "cinch.") West opens Queen of Spades.

When the Dummy goes down prospects do not seem very bright. South can see eleven sure tricks. The only way to make another is to finesse the ten of Diamonds, thereby making two Diamond tricks, if it holds. But in addition to this South is confronted by another difficulty. He has only

one entry in his hand except by overtaking the Queen of Clubs, in which case, if the Clubs do not break, he loses immediately. He dare not lead three rounds of Hearts before trying the Diamond as this would establish a good Heart for the opponents, and if he does not cash the King of Hearts when it is in his hand he will never get back to make it. Rather than risk the even break in Clubs South decided to anticipate that the Diamonds are split 3-3 with the Jack in West's hand, and to run down his Club suit to embarrass the opponents by Forcing discards.

South accordingly takes the first trick with the King of Spades, leads the Ace and Queen of Hearts, and then leads four rounds of Clubs, discarding two Diamonds from Dummy. At this point the hands are as follows:

(D)—

```
              ♠ — A x
              ♡ — —
              ◇ — K Q 10 x
              ♣ — —
♠ — Q J      ┌─────────┐     ♠ — x
♡ — —        │    N    │     ♡ — x x x
◇ — J 9 x x  │  W   E  │     ◇ — A x
♣ — —        │    S    │     ♣ — —
             └─────────┘
              ♠ — x x x
              ♡ — K
              ◇ — x
              ♣ — x
```

South now leads the last Club, and West is up against it. He cannot let go a Spade or North's Spades will both be good, so he has to let go a Diamond. South discards the low Spade from Dummy, leads his Diamond, finesses the ten—and the hand is won.

A Grand-Slam hand played by one of our leading experts, which exemplifies the elaborate inferences which may be drawn from opponents' discards, is the following:

(E)—

```
                    ♠—K 10
                    ♡—A x x x
                    ◇—A K 10 9
                    ♣—K J 9
      ♠—Q x x x    ┌──────────┐   ♠—x x x x
      ♡—J 9 x x x  │    N     │   ♡—Q 10
      ◇—x x x      │  W   E   │   ◇—J
      ♣—10         │    S     │   ♣—Q x x x x x
                   └──────────┘
                    ♠—A J x
                    ♡—K x
                    ◇—Q x x x
                    ♣—A x x
```

The Bidding (E and W always pass):

North, one Diamond; South, three No Trumps; North, four No Trumps; South, seven No Trumps (a rather optimistic bid!).

The Play:

West opens his fourth best Heart. South now sees that in order to take 13 tricks he must win a finesse in Spades and one in Clubs—not a very encouraging outlook. However, he takes the first trick with the King of Hearts and then leads five rounds of Diamonds in order to see whether the discarding will give any clew to the situation. East plays one Diamond, three small Clubs and the Ten of Hearts. West plays three Diamonds and two small Hearts. South knows that West held three Diamonds and five Hearts. It is improbable that he holds only one Spade and three Clubs. He knows that if East held the Queen of Clubs, he would not unguard it, and that if he did not hold it he would not expose the situation by discarding three Clubs. Consequently he reasons that East originally had six Clubs, leaving him now three to the Queen, and that he is holding his Spades for the purpose of not exposing West's Queen. Accordingly South next leads a Spade and finesses the Ten. He leads the King of Spades, and then the King of Clubs, dropping the Ten from West. He now leads the Jack of Clubs and finesses, making a well-deserved Grand Slam.

West submitted that he might have defended the hand better, first by opening some other suit which would prevent South from counting his hand, or second, by imme-

diately discarding two Spades, which might have induced South to finesse Spades the other way. South suggested, however, that East should not have let go of three Clubs, which by indirection, disclosed the distributions to him. To one unfamiliar with the involved methods of reasoning used, South's play of the hand might seem to be based upon telepathy or a good peek.

Another hand (a "Goulash") played by the same player includes a combination squeeze and end play.

(F)—

```
                    ♠ — —
                    ♡ — —
                    ◇ — J 10 x x x x
                    ♣ — A Q J x x x x
    ♠ — x x          ┌─────────┐      ♠ — A Q J 10 x x x x
    ♡ — x            │    N    │      ♡ — x x x
    ◇ — A K Q x x x  │  W   E  │      ◇ — x
    ♣ — K x x        │    S    │      ♣ — x
                     └─────────┘
                    ♠ — K x x
                    ♡ — A K Q J x x x x x
                    ◇ — —
                    ♣ — x
```

The final bid is six Hearts doubled. A Diamond is opened, which South ruffs, then leads out all his trumps. Before the last trump is led the situation is as follows: (G)—

```
                    ♠ — —
                    ♡ — —
                    ◇ — J 10
                    ♣ — A Q J
    ♠ — x       ┌──────────┐   ♠ — A Q J 10
    ♡ — —       │    N     │   ♡ — —
    ◇ — K       │  W   E   │   ◇ — —
    ♣ — K x x   │    S     │   ♣ — x
                └──────────┘
                    ♠ — K x x
                    ♡ — x
                    ◇ — —
                    ♣ — x
```
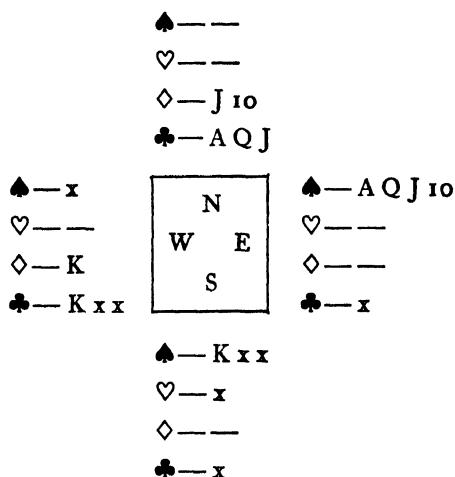
South leads the last Heart. West must keep three Clubs; otherwise after the Club finesse, Dummy's Clubs will be good. He must also keep the high Diamond; so he lets go his last Spade. South then discards a Diamond from Dummy. He leads a Club, finesses and puts West in with the Diamond King. West must now lead a Club into Dummy's tenace!

Slam Bidding and Playing

This slam hand illustrates the misunderstandings which occur even between expert players:

(H)—

```
                 ♠ — K Q J
                 ♡ — A Q 10 x
                 ◇ — x
                 ♣ — A K x x x

♠ — A 10 x x x  ┌──────────┐   ♠ — x x x
♡ — x           │    N     │   ♡ — x x x
◇ — Q J x x     │ W     E  │   ◇ — K x x x
♣ — x x x       │    S     │   ♣ — x x
                └──────────┘
                 ♠ — x x
                 ♡ — K J x x x
                 ◇ — A x x
                 ♣ — Q J x
```

The Bidding:

North, one Club (not quite strong enough for a two Bid); East, pass; South, one Heart; West, one Spade: North, six Hearts; East, pass; South, seven Hearts. All pass. West fails to open Ace of Spades and the contract is easily made. West explained this play because he could not imagine that two good players would arrive at a seven Bid unless one were blank in Spades.

Although the result was fortunate, North and South's bidding was bad. North should not bid six Hearts on his

[178]

hand, for his partner has made only a minimum Take-Out. Now, what has he a right to expect in South's hand? Obviously, some such holding as five Hearts to the K J and the Q J x of either Clubs or Diamonds, or perhaps even the King of Diamonds.

The correct bid is *five Hearts,* implying that that contract is practically assured and inviting partner to bid the slam if he have higher values than his minimum response indicated.

South, because he has a rebid and because he has "control" of the Diamond suit should then bid for six.

Now, as to South's bid of seven. He held a full Ace better than his Take-Out implied. He figures that North must hold the Ace of Spades and that having the rest of his partner's Club suit, he will be able to get rid of his losers.

Bidding for slams is absorbingly intriguing, but if one wishes to win, too many sound game bids may not be hazarded to arrive at them, unless the probabilities are counted with considerable accuracy.

DEFENSIVE BIDDING STRATEGY

By Waldemar K. Von Zedtwitz

SOME of the most important decisions at Contract occur when both sides have been bidding and a point has been reached at which one must choose between continuing to bid and letting the adversaries play the hand. Obviously such situations are not likely to arise when either side holds a marked preponderance of high cards and the other has neither high cards nor freak distribution of suits to permit of sane competition. The problem then is merely that of how high the contract should be carried. When, however, there is a more even division of high card strength, or when one or both sides hold hands containing suits of highly irregular distribution, competitive tactics become possible and situations occur calling for fine judgment.

There are tactics designed to obstruct the opponents, to push them to a contract which they may not be able to make, or in preference to permitting them to play a winning contract or to score game, deliberately to suffer a penalty by overbidding. To be successful in any phase of defensive bidding, however, one must first of all be capable of judg-

ing accurately the nature of the hand one holds and furthermore make clear distinctions between No Game and Game In conditions of both sides on account of the differences in the relative penalties for non-fulfilling contracts.

A constructive hand may be defined as one which, within the limits of the combined strength, may be played to better advantage at one's own or one's partner's contract than against that of the opponents. Hands containing one long suit, and most unbalanced and freakish hands belong in this classification; so perhaps do those in which one trump suit has been favored by both partners.

A defensive hand may be defined as one which may be played to better advantage against an adversary's contract, with or without a penalty double. There are two general types:

1. Hands which do not afford the opportunity to contest the bidding because, lacking irregular distribution as well as high cards, they have little trick-taking power. These need no consideration.

2. Hands, which although containing many high cards, lack sufficient probable trick-taking powers at their own or partner's declarations. These hands are likely to play to better advantage against an adversary's contract and may

usually be the basis of profitable penalty doubles. The penalty probability is particularly emphasized if:

(a) length is held in the adversary's trump suit and

(b) if partner has denied support by bidding another suit.

Defensive bidding should not be confused with the defensive type of hand, as it is precisely with weak offensive hands, unsuited for defensive play that such bidding is usually conducted. Thus hands which may not include high cards, but because of freak distribution of suits may be depended upon to take many tricks at their own or partner's declaration, can generally be used with success to push the adversaries to higher contracts than they perhaps may be able to fulfill. Failing that, they may often be bid for deliberate sacrifice, and at the same time the penalty risk is apt to be small if the side holding them is No Game.

While it is customary to distinguish constructive from defensive bidding, in reality the character of bids is not always clearly defined and frequently shifts from one phase to the other. Sometimes even the bidders themselves are not certain whether they have been bidding constructively or defensively. Often, when both sides hold cards of almost equal strength, the result will depend upon the action of any one of the players in selecting the right or wrong moment to continue to bid, to pass or to double.

When Game In an Overcall unless based upon a very unbalanced hand should be as strong as an Opening Bid; a Negative Double very much stronger, especially if partner has passed.

When contesting the bidding seriously two considerations should be determining factors: first, relative safety from severe penalty, usually based upon the holding of a very freakish hand, support from partner for one's trump suit or very long trumps with the Ace of adversaries' suit; second, definite inprobability of defeating opponents at their last named contract.

Inferences drawn from the adversaries' bidding and score that they will prefer going on themselves to doubling will often enable one to continue beyond the limit of safety, and suit support from partner will tend to confirm this impression by the implication thus given that one of the adversaries will be short of that suit.

When a side is No Game it is possible to use tactics very similar to those used at Auction. There is much scope for boldness and deception; and even camouflage in one form or another is often practiced by brilliant players. The successful use of camouflage may be described as the ability to misinform the adversaries, without at the same time seriously deceiving one's partner. Very freakish or one-suited hands can sometimes be used for this purpose as they en-

able one to fall back upon a safe declaration largely irrespective of the partner's responses. It may also be possible to double negatively with a one-suited hand when No Game or to make a weak Third Hand bid in anticipation of a bid on one's left, usually when it is important to direct a lead against a possible No Trump declaration.

Decided efforts should of course be made to prevent the adversaries from scoring game with a low contract, and in fact, among fine players a side having a score of 60 is rarely permitted to go game with a bid of two odd if their adversaries are No Game. Many indifferent hands may be used to push adversaries in such situations. The Negative Double is an important weapon for this purpose, and if used with discrimination in such situations need not be quite as sound as would otherwise be necessary. Similarly, if a slightly less risk, the opponents' attempt at a partial score should be contested.

Naturally care must be taken not to continue the bidding of doubtful hands to a dangerous point and in this process each partner must not carry more than his share of the defensive bidding. The extent to which each should participate in defensive tactics offers in each case a fine problem for decision. No doubt, as a rule, the chief burden of defense rests on the player whose cards are most unevenly distributed, his partner making whatever contribution may

be possible. Good players should be able in most instances to suspect that certain bids made by their partners are for strategic purposes and therefore should not contribute unduly to overbidding in both hands.

If the adversaries have no score, immediate Overcalls should usually have a sound basis; though occasionally with two-suited hands, it will be necessary to act at once, even if slightly short of the required high-card values, otherwise the opportunity of entering the bidding might be lost, except at prohibitive cost.

When the adversaries have a partial score and have opened the bidding, the tactics are somewhat different. In such situations, if the Opening Bid is not sufficient for game, the other adversary will be almost certain either to advance it to a game bid or keep it open for his partner to do so. Therefore very doubtful Overcalls may usually be passed around to one's partner because of the understood obligation of the last speaker to strain a point in defense.

Continued rebidding by one player can be overdone, and it is important that he determine the exact point at which to stop, otherwise his defensive bids might readily be construed by his partner as a real effort to reach a game contract. The following is a case in point:

(A)—

```
              ♠ — J x
              ♡ — 10 x x x
              ◇ — x
              ♣ — A K 10 x x x

♠ — 10 x x x x    ┌──────┐    ♠ — x
♡ — A J x         │  N   │    ♡ — K x
◇ — K x           │ W  E │    ◇ — A Q J 10 x x x
♣ — x x x         │  S   │    ♣ — Q x x
                  └──────┘
              ♠ — A K Q x x
              ♡ — Q x x x
              ◇ — x x x
              ♣ — J
```

Both sides are Game In. North and South have an advanced score of 60. South opens with one Spade, North and East gradually carrying the bidding up to four in Clubs and Diamonds respectively. At this point West, having passed three times, bid five Diamonds, assuming his partner must have a chance for game, especially as South failed to raise or rebid. While North's bidding was overdone and West's slightly optimistic, East really held the key to the hand. He should have passed four Clubs because there was a possibility that that contract might be defeated instead of incurring the risk of a serious penalty himself. Those claiming that West was to blame inasmuch as East had not jumped the bid on the first round were not justified, for

the best and safest way to request the partner to bid is not to jump the bid, especially in a minor, but to make a Negative Double. However, East could have had a hand requiring but little assistance for game but which might still be unsuitable for a Negative Double; such a hand as the following, for instance:

(B)— ♠—, ♡ K 10 x, ◇ Q J 10 x x x x, ♣ A J x

The following is an example of a hand which cannot be determined accurately as to its predominating constructive or defensive character and therefore calls for compromise:

(C)— ♠ x, ♡ A Q J x x x, ◇ x x, ♣ A Q x x

The opponent on your right has opened the bidding with one Spade, and his partner has carried it to three Spades over your successive bids of two and three Hearts, your partner and the Opening Bidder having passed each time. While you have a good prospect of game, even though your partner has passed continuously, yet, both sides being Game In, cautious tactics are indicated, and it would seem wiser to permit the adversaries to play a partial score contract than to bid for game at Hearts and risk a penalty of 1000 points, if the cards are badly distributed. Moreover, there is present the possibility also that the opponents will be driven to bid for a game at Spades, which they might make but are unwilling voluntarily to bid.

In pursuing defensive tactics, one must anticipate the possibility that one's adversaries have underbid as well as that they might overbid. This principle applies in situations involving slams as well as game bids. Thus assuming that one's adversaries have bid five Diamonds over one's four Spade bid, which was made without assistance from partner, it would be unwise to bid five Spades unless prepared either to bid six Spades or to defeat a bid of six Diamonds.

In situations in which one player is patently making defensive bids, his partner should be especially careful in doubling the adversaries' contract. Full allowance must be made in such situations for the possibility that the defending partner may have little trick-taking power against the adverse declaration. Unsuccessful doubles, particularly if redoubled, tend to create an atmosphere of uncertainty and distrust and are very apt to affect bids in later hands.

A partnership should above all be based upon mutual confidence resulting from the conviction that constructive bidding will be trusted and defensive bidding not misconstrued so as to entail unnecessary losses through impulsive action.

In conclusion, I would like to emphasize two principles more frequently applicable to constructive bidding than to defensive tactics:

(a) the Responding Hand will use every effort to keep the bidding open on the first round, and

(b) except when a practically certain game is indicated or when holding definite raises in partner's suit, minimum responses will be exchanged by both partners.

Thus, Opening Two Bids need only be made with certain game hands or with those which contain so many high cards that no other free bidding would be likely. As a consequence, there is wide range of Opening Bids of One which conceal many strong hands suitable for profitable penalty doubles if one's adversaries Overcall, and at the same time there is a feeling of security that the Opening Bid will not be passed, if the Responding Hand has even the weakest basis for a reply. Moreover, by limiting the use of other Forcing Bids, the flexibility of Approach bidding is conserved and greater assurance of obtaining the best declaration is achieved.

ACCURATE REBIDDING OF AN ASSISTED SUIT

By Winfield Liggett, Jr.

A T Auction, sound Opening suit bids are fundamental requirements; but while it is true that knowledge of values is necessary for raises and rebids, occasions to apply that knowledge are limited principally to situations in which there is competitive bidding.

At Contract, however, accurate raises and rebids assume much greater relative importance, on account of the need to bid for games which cannot be scored unless bid. When strong hands are held, the spur of competitive bidding is usually absent and partners are therefore obliged to estimate from their own bidding, with what accuracy they can, whether their combined hands will produce slams, games or only partial scores.

A basic feature of the game described in this book is the rejection of any arbitrary principle which prevents the exchange between partners of accurate information of their suit distributions and their raises and rebid values. It is my belief that a notable obstacle to the facile exchange of such

information is the conventional uncontested raise from one to three of partner's suit bid, which is a feature of several bidding systems at Contract. The object of this bid is to invite definitely a slam. Now, if slams occurred every other hand or so, this convention would no doubt be valuable, but as they are rather infrequent, the effect in most hands is to dim the significance of raises from one to two, and from one to four in partner's suit. Another obstacle to accurate bidding is the understanding that a player must pass if his partner contracts exactly for a game, unless the former holds an unbeatable slam in his own hand.

With these conventions in use, the raise from one to two may indicate anything from a minimum raise of one trick to values approaching two and one-half raises. As a result, the Opening Bidder, if he has a very weak rebid will have to guess (just that, *guess*) whether to invite a bid for game or not, for his partner's response necessarily leaves him in doubt as to his exact assisting ability.

Again, Responding Hand's raise from one- to four-odd in partner's suit must always be regarded with perplexity by the Opening Bidder for two reasons:

(a) Because the elimination of the bid of three-odd when no slam invitation can be given prevents the raise to that point when exactly those values are held.

(b) Because of the warning to stop bidding when exactly the game contract is named coupled with the inhibition of bidding three-odd, each such bid implies that it is an over-bid, and it is therefore not possible to provide for situations in which a slightly stronger hand than enough to go game is held. Consequently some slam hands, dependent in part upon distributional values, will actually be missed; and because of wrong guesses by the Opening Bidder, in replying to Responding Hand's necessarily vague raises, many game hands will be overlooked by the failure to bid for them and more partial scores lost by overbidding to score game.

In our method, the Responding Hand is expected, if raising partner's suit, to calculate his own trick-taking power at that declaration and to give as many raises as the probable tricks in his hand exceed three, reserving any half-trick excess for a defensive rebid. The Opening Bidder is thus enabled, in most hands, to tell at once (within half a trick) how many tricks the combined hands will take and if, for instance, his partner has raised his Major suit contract to three-odd, he may bid for game if his hand contain as much as half a trick more than his Opening Bid signified, on the assumption that his partner *may* have the half trick excess, or lacking it that the contract may be fulfilled by a finesse.

If the Responding Hand has bid two-odd and he has a rebid of one whole trick he will properly pass and play for

a partial score because the combined hands should only produce three-odd. On the other hand, if the Responding Hand has bid three-odd and the Opening Bidder has no rebid, he will also pass and simply play for the three-odd.

Nothing that I have said or shall say in this chapter should be construed as having any bearing whatever on rebids in other suits or in No Trumps by the Opening Bidder, or in Take-Outs by the Responding Hand. I am confining my analyses to those hands in which both partners agree at once upon a preferred suit for their declaration.

Unwarranted rebidding by the Opening Bidder after being raised by his partner is a form of optimism that pays Irish dividends. I have in mind a rubber amounting to some 1700 points, in which *the winners participated in the contracting in only two deals,* the first and the tenth. *In the remaining eight deals, their adversaries each time overbid themselves.*

Results of the Duplicate games at the Knickerbocker Whist Club show that losses sustained by forcing an agreed upon suit to a game contract where none existed, far exceed those resulting from failure to bid game when no suit could be agreed upon.

The following examples will, I think, illustrate the point I have made.

Accurate Rebidding

In each case the Opening Bid was one Spade and partner has raised to two Spades:

(A)—♠ A Q x x x, ♡ K Q x, ◇ x x x, ♣ x x
   (3½)   (1½)   (o)   (o)

The Opening Bidder should pass. He has just one rebid, which combined with the values stated by his partner will just produce three-odd, while if raised and partner should rebid his extra half trick, the contract would almost assuredly be defeated.

(B)—♠ K J 10 x x, ♡ x x x, ◇ A Q 10, ♣ x x
   (3¼)   (o)   (2)   (o)

In this case the values are slightly more than one rebid, but aside from the Spade suit being of the "moth-eaten" variety, the values are not sufficient to warrant a free rebid to indicate a probable game should partner have an excess half trick over his raise.

(C)—♠ A J 10 x x, ♡ K Q x, ◇ x x x x, ♣ x
   (3½)   (1½)   (½)   (o)

(D)—♠ K J x x x x, ♡ x, ◇ A Q x, ♣ x x x
   (4)   (o)   (1½)   (o)

With either of the above hands a rebid may be made with the expectation of fulfilling a bid of three-odd, and if partner hold an extra half trick, he may bid for game with a fair probability of scoring it.

(E)—♠ A J 10 x x, ♡ A J x, ◇ K J x, ♣ x x
    (3½)   (1¼)   (1)   (0)

Game may now be bid in Opening Bidder's hand. He has between one and one half and two raises himself.

In these situations suppose that partner has raised to three Spades:

(F)—♠ A J x x x, ♡ K x x, ◇ Q J x, ♣ x x
    (3¼)   (½)   (½)   (0)

(G)—♠ A Q 10 x, ♡ A J x, ◇ x x x, ♣ x x x
    (3)   (1¼)   (0)   (0)

Both these hands should be passed, for game is improbable even if partner has 5½ Probable Tricks.

(H)—♠ A J 10 x x, ♡ K x x, ◇ Q J 10, ♣ x x
    (3½)   (½)   (¾)   (0)

The chance of game is now somewhat improved and should be bid because apparently it depends upon but a small fractional excess in partner's hand.

(I)—♠ A x x x x x, ♡ A Q x, ◇ x x, ♣ x x
    (4)   (1½)   (0)   (0)

(J)—♠ A Q x x x, ♡ K Q x, ◇ x x x, ♣ x x
    (3½)   (1½)   (0)   (0)

In both these cases there is an obvious rebid and game should be assured.

THE CHALLENGE

By Sidney S. Lenz

THE Informatory Double is a misnomer, a misrepresentation and a misdemeanor!

Many years ago, when Auction Bridge was in its infancy, this insidious device was introduced into the game, to sort of counterbalance a bidding convention that seemed to place the adversaries at a great disadvantage. The Dealer would usually start the bidding with a No Trump declaration, irrespective of the cards held, and the enemy was immediately put on the defensive. It required a two-trick bid to overcall and a double of a one-trick contract could hardly be other than a highly speculative procedure.

If, however, the partners could get together on a make that fitted the combined hands, then the meaningless No Trump call was deprived of its fangs.

So evolved the Informatory or Negative Double. Under certain conditions, the double of a low contract simply challenged the adverse bid and was a direct command to the partner to "do something." That the Doubler wished to play the deal at increased penalties was not to be thought of.

True, the double said just that—but the doubler did not mean it.

For a time this convention functioned very nicely, and then the experts and near-experts got in their fine work. Instead of the Informatory Double being used only on a bid of one, it was used on bids of two and three. Each individual player could exercise his choice as to how he desired to use the doubles, and if the other players omitted to ask they could only guess and hope for the best but usually get the worst. Of course situations often arose where a player wanted to double for penalties, but could not do so. At times, this difficulty could be overcome by using the proper amount of emphasis in doubling, but an even simpler method was a gentle, discreet kick under the table. Some shrewd players announced that their doubles were always penalty doubles after they or their partners had once bid. In many such cases their real meaning was that a quick, emphatic double was for business, but a hesitating one was—well, let us say doubtful.

But it was surprising how loath the partner was to permit the doubtful double to stand.

For these and other reasons, Informatory Doubles are not accepted in England and other countries and are regarded as purely American conventions.

If the majority of Bridge players believe that it is for

the best interests of the game to compel the partner to make a declaration of some sort, why not change the rules to permit such action?

It assuredly seems asinine to force a player to say the opposite of what he means in order to force a desired situation that could be made easy and simple. Millions of new Bridge players are learning to play and love this intriguing game, and it seems a shame to ask them to study and remember the individual idiosyncrasies of players who use the doubles in dozens of different ways.

Let the double be exactly what it says: an expressed hope to defeat the adverse bid. If a bid is desired from the partner the opposing bid is "Challenged," and if there be no intervening bid the partner must bid or double.

In my books under the chapters "I Challenge," "In the Hands of the Gods," and "Gorgons and Hydras and Chimeras Dire" this bid is thoroughly discussed. Mr. Reith in this book gives the essential details forcefully and understandingly.

SYSTEMS AND THEIR DEVELOPMENT AT THE KNICKERBOCKER WHIST CLUB

By Wilbur C. Whitehead

THERE are many so called "systems" of bidding. A few of these are systems *in fact*, in that their minimum requirements for the various initial bids, overcalls, take-outs, assists, rebids, etc., as well as the tactics of applying them are all interrelated to form a complete whole. The great majority, however, are composed of abstract conventions that have no quantitative base nor logical sequence in their relations to each other.

The game of Whist and its progeny, Bridge, Auction and Contract, have all had their popular authorities, who derived their vogue from the books which they wrote on these subjects. Hoyle, Cavendish, Pole, Whitfield, Beasley, Foster, Elwell, not to mention others, are names which stand out in the remote and recent past.

All of these writers reflected in their books the practice and customs of players of their time, but none of them may justly be credited with having actually originated any considerable portion of the methods which they described.

Few things annoy me so much as the bombastic claims of one writer or another that the system he advocates is wholly the creation of his own mind. I have always been particular to point out to those who refer to the system of co-related principles advocated by me, as the "Whitehead System," that it is but a codification of the practice of many expert players, and moreover a large percentage of the methods included have been more or less commonly understood and used by experts since the inception of the game.

Until about twelve years ago, there had apparently been no organized effort to apply group intelligence to the scientific development of the principles of the game. At that time there were included in the membership of the Knickerbocker Whist Club the largest body of expert players ever gathered together in any one Club. They were participating regularly in the weekly Duplicate games of the Club and the keen competition induced them regularly to analyze thousands of hands which had been played and preserved in the duplicate boards. As a result, numerous principles of bidding and playing were recognized as essential requirements for sound performance, and their codification became known as the accepted "Knickerbocker System."

At the time, I happened to be the Managing Director and Chairman of the Card Committee, and so the privilege and duty devolved upon me to give it the required publicity

through the medium of "Auction Bridge Standards" published by me in 1921 after many years of preparation and revision. Since then, naturally, the game has not stood still and variations of those basic principles have been published from time to time by many different authors.

It is obvious that each author should have his pet theories, which even though they may differ in but minor details, may not be approved by his confrères. Perhaps the most important of these differences is the question of minimum Quick-Trick requirement for an initial bid. My decided preference is for two Quick Tricks; others think that two and one half will produce the best results. Obviously, those that require two and one half must lower the requirements for Take-Outs and assists in order to operate efficiently. As a matter of fact, many of those who do require two and one half Quick Tricks as the basis of an initial bid give a slightly higher value to honor combinations so that the minimum requirements in most cases will be found to be the same.

The following are some outstanding principles which were crystallized at the time to which I refer:

The first systematic recognition of High-Card or Quick-Trick minimums for the various initial bids was perhaps the most important. The table of Quick-Trick values, as the basis of defensive power, compiled by me and published

for the first time in "Auction Bridge Standards," stands to-
day with comparatively little modification.

The principle of denying a partner's suit bid when hold-
ing but two cards of his suit was not generally approved
prior to our investigations. Before the common use of 4-card
suits as initial bids, the player who opened the bidding with
a suit was assumed to hold at least five cards therein, and
support was commonly accorded with but two cards of the
suit on the incorrect theory that the remaining six trumps
would normally be split 3-3. This theory was completely
disproven in the analyses at the Knickerbocker Whist Club,
and the practice of regularly denying a suit bid when hold-
ing but two trumps came to be a distinctive feature of the
Knickerbocker System.

Definite recognition of the enhanced value of two-suited
hands when played with one of the suits as trump, over their
value when played at No Trump was also first given in The
Knickerbocker Club.

One of the actual additions to the game was the Negative
or Informatory Double, and it was at the Knickerbocker
Whist Club that this stratagem was originated and de-
veloped to its present high degree of efficiency.

Another important addition to the strategy of bidding
developed at the Knickerbocker Whist Club was the 4-card
suit bid, as an initial bid, as an Overcall, or as a Take-Out,

with the requisite responses from partner. The need of specific requirements for initial bids, varying with each player's respective position at table and now universal practice was also originated at the Knickerbocker Whist Club.

These and other minor principles and their coördination as a system and published for the first time in "Auction Bridge Standards" as the Knickerbocker System are the bases for most of the recognized sound methods of bidding and playing at the present time.

It is indeed a great pleasure to me to contribute this chapter in the book of Mr. George Reith, who occupies the position at the Knickerbocker Whist Club which I held for so long, and who is so earnestly and successfully carrying on the work that I started.

LAWS OF CONTRACT BRIDGE

NOVEMBER, 1927

FOREWORD

For the benefit of the many players who have recently taken up Contract 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. An offending player 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.

CONTENTS

Contents

THE LAWS OF CONTRACT BRIDGE

PLAYERS

1. The game of Contract 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 purpose 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 leave 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 member 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 consists 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.

THE 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. The 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, and except as in Laws 14, 15 and 16, 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.

(*d*) 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 make 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 CONTRACTING

17. (*a*) The contracting begins when the deal ends, and ends when all four players pass; or after a declaration that three players in proper succession have passed. The first legal act of the contracting 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 an opponent, or redouble an opponent'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 tricks over six.

RANK OF BIDS

19. A bid of a greater number of 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 contracting. 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 contracting, 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 contracting revert to the last legitimate declaration and be continued by the side not in error.

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 contracting proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the contracting; 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 contracting 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 contracting, 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 contracting.

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.

24. (*b*) If a bid has 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 contracting 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 contracting and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. Doubles and redoubles increase the values of made contracts (Law 36-*b*), extra tricks and undertricks (Law 52-*b*). Doubling or redoubling does not change bidding values (Law 19), the values of honors or slams, nor that part of a revoke penalty which is scored in points. 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 contracting 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 contracting is ended, is void; no penalty.

(*e*) A double or redouble of a redouble is void, and either opponent

ɔf the offender may demand a new deal, or add two 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 one hundred 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 contracting.

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 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 CONTRACTING

28. If, during the contracting, 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 contracting.

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 a lead of the suit of the exposed card by the partner of the offender. 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 contracting 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 contracting, unless all four players have passed initially, 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 manifestly be 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 show 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 renounce.

(*c*) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he legally can 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 contracting 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 adversary 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*) Unless compelled, as a penalty, to lead in a certain way, 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.

THE MADE CONTRACT

36. (*a*) The Made Contract represents the number of tricks won by Declarer after he has won six tricks, up to and including the number of tricks named in his contract. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fails to win the contract, his side scores nothing for tricks; but if he makes his

contract, his side scores in their contract score, the value, normal, doubled or redoubled, of the Made Contract. For the Made Contract trick values see Law 52-*a.* The value normal, doubled or redoubled of their Made Contract is the only score either side can score in its contract score. All other points, including extra tricks made, are scored in the honor score.

(*b*) Doubling doubles the normal value of the tricks of the Made Contract; redoubling multiplies by four the normal value of said tricks.

EXTRA TRICKS

37. (*a*) Extra tricks are tricks won by Declarer in excess of his Made Contract.

(*b*) Extra tricks are scored in the honor score (Law 52-*b*).

UNDERTRICKS

38. (*a*) The book of the adversaries is seven minus the number of tricks named in Declarer's contract. When the adversaries win a trick or tricks in addition to their book, such tricks are undertricks.

(*b*) The adversaries score in their honor score for all undertricks (Law 52-*b*).

REFUSE AND RENOUNCE

39. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

40. (*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

41. 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 subjected 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

42. 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, or claimed any of the remaining tricks. 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 ad-

versary 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

43. (*a*) Two tricks for the first revoke by any player.

(*b*) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty 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 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 penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer, and carry their full premium or penalty values 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, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

TIME LIMITATION OF REVOKE CLAIM

44. 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

45. 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

46. (*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

47. A game is won when one side makes a contract score of 100 or more points. A game may be completed in one hand or more; each hand is played out and the full value of a made contract is counted, whether or not needed to make game. No contract points are carried over from one game to the next; each side starts a new game with a contract score of zero.

VULNERABLE

48. After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

RUBBER

49. (*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 having the net points (Law 52-*c*) 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, two hundred 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*).

HONORS

50. (*a*) 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.

(*b*) Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. Honor premiums are additional to all other premiums (Law 52-*b*).

SLAMS

51. (*a*) A Grand Slam is the winning of thirteen tricks by the Declarer. A Small Slam is the winning of twelve tricks by the Declarer. (See also Law 43-*b*).

(*b*) Slam premiums are additional to all other premiums; and to score the premium, the slam must be contracted for. Their value is not changed by doubling or redoubling (Law 52-*b*).

SCORING

52. (*a*) *Contract Score:* Each side has a contract score in which are recorded only points for Made Contracts (Law 36.) Each Made Contract counts per trick:

Contract Laws, 1927

With No Trump ....35 points
With Spades Trumps ....30 points
With Hearts Trumps ....30 points
With Diamonds Trumps ....20 points
With Club Trumps ....20 points
    Doubling and Redoubling, Law 36-*b*.
    Rank of Bids, Law 19.

(*b*) *Honor Score:* Each side has an honor score in which all premiums and all penalties are scored as follows:

PREMIUMS

Honors: *Points*

    4 Trump Honors in one hand...................................100
    5 Trump Honors 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 (Law 51):
    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................................No Slam premiums

PENALTIES

Undertricks (Scored in Adversaries' honor score):
    If Undoubled (When Declarer is Not Vulnerable) per trick.......50
    If Undoubled (When Declarer is Vulnerable)
              for first trick....................................100
              for subsequent tricks.............................200
    If Doubled (When Declarer is Not Vulnerable)
              first two tricks, per trick..........................100

[228]

If Doubled (When Declarer is Not Vulnerable)	*Points*
for third and fourth tricks, per trick...............	200
for subsequent tricks, per trick....................	400

If Doubled (When Declarer is Vulnerable)

for the first trick................................	200
for subsequent tricks, per trick....................	400

Redoubling doubles the doubled premiums and penalties.

Neither doubling nor redoubling changes the premiums for games, slams and honors.

(*c*) At the end of the rubber, the total points of a side are obtained by adding together its contract score and its honor score. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*d*) 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.

(*e*) A proved error in the contract score may be corrected at any before the next contracting begins; or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(*f*) 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 contracting, 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 contracting, 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 contracting, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the contracting.

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.

GOULASHES
(Optional)

When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer. Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3). The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player.

When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

If a misdeal is properly called the Goulash is abandoned and the next dealer deals in the regular way with the still pack.

THE LAWS

— of —

DUPLICATE AUCTION

— and —

DUPLICATE CONTRACT

— of —

THE KNICKERBOCKER WHIST CLUB

with directions for conducting

A PROGRESSIVE PAIR TOURNAMENT

IN DUPLICATE

FOREWORD

Auction, as well as its predecessor, Bridge, was first played in Duplicate in the Club-rooms of the Knickerbocker Whist Club of New York. For a period covering more than twenty-eight years, the Knickerbocker Whist Club has continuously conducted weekly Duplicate Whist, Bridge, Auction and now Contract tournaments, open to members and guests of both sexes.

These tournaments have not only been an important function of this Club, but they have become known throughout the card world as the greatest of all schools for learning the fine points of the game.

To these tournaments and to the subsequent comparative analyses of thousands of hands played in them, is due, in large measure, many innovations and the present high state of efficiency of the game.

The following laws and description of the methods of play, represent the sum of our experience to date. Except as hereinafter provided, the Laws of Auction apply to Duplicate Auction and the Laws of Contract apply to Duplicate Contract.

THE CARD COMMITTEE,
Knickerbocker Whist Club of New York.

CONTENTS

[235]

CONDUCTING TOURNAMENTS

SUPERVISION

1. Each tournament shall be under the direction of a committee, or of a specially appointed member of the committee, who shall have full power to decide all questions arising before, during and after the tournament.

NUMBER OF PAIRS

2. Progressive Pair Duplicate Auction or Duplicate Contract may be played by six pairs of players, or any higher even number of pairs, divided into two groups playing opposite ways of the table.

DESIGNATING NORTH, EAST, SOUTH, WEST

3. One end of the room in which the tournament is played, shall be designated arbitrarily as North. The opposite end will then be South, and facing South, the left side of the room will be East, and the right side West.

ARRANGEMENT OF TABLES

4. The tables shall extend in rows the North-South way of the room. They shall be numbered consecutively, starting with Table No. 1 at the North end of the room and ending with the last table, also at the North end of the room and in proximity to Table No. 1.

PAIRING AND POSITIONS OF PLAYERS

5. Pairs may be arranged by mutual agreement between the players themselves, by lot, or by the committee in charge. The same players shall play together throughout the tournament. The partners comprising a pair shall decide between themselves which positions, their way of the

table, they shall occupy. These positions, once selected, shall be retained throughout the tournament.

BLACKBOARD

6. There shall be provided a blackboard or score-sheet, properly headed and ruled, upon which shall be entered the names of the members of each pair, the way of the table each pair plays, and the number of the table at which each pair starts. *Plus* and *Minus* columns shall be provided for recording the final score of each pair and, when the Match-Point method of scoring is used, another column shall be added to record the total number of match-points scored by each pair.

SCORE-CARD

7. There shall be furnished to each pair a score-card, properly headed, ruled and numbered, upon which they shall enter their names, pair number, positions at table, and their own pair scores. North-South score-cards shall be identical with East-West score-cards, except as to color.

NUMBERING OF PAIRS

8. The pair number of a North-South pair shall be the same as the number of the table to which the pair is permanently assigned; and the pair number of an East-West pair shall be that of the table to which the pair is first assigned.

NUMBER OF BOARDS

9. The total number of boards to be played shall be decided by the committee in charge. Twenty-four boards make an enjoyable contest. The multiple of tables nearest that number should be selected.

THE BOARDS

10. Boards shall be provided (one for each deal), each board constructed to hold a pack of cards in four separate packets of thirteen cards each. The boards shall be numbered consecutively, starting with No. 1 and shall be marked with an arrow (pointing to North position)

to indicate the position in which they shall be placed on the tables for play; and with the word "Dealer" or other word or device, to indicate the first bidder for each deal. The word "Dealer" shall be placed with reference to the arrow, so that the players will each become the first bidder in turn, when the boards are played in numerical order.

DISTRIBUTION OF BOARDS

11. The entire number of boards to be played shall be equally divided into as many sets as there are tables, and one set shall be placed on each table, the set of lowest-numbered boards on Table No. 1, the set of next higher-numbered boards on Table No. 2, and so on.

THE CARDS AND THE DEAL

12. A pack of fifty-two standard playing cards shall be provided for each board. Before play, each pack shall be shuffled and dealt into four hands of thirteen cards each by any member of the table, and the hands placed in the four pockets of the board.

THE PLAY

13. Play shall start on signal from the committeeman in charge. The boards shall be played in numerical order at each table, starting with the lowest-numbered board. Each board, when put in play, shall be placed in the center of the table, with its arrow pointing to North position.

14. Each player shall take the hand from the pocket directly in front of him and count his cards to be certain that he has exactly thirteen. The bidding and play shall then proceed as in Auction or Contract; the Dealer, as indicated on the board, opening the bidding.

15. When a card is played, it shall be placed on the table, face up, and allowed to remain so until all have played to the trick.

16. When all have played to a trick, each player, including the Dummy, shall turn his card face down in front of him; lengthwise toward his partner if the trick is won by his side, and lengthwise toward his opponents if the trick is won by them.

17. The Dummy, upon request by Declarer but not otherwise, may lead or play a designated card from the Dummy hand.

18. When the play of a board is completed, the tricks won and lost by each side shall be noted and the scores recorded. Each player shall again count his cards, to be certain there are thirteen, and replace them, faces down in the pockets of the board from which they were taken.

PROGRESSION OF PLAYERS AND BOARDS

19. When all the tables have completed the play of the sets of boards first allotted to them, and the scores have been recorded, the committee-man in charge will give the signal, and each East-West pair shall proceed to the next higher-numbered table, the North-South pairs retaining their seats. Each set of boards shall be passed to the next lower-numbered table. (Note: In the order of this progression, Table No. 1 is the next higher-numbered table after the last table.)

WITH AN ODD NUMBER OF TABLES

20. With an odd number of tables, the same procedure is followed after the play of each set of boards, until the circuit of the tables is completed and all the boards have been played at every table, which terminates the tournament.

WITH AN EVEN NUMBER OF TABLES

21. With an even number of tables, either the "Relay" or the "Skip" must be substituted for the ordinary method of progression, otherwise some of the boards will be met twice by the same players.

THE RELAY

21. (*a*) The boards shall be distributed regularly, except that after half the boards have been placed on the tables, the next set shall be placed at that table to which boards have just been given, following which each of the remaining tables shall receive its regular quota of boards, except the last table which receives none.

The table which received two sets of boards shall be known as the Relay Table. The cards in both sets shall be shuffled and dealt and returned to the pockets of the boards (see No. 12). The lower-numbered set shall be played at once, the higher-numbered set being placed upon a side-table or chair. This set, temporarily out of play, shall be played next at that table, and the set of boards received from the next higher-numbered table shall take their place temporarily on the side-table, etc. Thus there will always be one set of boards out of play which will, for the time being, be known as the Relay Set.

The last table shall play, simultaneously with Table No. 1, the boards allotted to the latter table, the boards being passed back and forth between them. Thus the last table will be obliged to play each set of boards in reverse numerical sequence. All sets subsequently received at Table No. 1 shall be played in like manner, simultaneously with the last table. As each set is played it shall be passed to the next-to-last table, and thereafter follow the regular order of progression.

(Example of an original distribution of boards: In a twelve table game, playing twenty-four boards or two boards per table, boards Nos. 11 and 12, and 13 and 14 would be placed at Table No. 6. Boards 13 and 14, after being shuffled and dealt, will be the Relay Set. Boards 1 and 2 will be placed at Table No. 1 and there will be no boards at Table No. 12.)

This method permits all the teams competing to play each board once and, at the same time, each North-South pair will play once with each East-West pair.

THE SKIP

21. (*b*) The boards shall be regularly distributed to the tables, and the movements of the boards and players shall progress in the regular order, except that, after having played exactly one-half of the number of boards, each East-West pair shall skip the next table but thereafter shall resume and continue the regular order of progression.

With this method, each pair of players plays twice with one pair of opponents and not at all with one pair. Therefore The Relay is preferable.

SPECIAL LAWS

HOLDING THE WRONG NUMBER OF CARDS

22. If it be found that any hand contains more or less than thirteen cards:

(*a*) If the error be discovered at the table where the hand was originally dealt, either before or during the bidding or play, the cards shall be re-dealt and then played.

(*b*) If the error be discovered at a table other than that at which originally dealt, the board shall be sent back to the preceding table and there corrected under the supervision of the committeeman in charge, after which it shall be returned to the table at which the error was discovered, for action as follows:

(*b*1) If the discovery of the error occurred before a bid had been made the corrected board shall be played.

(*b*2) If discovered after a bid had been made, the board shall not be played at that table and at the conclusion of the tournament the pairs concerned shall score as follows:

(*b*2*a*) If one player holds less than thirteen cards and his partner more, their opponents holding the correct number, the former pair must take the lowest score made with that board at any table, and the latter pair shall take the average (see No. 24), the difference being credited to Penalty Excess.

(*b*2*b*) If both sides are at fault, they both take the average of all pairs with that board (see No. 24).

(*c*) When a board is found to contain hands of more or less than thirteen cards, if the error be discovered prior to the spreading of the Dummy, the pair or pairs at the preceding table, who were at fault shall be penalized:

> At Auction—50 points; At Contract—100 points

If discovered after the spreading of the Dummy, the pairs at the preceding table shall be exempt from penalty, but the board must be returned for correction (see *b*2).

MORAL: Count the cards, before and after playing.

HOLDING THE WRONG HANDS

23. If, during, at the conclusion of a tournament, or at any time within 48 hours thereafter, it be discovered that, after leaving the table at which they were originally played, the hands in a board have been misplaced, the scores made with that board shall be adjusted as follows:

(*a*) If played as originally dealt at one-half or more than one-half of the tables: the scores made on the board by the pairs who played the hands that way, shall stand, and the average of such scores shall be scored by the pairs who played it after the hands were shifted.

(*b*) If played as originally dealt at less than one-half of the tables: the scores made on the board after the hands were shifted shall stand, and the average of such scores shall be scored by the pairs who played the hands as originally dealt.

(*c*) If, during or after a tournament, the committee in charge is able to determine the responsibility for the accidental misplacement of hands, the pair or pairs at fault shall be penalized by taking the lowest score made with the board, any resulting difference being adjusted in the Excess Penalty column.

MORAL: After a board has been played, only one hand at a time shall be taken out for examination.

DETERMINING AVERAGE SCORES

24. The North-South average score of a board shall be determined by adding the total of all scores of North-South pairs who played the board and dividing by the number of participating pairs: the resulting plus or minus figure will be the AVERAGE. The East-West average score shall be determined in a corresponding manner. Excess penalty points must not be included in determining these averages.

PLAYED CARDS

25. The Declarer shall be deemed to have played a card from his own hand if its reverse side touch the table, even though he may not have released it from his hand.

A card shall be deemed to have been played from the Dummy if

it be touched by the Declarer (except for the purpose of arranging), or, if it be named by him to be played by his partner (the Dummy player).

If the Declarer name a card, which is not in the Dummy, to be played from the Dummy hand, there is no penalty.

The Laws of Auction and Contract govern the play and exposure of cards by the adversaries of the Declarer.

SCORING

METHOD OF SCORING

26. No rubbers are played, each deal being a unit. A pair winning a game on a board shall score Game-Premium as follows:

At Auction......................125 points
At Contract (if NOT-VULNERABLE).....................300 points
At Contract (if VULNERABLE)... ....500 points

Tricks, honors, slams, bonuses and penalties shall be scored as in Auction and Contract, except as hereinafter provided.

27. Each board shall be scored separately. When a board has been played, the score of each pair shall be entered on their respective score-cards, the pair having the plus score entering it in the Plus column, the other pair entering it in the Minus column. For convenience, the committee in charge may require the scores to be recorded at the nearest multiple of ten (five or more counting as ten).

28. At the conclusion of the play of each set of boards, each pair shall determine its Net Plus or Net Minus for that set, and enter the result in the proper column opposite the number of the boards comprising the set. When a pair has recorded the score made on a set of boards, such score shall be verified by the adversaries before East-West leave the table.

SCORING HONORS

29. Only four or five honors in one hand shall count at either Auction or Contract.

[244]

PENALTY LIMITATIONS

30. At Auction, when a contract has been doubled or re-doubled, the losing pair shall score the full amount of loss less honors, if held: the winning pair shall not score more than 350 points, plus any additional points that may be due them for honors or slam.

At Contract, there shall be no limitations as to the penalty that may be scored by the winners for defeating a slam contract. The limit that may be scored for defeating lesser contracts shall be:

(a) if the winners are Not-Vulnerable, 600 points. (b) if the winners are Vulnerable, 800 points. The losers score the full loss. Either side scores honors held.

PENALTY EXCESS

31. Points not allowed (at both Auction and Contract) shall be recorded separately by the winning pair in the "Penalty Excess" column, opposite the number of the board played; and at the conclusion of the tournament the total of such points shall be recorded at the bottom of the score-card in the "Penalty Excess" column.

Penalty Excess points are recorded to enable the score-keeper to balance the North-South and East-West scores, and are not to be included in the final score (plus or minus) of a pair. In the event of a tie for top-score or other position in a tournament, the pair having the greatest Penalty Excess points shall be deemed to have won.

BONUS LIMITATIONS

32. At Auction, a pair which fulfills a doubled or re-doubled contract may score only 350 points, plus honors and slam (as in the case of a penalty limitation).

At Contract the limit is 1000 plus honors and slams.

REVOKES

33. A revoke must be claimed before the player who makes the claim returns his cards to the pocket in the board.

The penalty for each revoke by either side shall be:

At Auction .... 50 points
At Contract .... 100 points

(*a*) If, by reason of a revoke or revokes, the non-revoking side is caused to suffer any loss of tricks, it shall be entitled to all the tricks it would normally have taken had the revoke or revokes not occurred (plus the revoke penalty).

(*b*) The non-revoking side shall not be obliged to restore any tricks which it may have won by reason of a revoke.

(*c*) If the Declarer revoke and gain a trick or tricks thereby, he shall be entitled only to such tricks as he normally would have taken, and any additional tricks must be restored to the adversaries.

(*d*) The Declarer shall not be debarred from scoring legitimately won tricks, even though he revoke.

(*e*) If the players are unable to agree upon the normal outcome of the deal, they shall refer it for settlement to the committeeman in charge, whose decision shall be final.

DETERMINING THE WINNERS

TOTAL PLUS AND MINUS METHOD

34. At the completion of a tournament, each pair shall add their Plus and Minus columns and record the difference, net Plus or net Minus at the bottom of the score-card. The cards shall then be handed to the appointed score-keeper, who shall record the totals on the blackboard or score-sheet.

There are really two contests in each tournament; one between North-South players and one between East-West players. The winners of each group shall be determined by total points scored (either the most Plus or the least Minus).

Excess Penalty points should balance any difference existing between North-South and East-West totals.

MATCH-POINT METHOD (A)

35. Under the Match-Point Method of scoring, the appointed score-keeper shall compare the scores made on each board by each pair of players, with the scores made on the same board by every other pair playing in the same position (North-South or East-West).

The pair having the lowest score on the board compared shall be credited with a zero; the next higher with one Match-Point; the next with two Match-Points, etc. Pairs having the same score on any board shall be given the average of the Match-Points to which they would be entitled unitedly. Thus each pair will, in effect, receive credit for one Match-Point for each pair that they have beaten and one-half Match-Point for each pair with whom they tie.

These points may be marked next to the score of each board on the respective score-cards (or they may be recorded on ruled sheets), and when all the boards have been so compared and the respective standings registered, the total points for each pair shall be determined. The pair having the greatest number of Match-Points shall be deemed to have won the contest in their position (North-South or East-West); the next greatest number shall be second, etc.

MATCH-POINT METHOD (B)

36. Using a set of boards as a unit, the appointed score-keeper shall determine the respective standings of pairs as in the (A) Method. Instead of comparing single board scores, the aggregate Plus or Minus score of each *set* of boards shall constitute the unit of comparison.

DETERMINING THE WINNERS OF A SERIES

PLUS AND MINUS METHOD

37. In a series of tournaments, with changing partners, the individual standing may be determined by the following method:

After each tournament, the total North-South scores (either net Plus or net Minus) is divided by the number of pairs playing North-South.

The result is the Average. A record is kept cumulatively for each indi‑
vidual participant, and to this record is credited or debited the number
of points above or below the Average of each tournament, which his pair
has scored in that tournament. The players are thus rated according to
the number of points their account shows above or below Average.

The standing of East-West individual players is determined in the
same manner.

EXAMPLE:

Session	Average	Score	Cum. Average	Cum. Score	Net over or Below Average
1	+ 400	+ 1960			+ 1560
2	+ 1600	+ 2200	+ 2000	+ 4160	+ 1080
3	− 430	− 1100	+ 1570	+ 3060	+ 496⅔
4	+ 560	− 100	+ 2130	+ 2960	+ 207½

MATCH POINT METHOD (A or B)

38. Each individual's account is credited after each session with the
number of Match-Points scored by his pair. A record is also kept by the
appointed score-keeper of the maximum possible Match-Points that he
might have scored. After any specified tournament, and at the end of
the series, the relative standing of each competitor is determined by
the ratio of the accumulated total of his Match-Points scored to the
maximum that he might have scored.

EXAMPLE:

Session	Maximum Possible	Points Scored	Cum. Maximum	Cum. Score	Cum. Percentage
1	30	20			.667
2	72	36	102	56	.549
3	absent				
4	56	22	158	78	.494

ATTENDANCE QUALIFICATION

39. It is desirable that each competitor, in order to qualify for a
series prize, shall be required to participate in a minimum number of
tournaments, the number to be determined in advance by the committee
in charge.

PROTESTS

40. Protests from decisions of the committeeman in charge of a tournament or claims of any other nature pertaining to a tournament must be filed in writing within 48 hours of its conclusion in order to receive consideration.

SUPPLEMENT

TABLE OF SPECIAL SCORING

(In Duplicate Tournaments)

AUCTION	CONTRACT
Game Premiums 125	(If Not-Vulnerable) 300
	(If Vulnerable) 500
Penalty Limitation 350	Defeated Slam Bids......No Limit
(plus honors and slams)	Defeated Lesser Bids:
	(the winner Not-Vulnerable).. 600
	(the winner Vulnerable)...... 800
Bonus Limitation 350	Vul. or Not-Vul. 1000
(plus honors and slams)	(plus honors and slams)
Revoke ....(each) 50	.......................(each) 100

Tricks gained by revoke must be restored (see Rule No. 33).

Misplacing Cards 50	 100

Misplacing Hands (at either Auction or Contract): a pair or pairs determined by the committee to be at fault shall be obliged to take the lowest score at that board.

HONORS

AUCTION	CONTRACT
(Four in one hand)........... 80	(Four in one hand)............100
(Five in one hand)............100	(Five in one hand)............150
(Four Aces in one hand).......100	(Four Aces in one hand).......150
Other combinations do not count.	Other combinations do not count.

GOULASHES

Hands that are passed-out at the original table may be redealt in conformity with the law governing Goulashes. A hand so redealt must be marked plainly with an inserted note stating that it is a "Goulash."

Should the hand be passed again at the first table, it must not be redealt, but must be passed on properly marked "Goulash."

The dealing of Goulash hands should be optional with the committee in charge of the tournament. They add entertaining features to a social contest, but the uncertainties of distribution have no legitimate place in a championship contest.

VULNERABLE FEATURE
(at Contract)

The committee in charge shall elect whether or not to play all of the boards as Not-Vulnerable, or certain of the boards as Vulnerable for either or both sides.

Should it elect that certain of the boards shall be played as Vulnerable for either or both sides, then each board should be plainly marked to indicate the conditions under which it is to be played.

The following schedule of marking the boards has been found to operate satisfactorily and entertainingly:

- (*a*) Boards 1, 5, 9, 13, 17, 21, 25, 29—
  North-South, Not-Vulnerable: East-West, Not-Vulnerable.
- (*b*) Boards 2, 6, 10, 14, 18, 22, 26, 30—
  North-South, Vulnerable: East-West, Not-Vulnerable.
- (*c*) Boards 3, 7, 11, 15, 19, 23, 27, 31—
  North-South, Not-Vulnerable: East-West, Vulnerable.
- (*d*) Boards 4, 8, 12, 16, 20, 24, 28, 32—
  North-South, Vulnerable: East-West, Vulnerable.

UNETHICAL CONDUCT

1—Comparing score-cards.
2—Inquiring or giving information concerning boards which have been played.
3—Watching the play of boards at other tables.

CONTESTANTS MUST NOT VISIT DURING A CONTEST AND ALL DISCUSSIONS OF BOARDS PREVIOUSLY PLAYED SHOULD BE PROHIBITED.