A·BOOK·OF

BRIDGE

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INTRODUCTION

This little book does not profess to be an exhaustive manual of Bridge. It is intended as a treatise on the game, which may be to the beginner a basis from which to extend his own researches. The author has endeavoured not to dogmatize on the many disputed points in the game—a rôle for which he professes to have no qualifications;—his aim has rather been to exhibit to his readers the rival theories of play where the opinions of players differ, leaving it to their own judgment to decide upon the best. To promote the study of a particularly interesting and popular game of cards, which is still of such recent origin that no fully recognized theory on which it ought to be played can be said to exist, is the ultimate object of this work; and it has been the author's special endeavour to lay

various opinions before Bridge-players in order to stimulate investigation by each lover of the game for himself.

Although Bridge has been played in England and America for little more than ten years, there are already numerous text-books and treatises, many of them very useful and interesting, to assist the student. In England the works of Hellespont, Badsworth, and Mr. Dalton are all standard Bridge books. That of Hellespont is an elaborate and detailed guide to the game, while Mr. Dalton's *Bridge Abridged* is an interesting account of Bridge as played in London at the present moment, and Badsworth's latest work a series of dissertations, by a very clever and acute critic, on various matters which affect the play and the players. In America Mr. Foster's two books, *Bridge* and *Bridge Tactics*, contain a highly scientific account of the game by a great authority on cards; while Mr. Elwell's *Bridge* is a convenient little hand-book with tabulated directions for play in varying circumstances, and has

the merit of compressing the essentials of the game into wonderfully small compass. The above is by no means an exhaustive list of books on Bridge, but it embraces the best-known in both English-speaking countries.

The present work is little more than an expansion of notes made by the author for his own guidance in the early days of Bridge. The game, which was then in the process, not only of occupying the field formerly held by Whist, but of spreading over ground which Whist had many years before been compelled to abandon, was in a very unregulated state; and it was obvious to everyone that some sort of agreement would have to be arrived at as to the general lines on which play ought to proceed. The interminable sequence of arguments that succeeded almost every hand as to the most elementary questions of policy, and the impossibility of appealing to any authority (for there was none to appeal to), were enough to have rendered the game intolerable unless some general principles could be established which all

players who professed to be able to take
part in a fair rubber could be depended
upon to observe. It is true that by a
sort of reaction there was a militant
spirit of independence in the card-rooms
of clubs at that time; and the earliest
elementary text-books on Bridge fos-
tered the idea that the game was one in
which each player might form his own
private theory, and play as seemed to
him best, without troubling about rules
or canons. One author went so far as
to say that the popularity of Bridge was
largely due to the fact that the most in-
experienced tyro found himself on a level
with Whist players of renown. Whist
had undeniably in later years become so
much crowded with rules framed to suit
almost every position of the cards that
the revolt against a multiplicity of hard-
and-fast commandments was very natu-
ral. The elaborate devices for showing
the exact number of cards held in a suit,
the plain-suit echo and sub-echo, and
other refinements of the original doc-
trines of Cavendish, bred an impatience
of codes of book rules, and a dislike to

those modes of play which are termed
conventions. The convention pure and
simple is merely an arbitrary rule laid
down so that a player may draw infer-
ences from his partner's cards if he
knows the rule; and it has no other
object whatever. Cavendish was at
pains to explain that the signal for
trumps had a real *raison d'être* in its
origin, being intended to frighten the
adversary into a lead of trumps. But
as played everywhere, and explained in
his own book, it was a convention and
nothing else; no one ever attempted to
scare the adversary into a lead of trumps
by the use of it. And when the lead of
the fourth-best card superseded the pen-
ultimate, there was no attempt made to
show that it had anything to do with the
real play, even in its inception.

Whether Bridge could ever have been
played without some conventional de-
vices is perhaps doubtful, even if good
players had set their faces with deter-
mination against them; now that a cer-
tain number have been admitted, it is
quite out of the question to try to do

without them altogether. The present position of Bridge is that some players use certain conventions while others use different ones, and the result is a sort of chaos. So long as a small company of people play constantly together, and all use the same methods, there is no evil result; but the moment they mix with players who adopt different methods, the game becomes hopelessly chaotic. It is a misfortune that writers on Bridge have been rather prone to recommend the mode of play which they themselves prefer, in terms which suggest to the untutored mind that it is the only mode which is followed anywhere. You are thus often given diametrically opposite advice by two different authorities, sometimes without any substantial reason, as if the matter were one on which Bridge-players were all agreed.

The main reason for selecting any particular mode of action in Bridge, as in other games, is that it is more likely to help you to win than others. But there is in Bridge, as in Whist, the element of partnership; and when you play

any game with a partner it is of the essence of success that you and he should be acquainted with each other's methods. It is also recognized as perfectly legitimate, as it certainly is serviceable, that players should so use their cards as to give an observant partner information both as to the hands they hold and as to the game they wish their partner to play. There is no Bridge-player so great a purist as to disdain such a use of his cards. One of the most recently adopted conventions which players in London use is the most artificial and arbitrary, perhaps, of any; it is to utilize the well-known trump signal in one suit to show your partner that you have four cards in another. Conventions, as their very name implies, are of no use unless the players are agreed about them; it is much better that everyone should abandon them than that one player should believe that by playing a particular card he is giving certain information, while his partner understands his play to mean the very opposite. A number of methods of play are adopted for two purposes: both be-

cause they help your game, and because they assist your partner to count the hands and tell him what you want. The suggestion made recently that the Portland Club should issue an authoritative edict that certain cards should be led from certain hands might with equal propriety have been extended to cover all disputed points where cards are apt to mislead a player's partner; and it is as impracticable in the one case as in the other. But careful consideration and unbiassed thought will probably do much to render the play of the game more uniform, as they did in Whist. The conversation of the game, as Cavendish called it, is far from being its least interesting feature; and there can be no conversation unless the partners understand each other's language.

At the time when the author made the notes which form the basis of this little book, it appeared to him that the play of the game would be likely, as it came to be better known, to develop in certain directions. In some instances events have realized his expectations.

But in others—and this applies particularly to English Bridge—the developments have not been such as was anticipated; and it is largely on this ground that the author has ventured to publish the results of his enquiries. In view of the most recent pronouncements by writers of great weight there is a prospect that certain doctrines may be more firmly implanted, which seem to be at least worthy of further examination before they become an integral part of the English creed of Bridge. Bridge is still in its early youth; the number of capable people who play and like it is immeasurably greater than that of Whist-players has been in the time of living men; there is neither pedantry nor an unreasonable craving for uniformity in the desire that in the meantime at any rate the Bridge-player should not take dicta for granted, but rather use his own brains and his own experience in helping to build up a sound and complete theory of the game.

The author has divided his work into two parts: that dealing with the declara-

tion of trumps and that dealing with the
play. It has been his endeavour to lay
down no rules and make no suggestions
without adducing the reasons which
underlie them, unless these reasons are
on the surface or can be easily inferred
from the context. As far as the play is
concerned, he has almost entirely con-
fined his remarks to that of the dealer's
opponents, in whose case the existence
of a partnership renders a common
understanding essential to success; the
dealer's play is a matter which can be
learned by a little attention to the cards,
and only a few general observations
have been made on it. In regard to
the declarations, an attempt has been
made to lay before players a reasoned
system, not very complicated or difficult
to remember; and no multiplicity of
sample hands, which it is impossible to
keep in the mind, has been exhibited
to the reader. The chapter on defensive
declarations is one which runs counter
to the bulk of opinion both in England
and in America; but even if it should
fail to convince, the author's end will

be equally served if it should stimulate lovers of the game to enquire for themselves before they are satisfied with the prevailing system of passing the declaration unless a red suit or no trumps can be called.

The origin of the game of Bridge is obscure. It is one of the many derivatives of the great parent game of Whist, and is probably of modern date even in the Levant and Asia Minor, where it seems to have taken root first. It is certainly a hybrid, even among the derivatives of Whist. There seems to be absolutely no novelty in Bridge, except the combination of fragments of other games. Nothing exists in Bridge which is not to be found either in Whist itself, or in Cayenne, or Boston, or Mort, the French Whist with a Dummy. The varying values of the different suits, and the Great and Little Slam, are both to be found in Boston; and Boston, we are told, dethroned Whist in France at the time of the American War of Independence, owing to the exuberance of French sympathy for the American colonies.

Bridge began to be played in Paris about the year 1892; and soon thereafter it was introduced in America and in London. The rapidity and completeness with which it superseded Whist among Whist-players has been commented on so often that to dwell on it is superfluous; but it has not been so commonly observed that Bridge, in spite of its success, is only on the way to become the universal pastime which Whist was at the end of the eighteenth century and for some time after. This generation knows Whist only as a game played by enthusiasts in clubs; Whist played anywhere else was treated with derision, and christened by some humorist with the euphonious name of Bumble-puppy. But in earlier times Whist was the game of drawing-rooms and country-houses; and it is there that Bridge is now, to some extent, recovering the ground lost by the older game. It is now the fashion to decry Whist, and talk of it as a dull and tiresome game which has been practically eclipsed. To speak of Whist as gone beyond recall is premature; the

fashion in games changes strangely, and
the game which was for many genera-
tions regarded, without demur, as the
finest game at cards ever invented, may
once more assert its supremacy. At
present the chances seem to be the other
way; and certainly most of us who have
gone over to Bridge from Whist consider
the former quite as fine a game, and one
which is capable of greater variety. That
it is so popular as to be played by a vast
number of people who never thought of
Whist, and in many places where Whist
was as great a stranger as chess, may or
may not be an advantage. Bridge is, at
all events, paramount at the present time;
and, as far as can be seen, its reign is
spreading almost to the exclusion of all
other games with cards.

CHAPTER I

DESCRIPTION OF THE GAME

Bridge is played by four players, con-
sisting of two partnerships of two each.
Each player sits opposite his partner.

A pack of 52 cards is used. Two
packs are almost invariably employed
and used alternately, one being shuffled
while the other is dealt.

The players cut to ascertain which are
to be partners, and those who draw the
two higher cards play against those who
draw the two lower. If two players draw
intermediate cards of the same denomi-
nation, these two cut afresh, when the
one who draws the higher card in the
fresh cut is the partner of the player
who in the original cut drew the highest.
If three players draw cards of the same

denomination, all three cut afresh, and the player who draws the highest in the fresh cut is the partner of the remaining player, if the latter's card was higher than the original cards of the others; the lowest if his card was lower. In cutting, the Ace is the lowest card, and the King the highest. The player who cuts the lowest card has right to the first deal.

The dealer then selects which pack he and his partner desire to use, and having once selected it, he and his partner must continue to use it until the end of the rubber, unless one or other of them should call for fresh cards, in which case a new pack must be opened. The dealer then presents the pack to the player on his right, who cuts it, *i.e.* divides it into two, leaving at least three cards in each section. The dealer then places the section which before the cut was lower, on the top of the other, and deals out the whole pack, face downwards, among the players, commencing with the player on his left, and going from left to right in rotation.

The first card is played from the hand to the left of the dealer. Immediately on its being laid on the table, the dealer's partner lays his cards face upwards on the table, and the dealer plays them as well as his own. The holder of the exposed hand is called Dummy, and has no right to take any part in the game so long as that particular hand is in course of being played. When a card has been played in rotation, from left to right, out of each of the four hands, the four cards so played are gathered up and called a trick, and they are credited to the players either of whom has played the most valuable card of the four. The player whose card has won one trick leads in the next.

The order in which the cards rank is:

1. All the trumps, from the highest to the lowest, in their order.

2. The cards of the suit led, from the highest to the lowest, in their order. No other cards are of any value.

The order of value of the cards within each suit is as follows: Ace, King, Queen, Knave, 10, 9, 8, 7, 6, 5, 4, 3, 2; the Ace

being always the highest, and the two the lowest.

The players who have won more than six tricks, when the hand has been played out, score the value of one trick for every trick above six they have made; the other side do not score for tricks at all.

If the game is played without a trump suit, the score for each trick beyond six is 12: if hearts are trumps, it is 8; if diamonds, 6; if clubs, 4; if spades, 2.

The players whose score first reaches 30 win a game, and on the succeeding deal a fresh game is begun; but the hand in which the game is won is played out to the last card, and all tricks made in it are scored, however they may raise the winner's score in excess of 30.

The rubber consists of the best of three games; and as soon as it is won, the scores are added up, the amount won by the winners is settled, and the players cut for partners again before a new rubber is commenced.

In each hand the privilege of selecting the trump suit, or of electing to play

without trumps, belongs to the dealer
and his partner, and must be exercised
in the following manner. The dealer
may either declare one of the suits
trumps, or that there shall be no trumps;
but if he should not desire to do either,
he may request his partner to make the
selection. Upon this, his partner must
elect, and by his selection the players
are bound.

The adversaries of the dealer have
the right, if they please, to double the
value of the declaration; *e.g.*, to demand
that any tricks beyond six, where there
are no trumps, shall count 24 instead of
12, and so with the suits also. They
must exercise their right in the following
way:—The player to the left of the
dealer may double without consultation
with his partner; and if he does not
desire to do so, he must ask his partner
if he may play. If his partner desires
to double, he must then say so; if he
does not, he should announce his inten-
tion by answering the leader's question
in the affirmative.

Either the dealer or his partner may

redouble, *i.e.* once more double the value of the tricks, but without consultation with each other; and their adversaries may again redouble. No player may raise the value of one trick above 100. When this point has been reached, no further doubling or redoubling can take place.

In addition to the score for tricks, each pair of partners, at the end of every deal, is entitled to score if they held during that deal a majority of honours in the trump suit, if one has been declared, or of Aces, if there has been no trump. All the cards, from the Ace to the Ten, count as honours, and all equally. In a trump suit the method of scoring for honours is as follows:—

If you have three honours out of the five, you count as much as if you had two tricks in the suit; thus, in hearts you would score 16.

If you have four out of the five, but not all in the same hand, you count as much as if you had four tricks in the suit; thus, in hearts you would score 32.

If you have four honours, all in the

same hand, you count as much as for eight tricks; thus, in hearts you would score 64.

If you have all five honours, but not more than three in the same hand, you count as much as for five tricks; thus, in hearts you would score 40.

If you have all five honours, four of them being in one hand, you count as much as for nine tricks; thus, in hearts you would score 72.

If you have all five honours in one hand, you count as much as for ten tricks; thus, in hearts you would score 80.

Where the game is played without trumps, you score for Aces instead of honours in the following method. If you have three Aces, whether all in one hand or not, you count 30.

If you have four Aces, but not all in one hand, you count 40; if they are all in one hand you count 100.

If any player has none of the suit declared trumps, that is called Chicane; and he and his partner count twice the value of a trick when that suit is trumps.

When either side wins all the thirteen, that is called a Grand Slam, and they are entitled to count 40 for it; if they win all the tricks but one, it is called a Little Slam, and they are entitled to score 20.

All these scores for honours, Aces, Chicane, and Slams, though they are added to the total both of winners and losers when the rubber is over, do not count towards the winning of the game. For example, a player may mark 100, having the four Aces in one hand when no .trumps are declared, but that does not advance him a single point in the game; it is only the number of tricks above six which he wins that are of any use for that purpose.

At the end of the rubber the total score made by the losers of the two games is subtracted from that of the winners, 100 is added to the balance, and the result forms the number of points won in the rubber.

Every player must follow suit to the card led if he can, but he may play any card of that suit he pleases. If he has

none of the suit led he is at liberty to play any other card in his hand; there is no obligation to play a trump unless he chooses. If, however, he should play a card of a suit different from the one led, holding one or more of that suit in his hand, he is at liberty to rectify his error at any time before the trick has been made up into a heap, turned face downwards, and quitted by the hand that picked it up. It is allowable for the partner of any such player to ask him if he has none of the suit led. Where, however, a player has played a card of a different suit, having one or more cards of the suit in his hand, and has failed to rectify the error, that is called a Revoke, and the adversaries can exact either of three penalties. They can take three tricks from the side that has revoked and add them to their own; or deduct the value of three tricks from their opponent's score; or add the value of three tricks to their own. In order to exact this penalty it must be claimed before the cards are cut for the next deal, and in no circumstances can the

side which has revoked score either game or a Slam on that deal. There is no penalty if the dealer revokes from Dummy's hand; the false card is replaced, and one of the suit led, played instead of it.

If either of the dealer's adversaries lead out of turn, the dealer, unless all four players have played to the trick, can either direct the exposed card to lie on the table, and call the player of it to play it at any time during the hand that he pleases, so long as he is not thereby compelled to revoke; or, alternatively, he can direct either the offending player or his partner to lead a particular suit on the earliest occasion in which they have the lead. There is no penalty if the dealer leads out of turn from either hand, but he may be called upon to rectify the error at any time before all four players have played to the trick.

For other penalties for infraction of the strict rules of the game, and for minor points in the play, the reader is referred to the Laws themselves; the above is a general description of the

game, and does not profess to be an exhaustive account of it.

In order further to illustrate the method of play, there is subjoined the score of an imaginary rubber as it is generally kept, with an account of the way in which it was made up in actual play.

In the sample scoring-sheet depicted here, tricks are scored *downwards* below the double line, honours *upwards* above it. You keep your own score to the left of the perpendicular line, the adversaries' to the right.

The game as shown on this sheet went thus. You dealt first, declared. hearts, and you and your partner made two by tricks, and held three honours. Thus you scored 16 both below

92	
16	
48	
8	30
16	12
16	4
18	
	36
4	24
48	
266	106
106	
160	
100	
260	

and above the line. The next deal the

adversaries dealt, and declared spades, which you doubled. You lost the odd trick, but held four honours, though not all in one hand. Thus the adversaries scored 4 below the line, and you 8 above it. The next hand you dealt again, declared diamonds, and won three by tricks; you held four honours all in one hand, and one of your adversaries held no trumps at all. You thus scored 18 below the line, and 48 above it; while the adversaries also scored 12 above the line for Chicane. This brought your score to 34, which made you game, so that in the next deal a new game was begun. The adversaries then dealt, and declared no trumps; they made three by tricks, and held three Aces. Thus they scored 36 below the line and 30 above it. They therefore won the second game, and you were then one game all. You then dealt, and declared clubs; you made the odd trick and held four honours, but not all in one hand; thus you scored 4 below the line and 16 above it. The adversaries then dealt, and declared no trumps; they made two by tricks; each side held

two Aces. Thus they scored 24 below
the line, and no one scored anything
above it. In the next hand you dealt,
and declared hearts; you made six by
tricks and held five honours, four in one
hand. Thus you scored 48 below the
line, and 92 above it—72 for the honours
and 20 for the Little Slam. You there-
fore won the game, and with it the
rubber. You then added the points on
each side, when it appeared that the ad-
versaries had scored 106 and you 266;
your majority was 160, to which you
added 100, making the total points won
by you 260.

CHAPTER II

THE DECLARATION OF NO TRUMPS

Bridge naturally divides itself into two parts: the declaration of trumps and the play of the hand. As the former comes first when the game is being played, and is also to the majority of players the more interesting subject of study, it seems right to give it precedence in the order of discussion. And as, when you have to declare, the most favourable declaration for you to make is one of no trumps, we shall begin by enquiring into the conditions in which you are justified in so declaring with a reasonable prospect of success, subsequently taking up for discussion the declaration of suits in their order of value.

As to what is sufficient strength for the dealer to play without trumps, opinions differ very considerably. There are two considerations both of which should be always present to the mind. It is, of course, of the greatest importance to the dealer to score as much as he can when he or his partner are dealing. The odd trick or more is won by the dealer more than twice as often as by the adversaries, and a considerable proportion of the cases in which the dealer loses are on declarations of spades made from weakness and not strength. It is therefore when you have the deal that you must count upon doing the great bulk of your scoring; when the adversaries are dealing you will be mainly employed in keeping their score down as best you can. As each odd trick made when there are no trumps counts 12, and especially as a score of three by cards wins the game even when you start from love, there is every reason to call no trumps as frequently as possible where you have a fair chance of success. The other consideration is to the contrary effect. In-

asmuch as the time for scoring is properly when you and your partner are dealing, it is a very serious disadvantage to you if your adversaries should score on your deal. And particularly is this the case when the hand is played without trumps. It ought to be obvious that those two opposite considerations mutually counterbalance each other, with the result that no greater or less risk should be run in declaring no trumps than in calling a suit. But there is a reason why the dealer may quite properly declare no trumps on a hand of less strength than he would require for a sound declaration in hearts or diamonds. The dealer, who knows exactly what cards are out against him in every suit as soon as Dummy's hand is laid on the table, is always in a position of advantage in playing the hand; but without trumps his advantage is distinctly greater than where there is a trump suit. Success where there are no trumps depends in a majority of cases on the establishment of a long suit; and the dealer from the start knows which suit or suits he is likely to be able to

establish, while his adversaries are often in the dark until half the hand has been played. All the authorities on Bridge are at one as to this advantage, though they do not all realize that it is on this account that what is termed an extra risk should be taken in declaring no trumps. It is not a matter of risk at all, but simply the circumstance that the advantage to the dealer is such that it ought to be counted as a factor of trick-making power in calculating how much he can reasonably expect to do with his hand. This will be referred to further on.

As to what is the minimum strength from which no trumps ought to be declared, there are a number of theories. Mr. Dalton, while cautioning the dealer against declaring no trumps with two unguarded suits, expresses the opinion that experience will teach the Bridge-player to know from the look of his hand if it is good enough to play without trumps more satisfactorily than any rule for calculating. The author ventures to doubt this; the general look of

the hand, even to a Bridge-player of years, is a very unsafe guide. The most popular rule, and one which probably influences most players in all countries where the game is played, is that you ought to have strength in one suit (including one Ace) and two more suits properly guarded. In the two latter you ought to have Ace guarded, or King with two others, or Queen, Knave, and another, or Queen and three small cards; and your strong suit should possess five cards or three honours. There is a preponderance of opinion against a declaration of no trumps with no Ace, not so much because of the likelihood of an adverse score by honours, as because without an Ace your chances of bringing in an established suit are perceptibly diminished. There is also a doctrine, known as the Robertson Rule, which was evolved in India, by which a certain number of players regulate their declaration. It expresses pretty nearly the theory I have just mentioned; but the four highest cards have each a numerical value given to them, either alone or in

combination, and the total is supposed
to reach 21 before it is safe to play with-
out trumps. This rule is explained on
page 65, where it can be found by any
player who thinks it might be helpful.
It is correctly expounded and expanded
in the book by Hellespont, where it is
perhaps rather too complicated for the
ordinary player to keep constantly in
his memory; and it is also given by Mr.
Dalton, in a simple but somewhat in-
complete form. The author believes
that by means of this system you will
arrive at much the same result in actual
play as any sound Bridge-player who
has a method of his own. But if you
intend to guide yourself by it, it is of
great importance to be accurately ac-
quainted with it. For example, to say,
as many players do, that Kings, Queens,
and Knaves count respectively 5, 3, and
1 "when properly guarded", is only to
invite error unless the phrase in quota-
tion is explained. By the Robertson
rules a King, to count 5, must have
either the Ten and one other card of the
suit, or be at the head of four; the

Queen, to count 3, must have either the
Knave and another, or three guards; and
the Knave must have the Ten and two
small cards—when, by the way, he counts
2, and not 1. Mr. Elwell's scheme for
the declaration of no trumps (it must
always be remembered that so far we
are treating of the game when the score
is love-all) is simpler than the Robertson
rule. Premising that the expression
"guarded suit" means any of the follow-
ing or better:—

    1. K., Q., and one small card;
    2. K., Kn., and one small card;
    3. K. and one small card;
    4. Q., Kn., and one small card;
    5. Q. and two small cards;

he insists on one or other of these com-
binations:—

    1. Four Aces.
    2. Three Aces.
    3. Two Aces and one other guarded suit.
    4. One Ace and three other guarded
       suits.
    5. One Ace and one black suit contain-
       ing A., K., Q., and three others or
       better.

This is almost identical with the rule
laid down by Mr. Foster, though he is
slightly more favourable to caution. He
would eliminate King and one other
from the table of protected suits; and
he virtually amalgamates the fourth and
fifth of the above-named combinations,
requiring, where only one Ace is held,
not only conspicuous protection in all
the other suits (such as K., Q., Kn., or
K., Kn., 10), but also a black suit of
great strength. The reason why a black
suit is specified is, of course, because if
the suit were red it would be better to
declare it trumps. Both these authori-
ties are adverse to a declaration of no
trumps without an Ace, unless the state
of the score (which will be considered
later) justifies departure from rule. On
the other hand, Mr. Foster admits that
no trumps may be declared although
two suits are wholly unguarded, but he
insists that in this case the declarer
must have Ace, King, Queen, and two
others in a black suit, and Ace, King of
a second suit.

English authorities and English

players do not conform strictly to the above principles. They maintain that the dealer ought to play a more forward game, owing to the importance of scoring heavily while he has the advantage of the deal. As has been explained, it seems to the author (as it does to the American writers and players) that this is exactly counterbalanced by the importance of preventing the adversary from scoring heavily when you are dealing. As to this, there are as yet diverse opinions; the intention of the writer is merely to lay the two theories before his readers. In actual practice, there is not a great deal of difference between play on the one theory and play on the other. Hellespont generalizes the hands on which, without three Aces, no trumps should be declared, as " those containing a Queen more than the average ". Like other English authors, he goes into considerable detail, but the above is a fair summing-up of the English theory as generally held, with the proviso that not more than one suit must be quite unprotected, unless there are six certain

tricks in a black suit and one other Ace.
A comparison of this with the doctrine
of Mr. Foster and Mr. Elwell shows that
the English plan is to declare no trumps
on a rather weaker hand than the Ameri-
cans allow.   ,

The doctrine by which a Queen more
than the average is made the standard
for a declaration of no trumps is a very
commonly-received one.   It provides
an unsatisfactory measure, because the
relative values of the Queen and the
other honours are left undefined; for ex-
ample, it would be difficult to say whether
an Ace, two Kings, and a Knave, are a
Queen more than the average.   But the
author believes, as the result both of
analysis and experiment, that the theory
is unsound.   A Queen more than the
average is a very small surplus.   It will
no doubt appear to many at first sight,
that if you have a hand appreciably
above the average at all, it must be to
your advantage to declare no trumps,
particularly as the dealer is able to make
use of his good cards more fully than
his adversaries.   This latter feature ·is

to some extent counterbalanced by the right to the original lead, and a mere preponderance is not in itself a safe ground on which to declare no trumps. The best way to illustrate this, perhaps, is to recall the fact that players frequently assign as a reason why no trumps should be declared on a particular hand that with it you will make the odd trick twice as often as not, satisfied that this statement, if true, is conclusive. But a little consideration will show that it is anything but sufficient for the purpose. To make the odd trick twice as often as not, means that on two occasions you will score 12, while on the third your adversaries will, your net gain being thus only 4 points per hand, which is much less than you ought to expect on your own deal with a good hand. By way of testing the validity of this argument, the author selected the following cards:—

> *Hearts*.........K., 9, 8, 6.
> *Diamonds*.....Ace, 7.
> *Clubs*..........Q., 9, 8.
> *Spades*.........Q., 9, 8, 4.

With this hand he played one hundred deals, in each instance playing the hand without trumps first, and then as it would have been played had the declaration been passed by the dealer to his partner. It will be noticed that every suit is guarded. Without trumps, the total number of points scored by the dealer for tricks was 1524, and the number scored by the adversaries of the dealer, 1332, showing a net gain of about 2 points per deal. With the declaration passed, 976 points were scored by the dealer, and 106 by his opponents, showing a net gain of more than 8½ points per deal. If this experiment is a fair test, it is therefore 6½ points better to pass such a hand than to declare no trumps with it. There is of course a much better chance of a score by honours if the declaration is passed; as a matter of fact it was 10 points per deal better in the above test: 30 or more points were won twenty-five times and lost nineteen without trumps; they were won ten times and never lost when the declaration was passed. The odd trick at least was won fifty-one

times and lost forty-nine when the dealer
declared; when he passed, the odd trick
at least was made seventy-six times,
and lost twenty-four. If any deduction
can fairly be made from this experiment,
it is that with such cards as those used
you will gain far more by passing the
declaration than by declaring no trumps,
and that therefore the hand is not suf-
ficiently strong for such a declaration.

The author ventures to lay before his
readers a method of calculation and the
reasons in support of it with some diffi-
dence, not in hostility to the various
systems already proposed by the authori-
ties quoted, but with the hope that it
may bring the average player to a satis-
factory result without any excessive ex-
ercise of memory or calculation.

To begin with, what is the requisite
for a hand which, on the average, will
win for yourself and your partner at least
the odd trick? There are thirteen tricks
to be made, of which you want to make
at any rate seven. Whatever number of
tricks you make out of your own hand,
on the average each of the other three

players will divide the remainder between them. If you make four, and give three to each of the others, you account for the whole thirteen, and win the odd trick. If your hand is going to make less than four, the average of your hand and your partner's combined is less than seven, and though you may make odd tricks in individual instances when you hold such a hand, if you pursue the plan of declaring no trumps on these hands permanently, you will ensure for yourself a certain and considerable loss. It is therefore wrong to declare no trumps unless you have such cards as will, on the average, make four tricks. It may be admitted at once that the value of a card or cards which will, "on the average", make a trick, is exceedingly difficult to estimate with absolute accuracy. And it must be clearly understood that to make a trick on the average, means that if you hold the same card, or combination of cards, a thousand times, they will make in all a thousand tricks or thereby. A "probable" trick, or a trick "more often than not"—phrases in com-

mon use among Bridge-players—is not a trick on the average. For example, a King guarded by two small cards makes a trick in far more cases than he fails to, but inasmuch as he can never make more than one trick, and occasionally fails to make any, his average is less than one trick by a fraction of some sort. As no card except the Ace will make a trick in every hand (and on rare occasions an Ace, even where there are no trumps, fails to do so), it is clear that in reckoning other cards and combinations fractional values must be attached to them. There is, of course, no such thing as a half-trick or a quarter-trick; but in computing the average trick-making power of a hand, it is quite accurate to utilize fractional values. For example, suppose that it could be mathematically demonstrated that a singly-guarded King makes a trick exactly as often as he fails to make one, you could reckon such a King in your hand as worth half a trick, and be perfectly correct in so doing. If you have two such Kings in your hand you will *ex hypothesi*, on the aver-

age, make one trick with them each
hand. Before proceeding to examine
the value of individual cards and com-
binations of cards, it is well to notice
that a card, in addition to its own direct
value in trick-making, may have a value
in so far as it is calculated to assist other
cards in your own or in your partner's
hand to make tricks. As regards the
cards in your own hand, the Ace gives
a clear additional value, for instance, to
the King of the same suit when you
have it also. Having advanced so far,
we ·may now endeavour to estimate, as
accurately as possible, the average trick-
making value of the various cards and
combinations of cards which are of any
practical service.

Ace, King, and Queen of the same
suit count evidently three tricks, on the
assumption that you ever get the lead;
and therefore you are entitled to count
them as three tricks. Ace, King, Queen,
Knave count four. Ace, King, Queen,
Ten will make four tricks (1) where your
partner has the Knave (for the Knave
alone is not to be reckoned, as after-

wards explained, as worth any fraction of a trick), and (2) where either adversary has the Knave and less than three smaller cards; also (3) where the Knave with three guards lies on your right and you can put the lead in Dummy's hand and finesse. You may therefore count $3\frac{3}{4}$ for that combination. With an extra card, your chance of calling down the Knave is of course greatly increased; but the additional value of the fifth card will be taken into consideration when discussing the value of long suits, independent of the worth of the high cards. Ace, King, Knave, Ten is less valuable. You make four tricks if the Queen is in your partner's hand; but this value is subject to the reduction, in calculation, that the Queen in your partner's hand, if doubly guarded, would have to be reckoned at something. Your chance of calling down the Queen is far less than that of capturing the Knave in the last case; and if you finesse you will not make four tricks even though the Queen be single on your left. You cannot therefore reckon more than $3\frac{1}{2}$

for this combination. For Ace, King, Knave you may count $2\frac{3}{8}$; and for Ace, King, Ten $2\frac{1}{8}$. Less valuable combinations headed by Ace, King do not improve the value of these cards sufficiently to require separate notice.

So far we have only considered cards and combinations of cards headed by Ace, King. The first combination, not a major sequence, which falls to be considered is Ace, Queen. These cards, held alone, will make two tricks if your partner has the King and two others. They will also make two tricks if the King is on your right, and you can put the lead into your partner's hand. If the King is on your left, they will only make one. They are therefore equivalent to almost $1\frac{2}{...}$ tricks, and may be so valued; where there is a small card with them they are quite worth $1\frac{2}{3}$. Ace, Queen, Knave will make three tricks where the King and three others are with your partner, or where he has the King and you have a fourth card. They are also good for three tricks if the King is on your right and you can put the lead

twice into Dummy's hand. With the King on your left they will only make two. You cannot reckon more than $2\frac{1}{2}$ for them, chiefly on account of the chance that you may find it difficult or hazardous to give Dummy the lead twice. Ace, Queen, Ten is a particularly awkward combination, and of little more value than Ace alone unless you can give your partner the lead. It is 5 to 4 that your partner holds either King or Knave; but the cases in which you make three tricks with the combination are rare. It is 8 to 1 that both of these cards are not to your right, and the same odds that they are not both with your partner: so. that it is 4 to 1 that the cards do not lie so as to give you three tricks. From these there must be deducted, in the case where your partner has both King and Knave, the value attachable to his King, unless he has two small cards; and in the case where your right-hand adversary has them, there is the necessity of putting the lead twice in your partner's hand. These may be considered as counterbalanced by the

chance of your making three tricks
where your partner has the Knave and
the King is on your right. The only
cases in which you fail to make more
than one trick in the suit are where the
King and Knave are both to your left,
and where you cannot put the lead into
Dummy's hand; but you cannot fairly
count a fraction over two tricks for the
combination under consideration. Ace,
Knave, Ten will not make more than
one trick unless your partner has King
or Queen, or both these cards are to
your right; unless you get the first
lead in the suit from your partner, and
manage to put him in again later. You
cannot therefore count more than $1\frac{2}{3}$
tricks for these cards. For Ace, Knave,
with one or more small cards, it is
enough to reckon $1\frac{1}{2}$. For each Ace
you may count one trick. It is perfectly
true, that as it sometimes happens that
an Ace does not make a trick, the average
direct value of the Ace must be some-
thing less than one trick. But this de-
ficiency is fully counterbalanced by the
fact that an Ace occasionally helps the

lower cards of a long suit to make tricks,
either in your hand or in your partner's,
and that an Ace in your hand makes a
King of the same suit in your partner's
practically as good as another Ace, and
also enhances the value of the Queen,
should your partner have it and not the
King. The King, if you have also the
Ace of the suit, ought to count one
trick too. A King with neither Ace nor
Queen of the same suit is of lower value
than so supported. Inasmuch as the
Ace may be in any of the other three
hands, it looks quite clear that, if
guarded, the King should be worth $\frac{2}{3}$
of a trick, as it will make a trick in two
out of the three possible positions. There
are also a few occasions in which the
King, even with a single guard, will
make a trick if the Ace is to your left.
To be put against this, there are some
few occasions on which a suit may never
be led twice, and others on which, owing
to the Queen, Knave, and Ten being
with the adversaries and the Ace to
your left, your King may fail to make
a trick even if you have two small cards

with it. If your King has a single
guard, on the other hand, there is a
slightly increased chance, if no trumps
are declared, that the suit in which you
hold it will be the one first led by the
player on your left, when you are certain
to make a trick with it. The King
absolutely alone may be counted as
worth half a trick. It is of course 2
to 1 that the Ace is held adversely: but
the Ace is very seldom led when no
trumps are declared unless the King is
in the exposed hand; and even then
there is a chance to make him, if the
suit is the one chosen for the original
lead. The King with one guard may
fairly be taken as making a trick twice
out of three times, the considerations on
each side mentioned above balancing
each other: but an additional guard in-
creases its value, and we may consider it
in that case worth $\frac{3}{4}$ of a trick.

So far we have only considered the
case of the King where it is either
headed by the Ace or accompanied by
one or more small cards (the Ten and
under). When accompanied by the

Queen alone (only two cards in the
suit), it is clear that the combined pair
will only make two tricks in the event
of the Ace being with your partner.
They are thus equal to $1\frac{1}{3}$ at the most;
and the contingency in which your part-
ner holds only Ace and one other card
of the suit (in which case the King and
Queen are only worth one trick) is so
rare that it may be discounted. Guarded,
they may be counted as worth $1\frac{1}{2}$. King,
Queen, Knave without any small cards
are not on the same footing. In the
two out of three cases in which the
Ace is held adversely they will only
make two tricks. But in the case in
which the Ace is held by your partner it
is 2 to 1 that he has no more than three,
in which event they will still only make
two. They will thus only make three
tricks once out of nine times; and as
fractions so small would render the cal-
culation too complicated to be useful,
we had better omit the ninth and count
the combination only two. As a set-off,
you may remember that on some very
rare occasions you will have to discard

one of these cards, and be content with
only one trick in the suit. With one
extra card you can hardly count more for
this sequence. The next combination
to be considered is King, Queen, Ten.
In reckoning the value of these cards it
is necessary to consider the possible
positions of the Ace and Knave. These
may be in any of nine situations. In
five of these you will make two tricks
exactly, except in those instances in
which you, as dealer, do not manage to
get three rounds of the suit. Where
your partner has the Ace, which happens
in three of the remaining cases, you will
also make two, and may make three.
In the remaining position, where Ace
and Knave are both to your left, you
only make one trick. It is clear, there-
fore, that two is practically the number
you are entitled to count for; but the
chance that you fail to put the lead
twice into Dummy's hand reduces this
to 1¾. King, Knave, Ten is the com-
bination to be next considered. This is
evidently weaker than the last-named.
If you get three rounds of the suit, it is

certain to make one trick at least; but
inasmuch as you cannot clear your suit
with any certainty by playing one round
of it, the cases in which you will fail to
play a third round are more frequent
than those where you have King, Queen,
Ten. In the two cases where your
partner has the Queen and not the Ace,
you will make three tricks if you have
a fourth card in the suit; but as in some
cases a value of a moderate kind would
have to be given to your partner's Queen
(as explained when we come to reckon
cards lower than the King), you cannot
count the full three tricks as due to
your own hand even then. Where your
partner has the Ace as well as the Queen,
you will make three tricks if you have
two small cards; two if you have only
one. Where your partner has the Ace,
you will make three tricks if the Queen
is on your right, two if the Queen is on
your left. If the player on your left
holds the Queen, you will make only
one trick, whether the Ace is with him
or on your right; when both Ace and
Queen are on your right you will make

two, as you will also when the Queen is
on your right and the Ace on your left.
The total result is that you can count
barely two tricks on the average for
your King, Knave, Ten; and as even
this average can only be attained where,
without the risk of considerable loss, you
can place the lead twice in the hand of
Dummy, it is subject to a distinct re-
duction, and may be fairly estimated at
$1\frac{1}{2}$. That is to say, King, Queen, Ten
is a quarter of a trick more valuable
than King, Knave, Ten.

·King, Knave alone are little better
than King and a small card; the only
advantages being (1) that they are a
little more likely to give. value to high
cards in Dummy's hand, if he holds
any, and (2) that where the Queen is
led from your right, you make a trick
even if the Ace is on your left. These
may fairly be considered as giving you
a trick once in four hands; and on that
footing King, Knave may be counted
$\frac{3}{4}$ of a trick, and placed on an equal
footing with a King and two or three
small cards. With a small card in

addition, King, Knave may be counted as one trick. The King, with two or more small cards, may be considered as of the value of $\frac{3}{4}$ of a trick; and the fact that one of the small cards is the Ten is not of sufficient importance to affect this calculation.

The next category is that of combinations headed by the Queen. A single Queen you cannot give any value to at all, and a Queen singly guarded is not of greater value than $\frac{1}{4}$ of a trick. If the other card is the Knave, however, the value is raised to $\frac{1}{2}$; for they will make a trick if the Dummy has either Ace or King and two others. Queen with two or more small cards may also be considered as worth $\frac{1}{2}$ a trick; and Queen, Knave guarded $\frac{2}{3}$. Queen, Knave, Ten will make a trick, even if both Ace and King are against you, if you can get three rounds of the suit played; but they will seldom make more than one, and you can scarcely with safety reckon more than one trick for them. For no inferior combination are you entitled to reckon anything.

Besides these values, there are certain others that ought to be taken into account, independently of the worth of the high cards. For a suit of five or more cards, headed by the Ace, you may count $\frac{1}{4}$ a trick, on account of the chance you possess of making the small cards. Similarly, if the suit of five or more is headed by King, Queen, Knave, or King, Queen, Ten, you may count $\frac{1}{4}$ a trick also. If such a suit is headed by the King, you may add $\frac{1}{8}$. For the advantage of dealing, if you have two or more Aces, you are entitled to count $\frac{1}{4}$ a trick. Lastly, if you should have every suit guarded—*i.e.* one card with an Ace, one at least with a King, and two at least—three are better—with a Queen—you may count $\frac{1}{2}$ a trick for the certainty that the adversaries cannot open and make the whole of a suit at once.

It is regarded by most players as an established maxim that, unless the score warrants departure from rule, you should not declare no trumps, whatever number of tricks you can count in your hand, if

you have more than one suit unprotected.
Protection in a suit is defined by Mr.
Elwell and quoted above (p. 23), and
may be recapitulated at this point. It
consists in any one of the following:—

1. K., Q., and one small card.
2. K., Kn., and one small card.
3. K. and one small card.
4. Q., Kn., and one small card.
5. Q. and two small cards.

But you may declare no trumps, accord-
ing to the authorities, even with two un-
protected suits, if you have Ace, King,
Queen, and three other cards in clubs or
spades, and the Ace of another suit.
Finally, you may declare no trumps
with three Aces and no other card that
has value in the foregoing table, provided
that none of the Aces is a single card
of its suit. These cards, calculated as
above, would give you 3¼ tricks; and
the certain score of 30 for honours is
sufficiently valuable to entitle you to
declare no trumps with them. It is
hardly necessary to point out that with
four Aces you should play without

trumps; and the advantage of scoring
100 for honours is so great that you
should always declare no trumps with
four Aces at any state of the score or
stage of the game.

It has long appeared to the author
that hands are passed with two unpro-
tected suits where a good score would
have been obtained if no trumps had
been declared with such frequency as to
suggest that players are unwise in de-
clining to take the risk involved. As
has been remarked, Mr. Foster does not
consider that you are justified in de-
claring no trumps on a hand with two
unguarded suits unless you have at least
five cards, headed by Ace, King, Queen
in one suit, besides the Ace, or Ace,
King, of another. The suit of five cards
is considered a *sine qua non* by the great
majority of players; and many would
hardly be content with that unless they
had Ace and King of the second suit,
and an honour higher than the Knave in
one of the weaker suits. The author,
by way of testing the advisability of
declaring no trumps on a weaker, hand,

played 100 deals with the following
cards:—

> *Hearts*....... 10, 8, 4.
> *Diamonds*... A., K., 8.
> *Clubs* .... A, K., Q., 7.
> *Spades* .... 9, 8, 3.

Each hand was played twice: once with-
out trumps, and once with the declara-
tion passed.   The results were as fol-
lows.   In the 100 deals where no trumps
were declared, the dealer won 1932
points by tricks, and 1850 by honours;
in the 100 deals where the declaration
was passed, he won 1292 by tricks, and
688 by honours.   There was thus a
balance of nearly 6½ points per deal
below the line in favour of the declara-
tion, and more than 11½ per deal above
the line.   The game would have been
won, starting with the score at love, no
less than 42 times if no trumps had
been declared, and only lost 7 times.
It will be observed that the hand is
arranged with an honour in hearts, so
as to increase in some degree the chance
of a score by honours when the declara-

tion is passed. The hand, it will be noticed, is value for $5\frac{1}{2}$ tricks according to the calculation made in this book (see p. 64); but that calculation is based upon the assumption that not more than one suit is unprotected. Without counting any extra value for the two Aces, there are still five tricks in the hand. It will, of course, strike the reader that the cards are so selected that the lead has only to be obtained, either in the dealer's hand or in Dummy's, to make 5 tricks straight off. Therefore a hand was also tested in which this advantage did not exist, although the cards were, according to calculation, equally good. The hand chosen was the same as the last, with the Knave and Ten of clubs inserted in place of the King and seven. The hand had to be played three times on each deal, because the presence of four honours in clubs, which count 32 above the line, rendered it necessary to ascertain the result of a declaration of clubs; not only to see what score would be made, but also to obtain some light on the re-

sult were the strong suit hearts or dia-
monds, in which cases all players would
declare these suits, on account of the
valuable score for honours. When the
hand was played without trumps, the
total points won in 100 deals amounted
to 1944; which, when compared with
the 1932 won with the tierce major
in clubs, would seem to suggest that
A., Q., Kn., 10 is $\frac{1}{8}$ of a trick better
than A., K., Q. When clubs were de-
clared, the points won amounted to 854;
where the declaration was left, to 1116.
There was thus a balance in favour of
no trumps of nearly 11 per deal over
clubs, and $8\frac{1}{4}$ over passing. In honours,
however, no trumps only scored 1980, as
against 3356 for clubs; when the declara-
tion was passed, 794 points were scored.
There was thus a balance in favour of
clubs, as against no trumps, of nearly
14 points per deal; which is not nearly
enough to counterbalance the average
score of 11 below the line.

The lesson of these tests seems to be
that it is quite a mistake to be pre-
vented from playing without trumps

when two suits are wholly unguarded.
It may be observed that each of the
hands experimented with is worth 5
tricks (one is worth 5¼), but there is
such a considerable balance in favour
of the declaration of no trumps that
it is evident that if the tests are sound
an even less valuable hand is good
enough to declare no trumps with.   In
the 200 deals the odd trick or more
was only lost 55 times—28 with the
first hand and 27 with the second.
Three by cards or more were scored
42 times with the first hand, and 34 with
the second; while as many were lost
only 7 times and 4 times respectively.
The great score by honours, however,
where four are held in a red suit, is a
consideration of much importance.   We
have seen that the advantage of count-
ing four honours in clubs is not nearly
sufficient to outweigh the increased score
made without trumps.   In diamonds, the
average score above the line, holding
four honours, is exactly 50, and you
cannot score less than 48.   It depends
evidently on the value of points above

the line as compared with those below whether diamonds or no trumps should be declared. According to the generally received doctrine that points below are three times as valuable as points above, diamonds would be better than no trumps and hearts much better. The balance of points by tricks if the clubs had been diamonds and *vice versa* would have been only about $6\frac{1}{2}$ per deal in favour of no trumps; while the balance by honours in favour of diamonds would have been over 30 per deal. The author does not know how the above calculation is arrived at, and does not vouch for its accuracy; but it is probably not far from the mark.

Further tests were made by the author. A hundred hands were played with these cards:

> *Spades* .... A., K., 7, 5, 4.
> *Clubs* .... 9, 7.
> *Diamonds* ..... 6, 5, 4.
> *Hearts* .... A., K., 5.

Here it will be observed that there are two suits headed by Ace, King, one of

them containing five cards, and two
wholly unguarded suits. The estimate
of these cards according to the foregoing
methods is that they are worth 5 tricks,
the two aces counting $\frac{1}{2}$ a trick and
the five-card suit another $\frac{1}{2}$. The ex-
periment of the hundred deals brought
out a result much like that where Ace,
King, Queen of one suit and Ace, King
of another were employed. Where no
trumps were declared by the dealer, he
won on a balance 1636 points; where he
passed the declaration to his partner, he
won 924. The average advantage per
deal in declaring no trumps was there-
fore 7 points. The score by honours
was 1740 when no trumps were declared,
594 when the declaration was passed,
showing a gain of 11$\frac{1}{2}$ points per deal
by declaring no trumps; 36 or more
points were scored by the dealer 33
times *sans atout*, against him 8 times.
It ought to be added, however, that the
odd trick or more was lost 22 times
without trumps, and only 9 times when
the declaration was passed. It is there-
fore clear that at the score of 28, especi-

ally in the decisive game of the rubber, it is better to declare spades with such a hand than no trumps.

The final experiment in hands with two undefended suits made by the author was with two suits headed by Ace, King, and no suit of more than four cards. The cards chosen were the following:—

> *Spades* .... A., K., 7, 4.
> *Clubs*......... 9, 7, 5.
> *Diamonds*... 6, 5, 4.
> *Hearts*....... A., K., 5.

this hand being identical with the one last considered, but having the five of spades replaced by the five of clubs. One hundred hands were played, as before, and the following results were obtained. With no trumps declared, the dealer won on a balance 1590 points; when the declaration was passed, he won 1026. The average advantage per deal of declaring no trumps was thus nearly 5¾ points, or only 1⅓ less than in the case where five spades were held. With no trumps declared, 1780 points were scored

for honours, 744 when the declaration
was passed; leaving a balance of 10$\frac{1}{2}$
points per deal in favour of the declara-
tion of no trumps. 30 points or more
were scored by the dealer when the hand
was played without trumps 25 times;
when the declaration was passed, 12
times. 30 or more were scored against
him thrice without trumps, never when
the declaration was passed. The odd
trick at least was lost 28 times without
trumps, 18 times when the declaration
was passed. An analysis of the scores
made in this and the last-mentioned
batch of a hundred hands shows that
if you are at the point of 28 you are
more likely to win the game on the
deal by passing; when you are at the
point of 26 the chances are practically
even. The deduction to be drawn seems
to be, therefore, that at 28, with hands
such as these, you ought to pass, but
that at 26 you ought to declare no
trumps, on account of the better chance
of a large score.

It must be noticed, however, that the
fact that the spade suit is the strongest

in these hands is unduly favourable to
the policy of passing the declaration.
For in the many instances in which the
dealer's partner declares spades because
of general weakness, he finds his partner
strong in trumps. Spades, although in
all these two hundred hands they are
the suit the dealer's partner is least
likely to be strong in, are most frequently
declared by him. He will only declare
another suit if he is strong enough in it
to hope to make the odd trick, except
in a few instances in which, being very
weak in spades and having fair clubs,
he prefers the latter as a lesser evil. In
point of fact, spades were declared 91
times in the 200 hands, clubs 56 times,
diamonds 35, hearts 11, and no trumps
7 times. Of course, if the cards held
by the dealer in diamonds and hearts
had been exchanged, the declaration
by his partner would have been corre-
spondingly reversed as regards these
two suits. But if the spade suit is one
of the dealer's two weak ones, he will
not score as much as he did in the
above experiments by passing, and he

will also fail to make the odd trick as frequently.

If these experiments are a fair test of the potentialities of the hands used, it would seem that with four tricks in the hand, consisting of the Ace and King of two suits, no trumps ought to be declared except at the point of 28. We must, therefore, to some extent revise the doctrine announced earlier on classical authority, that no trumps should never be declared with two unguarded suits, unless there is in your hand a long suit with a tierce major and an Ace of one of the other suits. The best rule seems to be that no trumps may be safely declared with two unguarded suits if you can count 4 tricks in your hand, and hold two Aces, for which you are entitled to count $\frac{1}{2}$ a trick more. A hand containing Ace, King, Queen of one suit, and King, Queen, Knave of another, might perhaps be considered good enough also to declare no trumps with; but the absence of the second Ace means an average loss of about 18 above the line, and involves a probable loss,

in a declaration of no trumps as compared with passing, in the score for honours.

An exception to the rule which requires two Aces, however, is the case in which you have seven cards of a suit, headed by Ace, King, Queen, and the value of one trick (King, Knave, and a small card, or Queen, Knave, Ten) in another. There is no question about the risk; but if you get the lead at all before you have to discard from your long suit, you will generally make eight tricks, and the balance is clearly in your favour. Obviously, however, you can only do this when the great suit is spades or clubs. Were it a red suit, the more advantageous course would be to make it trumps, as will be seen when the question of alternative declarations is under consideration.

It may be as well to say that if you declare no trumps with one Ace in your hand, the average score for honours is a fraction less than one point in favour of your adversaries. If you declare no trumps holding two Aces, you will

score, on the average, just over 17 for honours.

If you declare no trumps without an Ace, your adversaries ought to score nearly 18 on the average.

These considerations are an inducement to play without trumps with two Aces, and a deterrent (if one is required) from declaring no trumps without any.

There are some hands which are valuable enough to declare no trumps on, but which, on account of the distribution of the cards, are even more valuable if a suit is declared. This is never the case where clubs or spades would be the suit; but it is sometimes right, with a hand good enough for a declaration of no trumps, to declare diamonds or hearts in preference. These cases will be considered when the selection of hearts and diamonds is under review; but it may generally be said that if you hold four honours in either red suit, and not four Aces, you are wiser to declare the suit. Also, if you have no protection in one suit, nothing better than a King in a second, and five cards, two honours, in

hearts, with either the Ace or King and Queen of that suit, it is better to declare hearts than no trumps; and the same may be said if the long suit is diamonds, and you hold six with three honours, one being the Ace; but here, if you can count as many as five tricks without trumps, you are probably better to play *sans atout*. For example, with this hand:

> *Hearts*......... A., Q., 8, 7, 4.
> *Diamonds* ..... K., 9, 3.
> *Clubs*........... K., Q., 9, 7.
> *Spades*.......... 4.

although it counts for four tricks fully without trumps, and there is only one unprotected suit, hearts are the better declaration. Similarly, if you have—

> *Hearts*......... K., 9, 3.
> *Diamonds*..... A., Kn., 10, 8, 4, 3.
> *Clubs*........... K., Q., 2.
> *Spades* .... 6.

it is better to declare diamonds, the tricks you can count without trumps being 4½; but replace the King of clubs

with the Ace, and you can count just
over 5 tricks, and would therefore be
justified in playing without trumps.
Where there is a choice between a red
suit and no trumps, the calculation of
values where there are trumps, suggested
in the next chapter, may be of assistance
in enabling you to judge which is best.

The calculation suggested in the
foregoing pages may probably seem to
most Bridge-players too complicated for
everyday use. It has therefore been re-
duced to a shape in which it appears to
the author that it may be committed to
memory without great intellectual effort.
The following table explains what is
meant. The general principle is that
the highest card of any given combina-
tion possesses a fixed value, and the
lower cards possess values which can be
easily remembered in their relation to it.
Thus, it will be seen that the Ace always
counts 1, and the King also 1 when
accompanied either by Ace or Queen.
Where the King heads the suit without
the Queen, its value is always $\frac{3}{4}$, unless
there is only one card lower than the

Knave of the same suit with it. In a head sequence, from the Ace to the Ten, each card counts 1. If any one card is missing from the sequence, the value of those below the break is always $\frac{3}{4}$ each except in the case of Ace, King, Knave, where the Knave counts only $\frac{2}{3}$. Where the sequence is broken by the omission of two consecutive cards, the card or cards below the break count $\frac{1}{3}$ each. Where there are two breaks in the sequence (this only occurs in the combination Ace, Queen, Ten), the cards lower than the Ace count $\frac{1}{2}$ each. The Queen with the Ace counts $\frac{2}{3}$, and the Knave $\frac{1}{2}$.

In suits headed by the King, the Queen always counts $\frac{1}{2}$, and the Knave with the Queen $\frac{1}{2}$ also. The addition of the Ten to the sequence counts one more trick. Where the · sequence is broken (this can only happen in the case of the combination King, Queen, Ten), the card below the break counts $\frac{1}{4}$. Where the King is without the Queen, it counts $\frac{3}{4}$, if either the Knave alone, or at least two smaller cards, are with it.

The Knave, Ten together with it count $\frac{3}{4}$, and the Knave with a small card $\frac{1}{4}$. The King with one small card counts $\frac{2}{3}$, and unguarded $\frac{1}{2}$. The Queen, when heading the suit, has a normal value of $\frac{1}{2}$, if either the Knave, or at least two small cards, are in conjunction with it. The Ten with the Queen and Knave counts $\frac{1}{3}$.

Subjoined is a tabulated statement of the above analysis:—

Combinations headed by Ace—

A., K., Q., Kn., 10.	A., Q., 10.
A., K., Q., 10.	A., Q.
A., K., Kn., 10.	A., Kn., 10.
A., K., Kn.	A., Kn.
A., Q., Kn., 10.	
A., K., 10.	
A., Q., Kn.	

Ace = 1; King and others in sequence = 1.

Where there is one break in the sequence, each lower card = $\frac{3}{4}$; except A., K., Kn., when Kn. = $\frac{2}{3}$; and A., Q., when Q. = $\frac{2}{3}$.

Where there are two consecutive cards missing, each later card = $\frac{1}{3}$.

Where there are two breaks, each card below the Ace = $\frac{1}{2}$; Q. = $\frac{2}{3}$; Kn. = $\frac{1}{2}$.

Combinations headed by King—

K., Q., Kn., 10.	K., Kn., ×
K., Q., Kn.	K., Kn.
K., Q., 10.	K., × ×
K., Q.	K., ×
K., Kn., 10.	K.

Note.—The symbol × means any card lower than the ten.

If Q. in sequence, K. = 1.

Q. = $\frac{1}{2}$; Kn. with K., Q. = $\frac{1}{2}$.

10 with K., Q., Kn. = 1.

10 with K., Q. = $\frac{1}{4}$.

K. (neither A. nor Q.) = $\frac{3}{4}$, if with Kn. or small cards.

Kn. guarded with K. = $\frac{1}{4}$.

Kn., 10 = $\frac{3}{4}$.

K., × = $\frac{2}{3}$.　K. = $\frac{1}{2}$.

Combinations headed by Queen—

Q., Kn., 10.	Q., ×
Q., Kn., ×	
Q., Kn.	

Q. with Kn. alone or guards = $\frac{1}{2}$.

10 with both = $\frac{1}{2}$.

Q., × = $\frac{1}{4}$.　Q., Kn. guarded = $\frac{2}{3}$.

For a suit of five or more cards headed by the Ace, $\frac{1}{2}$.

For a suit of five or more cards, headed by King, Queen, Knave, or King, Queen, Ten, $\frac{1}{2}$.

For a suit of five or more cards headed by King, $\frac{1}{3}$.

For two or more Aces, $\frac{1}{2}$.

For having every suit guarded, $\frac{1}{2}$.

In another form, these values may be tabulated thus:—

A., K., Q., Kn., 10,	count	5.
A., K., Q., Kn.,	,,	4.
A., K., Q., 10,	,,	$3\frac{3}{4}$.
A., K., Kn., 10,	,,	$3\frac{1}{2}$.
A., Q., Kn., 10,	,,	$3\frac{1}{4}$.
A., K., Q., K., Q., Kn., 10,	,,	3.
A., K., Kn.,	,,	$2\frac{2}{3}$.
A., Q., Kn.,	,,	$2\frac{1}{2}$.
A., K., 10,	,,	$2\frac{1}{3}$.
A., Q., 10, K., Q., Kn.,	,,	2.
K., Q., 10,	,,	$1\frac{3}{4}$.
A., Q., A., Kn., 10,	,,	$1\frac{2}{3}$.
A., Kn., K., Kn., 10, K., Q.,	,,	$1\frac{1}{2}$.

K., Kn., × } Q., Kn., 10, }	count 1.
K., Kn. alone, } K., × × }	„ $\frac{3}{4}$.
K., × } Q., Kn., × }	„ $\frac{2}{3}$.
K. alone Q., Kn. alone, } Q., × × }	„ $\frac{1}{2}$.
Q., ×	„ $\frac{1}{4}$.

The Robertson method of calculation is as follows:—

Ace, with at least two more in the suit, counts 7.

King, with at least three others, or the Ten and one other, 5.

Queen, Knave, or Queen and at least three others, 3.

Knave, Ten, with two or more others, 2.

Ten, at the head of a suit of five or more, 1.

Ace, King, and Queen, when not guarded as above, count respectively 4, 2, and 1.

Knave and Ten, unless guarded as specified, have no value.

To entitle you to declare no trumps, you must be able to count 21 in your hand.

There will be, no doubt, at all times

many players who will decline to act
upon calculations of the above kind;
some because they dislike the labour of
committing a formula to memory; some
because they object to the introduction
of what they consider a mechanical ele-
ment into the game; and others because
they doubt the accuracy of any calcula-
tions for practical purposes in a game
in which the chances are so varied. As
regards the first class, their position is
a perfectly sound one as far as they
themselves are concerned. There were
many Whist players who, although play-
ing the game almost daily, never took
the trouble to learn by heart the system
of leads recommended by Cavendish and
subsequently amplified by other investi-
gators. The objection, on the other hand,
that play based on calculations such as
the foregoing is too mechanical appears
to be unsound. All play in a game
where the element of chance is so pre-
dominant as it is at Bridge is funda-
mentally based upon a calculation of
probabilities. No player plays a hand
without, whether consciously or not,

taking account of many probabilities which he has calculated himself or which others have calculated for him. Although the variations in the distribution of the cards are well-nigh infinite, yet over a very large number of separate cases (say the number of hands played by the regular Bridge-player in a month) the mathematical probabilities, if they can be calculated accurately, will come out approximately correct. There can be no objection to any calculation of pro-babilities except that it is incorrect. The analysis the author has ventured to make is of no very complicated character; the cards are simply rated at the value of the number of tricks or fractions of tricks which a very elementary consideration of the game shows them to be worth on the average. The fractions are not of a terrifying order; and even the addition of 4ths and 3rds, where the only purpose is to find out whether or not the total sum amounts to 4, can be roughly and readily accomplished.

Whether the calculation made is accurate or not is a matter which the

writer must leave to his readers to decide for themselves. He may say that by way of testing it in some slight measure he has applied it to all of the illustrative hands in the treatises of Hellespont, Mr. Elwell, Badsworth, and Mr. Dalton in which no trumps were declared. As a result, he has found that the total number of tricks to be expected out of the declarer's hand in these games, according to his calculation, is 259½. The total number actually made by the declarer is 249; which leaves a balance of only 10½ tricks in 46 hands, or a fraction over ¼ of a trick per hand. That is to say, his calculation gives in each hand ¼ of a trick more value to the cards than in play they possessed. If we consider that a certain portion of the value attributed to Aces is supposed to be due to their effect on the cards held by the dealer's partner, we may fairly consider that the calculation as regards these hands works out accurately. It is obviously true that this test is not exhaustive; but the number of hands analysed is quite

sufficient to have exhibited any glaring inaccuracy had it existed.

We have now considered the cases in which a declaration of no trumps should be made by the dealer with the score at love-all. We have yet to consider what strength justifies the dealer's partner in declaring no trumps at the same score when the declaration is passed by the dealer. It may generally be said that the rules for estimating the value of the cards are the same as those already laid down for declarations by the dealer. In most works on Bridge the dealer's partner is directed to declare no trumps on the same strength as the dealer; and this is the usual method of play. The author suggests that the dealer's partner, unless he can trust the dealer for a protective or defensive declaration when he has a hand which can be of little or no service if no trumps are declared, ought not to declare no trumps without slightly greater strength than four tricks in his own hand. When we come to the question of defensive declarations of trumps, the policy of such declarations

and its effect on the policy of the
dealer's partner will be more fully con-
sidered.   But inasmuch as it is the pre-
vailing practice in England, even among
fine players, to pass the declaration
unless you are strong enough to expect
a good score without trumps or with a
red suit declared, however bad the hand
may be, it is necessary to consider to
some extent the average strength of the
hand which has not made any declara-
tion.   With a partner who plays in the
usual manner you know if the declaration
is passed to you that he has not a hand
on which no trumps can be declared,
and that he could not expect four tricks
out of his hand with either hearts or
diamonds trumps.   You know this and
you know no more.   Without trumps
you must therefore take his hand to be
at the best worth less than four tricks.
It is of course true that he may, if he
observe the mode of declaration pre-
vailing at present, hold the Ace, King
of two suits, or a tierce major in one
suit and another Ace; but the odds are
so great against his holding such cards

that you are bound to take his hand as barely worth four tricks at the best. At the worst it is worth no tricks at all. The average is therefore somewhere between nothing and four; and the chance that he may have four winning cards in two suits and yet neither be able to declare no trumps, hearts, or diamonds, is so slight that if you give him value for two tricks on the average you will not underrate him. With four tricks in your own hand in such a case, you have therefore only a right to expect to make six in all. That being so, it would appear that you ought to be able to count more than four tricks in your own hand before declaring. When Bridge was played first, it was laid down by Mr. Foster and other authorities that you ought to have, roughly speaking, five tricks in your hand before you declare no trumps as the dealer's partner. More recently it has become the custom, on grounds which are far from apparent, to consider that the dealer's partner has, if anything, a freer hand than the dealer in declaring no trumps. That there

ought to be some difference in the strength required for such a declaration seems to be clear. When you are dealer your partner may have any conceivable number of Aces, Kings, and Queens which you do not see in your own hand, from all of them to none. When you are the dealer's partner, and the declaration has been passed to you, you know that your partner's range in high cards begins at nil as in the other case, unless you can trust him to make a defensive declaration, as explained later, but only extends to a very limited quantum, otherwise he would have declared no trumps himself. The average expectancy, which is the only safe guide, is obviously not the same in the two cases. To insist that the dealer's partner ought to be able to count five tricks in his hand before he declares no trumps would be contrary to the almost universal practice of players in England at the present time. It may, however, be suggested that at any rate 4½ should be counted; this being the minimum which on the average will give a majority of tricks to the dealer.

But if you can trust your partner to make a defensive declaration when his hand will be probably useless if no trumps are declared, your position is different. For then you can afford to eliminate from the range of possibilities the case where he will make no tricks at all. If you count his lowest possible strength as one trick, you so far increase the average expectancy from his hand that you may make your declaration of no trumps on precisely the same grounds as you would were you dealer yourself. The author believes this to be one of the most powerful reasons for the adoption of defensive declarations; but it must not be forgotten that such declarations are, as yet at all events, viewed with disfavour by the majority of English players, and that unless you know that your partner habitually employs them you will be well to presume that he does not.   .

It is worth noticing that some of the advantage enjoyed by the dealer in the play of the cards is lost when the strength of his combined hands is with the

Dummy, and is therefore exposed. Where the dealer's partner declares no trumps, any weak spots in his hand are apparent to the adversaries as soon as it is laid on the table, and if they can they will take immediate advantage of them. An unprotected Ace in Dummy's hand is a source of greater weakness than such an Ace in the dealer's. A blank or very weak suit is a terribly vulnerable point if the player to the dealer's right ever gets the lead; while such a suit held by the dealer himself may remain concealed all through the hand, or at least until it is too late for the adversaries to take advantage of it. This consideration is, the author thinks, an additional reason for greater caution in declaring no trumps on a hand destined to be exposed. He would suggest to any player who wishes to have satisfactory experience of the results of a declaration of no trumps by the dealer's partner· as the game is at present played, that he should take a note of each occasion on which no trumps is declared from the exposed hand, and the result. The author did so for a con-

siderable period, and found that the declaration of no trumps by the dealer's partner was decidedly less advantageous than is commonly supposed.

CHAPTER III

THE DECLARATION OF HEARTS

We now come to consider what it is best to do when you have dealt, and possess a hand on which you cannot declare no trumps. Your reason for not doing so is either that your hand has not in it a sufficiency of good cards, or that the good cards you have are confined to one or two suits. In the former case you will not be able to make any declaration at all with the prospect of a gain in tricks; the usual practice in England and in America also is to pass the declaration to your partner. In some places where Bridge is played, and by some authors, a declaration is considered right even with a thoroughly bad hand, not with the prospect of making

a good score, but in the fear that a declaration of no trumps or hearts by your partner may result in a serious loss. This method of play has been called the defensive or protective declaration, and will be considered later. In the meantime we shall only consider hands where a declaration is justified by the probability of a useful addition to your score. Such cases are those in which you possess good cards, but where their distribution is such that you cannot play without trumps.

Hearts being the best declaration on which to win tricks, except that of no trumps, it is advantageous for you to declare hearts in preference to any other suit if your hand leads you to expect to make the odd trick or more. As regards the minimum strength on which hearts may be declared by the dealer there is a general consensus of opinion that you ought to hold at least five, including two of the higher honours, and that you ought to have one or two probable tricks in the other suits. With four hearts only it is generally considered that unless

they are all honours—when the score of 64 above the line is too good to be thrown away—you should not declare hearts. There is little more guidance than this to be derived from the authorities.

There appears to be no reason why you should not apply to the declaration of hearts the same rule which has been suggested for that of no trumps, viz. to count as far as possible four tricks in your own hand. Assuming this to be so, however, it is difficult to assign values to cards or combinations of cards with even as much approach to accuracy as may be done when there are no trumps; for the intervention of the small cards of the trump suit proves a very variable factor in estimating the worth of high cards in the other suits. It is quite obvious that even Aces of the plain suits are less valuable than Aces where there are no trumps; Kings have a distinctly less value; while so frequently does a suit fail to go round thrice that the trick-making value of cards lower than a King is very slight. On the other

hand, any trump down to the deuce may be valuable.

Let us first consider what strength is necessary for a declaration of hearts where there is no reasonable hope of a trick outside of trumps. It is obvious that the Ace, King, Queen, and Knave of hearts are four certain tricks, and that a major sequence only will certainly make tricks. With any four honours in hearts, as was explained above, the score by honours is considered to justify the declaration. For trick-making purposes, a tierce major and any two small hearts will on the average make more than four tricks. They will always make four when the Knave is held by your partner, and they will also make four unless one of the adversaries has five trumps as well—an extremely rare case. On the other hand they will make five where the third round exhausts the trump suit. The average expectation from such a suit is therefore in excess of the minimum. Ace, King, Knave, and two others, or Ace, King, Ten, and two others are not so good, but with the

certainty of an honour score attached they may also be counted good for four tricks. Ace, King, and three smaller cards than the Ten and nothing else of value in the hand, are a very doubtful guarantee for four tricks, and a similar hand with inferior honours is still more doubtful. Ace, King, and three small cards will make four tricks where the trumps are evenly divided; but the odds are considerably against equal distribution. On the other hand, from the number of cases in which the distribution is unequal must be deducted one-third for those in which your partner is the player who has more than his share. There is also a small number of cases in which though the adversaries have four in one hand they may be all small cards, and with the assistance of Dummy you may still make four tricks. Again, where the Dummy holds either Queen or Knave (and it is 5 to 4 he holds one of them), the chance of making four tricks is improved. Looked at from every point of view, a hand with Ace, King, and three small hearts may be

considered as on the average worth a
bare four tricks. Ace, Queen, Knave
or Ten, and two others, and Ace, Knave,
Ten, and two others may also be
reckoned as of the same value; in these
cases the score by honours which you
hold in your hand is a factor which
merits consideration. On any hand
worse than these (King, Queen, Knave,
Ten excepted for the reason mentioned
above), you cannot safely reckon on four
tricks with only five in the suit. With
more than five hearts your chances of
making four tricks without any strength
in the plain suits is greater. Ace, King,
and any four small hearts are good for
four tricks at least on the average.
With Ace and any five cards, one of
them being an honour, you will make
nearly four tricks on the average, and
where you have two honours in your
hand it is well to remember that the
odds that you will score for honours
(and the minimum score for honours is
16) are 19 to 8. With the Ace and five
trumps, none being an honour, however,
your average is under four tricks, because

your chance of making them depends entirely on an equal distribution of the remaining seven trumps, and the odds are against this. It is quite true that with the Ten, or even the Knave, as the honour which accompanies your Ace, your chance of four tricks in the suit is a very bare one, and only the probable score for honours brings the hand up to the requisite standard. On the other hand the value of trumps, where you have as many as six, is not restricted entirely to their own trick - making capacity. Just as a plurality of Aces, where there are no trumps, has a value in the likelihood that they will make good other cards in your partner's hand, so a multiplicity of trumps has a potential value in making cards of a long suit of your partner's good if he has one. It must not be supposed that the holding of six trumps is always a guarantee that you will make good a long suit in Dummy's hand. It frequently happens that with great strength in trumps you fail to find sufficient cards of entry in Dummy's hand to enable you to make

his long suit after trumps have been exhausted. But in many cases you do by means of your extra trumps make tricks with cards of Dummy's which could never otherwise be reckoned as of any value. For this chance, which is by no means an inconsiderable one (and which is the same prospect that induces Whist-players to lead and ask for trumps with only five or six and a bad hand otherwise), you are both entitled and bound to reckon an additional value for your sixth trump. With less than six the chance is too problematical to assign a value to it. But with six headed by the Ace, or by King, Queen, Knave, you may reckon half a trick, just as you do for Aces where there are no trumps. With King, Queen, Knave you would of course count four tricks in any case. But with the Ace and five small hearts your expectation on the cards themselves is barely four. With such a hand the extra half trick brings the value up to four at least, and therefore renders hearts a good declaration. Six hearts, headed by King, Queen without the Knave, are

certainly not value for more than $3\frac{1}{2}$ tricks, and this may be regarded as just under the strength on which hearts should be declared; if the Ten is held with the King and Queen the score by honours is clearly sufficient to make the declaration good. If therefore you have no expectation of any trick in the plain suits, Ace and five small hearts is the minimum strength on which you may declare trumps; with any other six-card suit you ought to have three honours.

With seven hearts many players would declare them even if there was no honour, and they had no other trick in the hand. Seven hearts lower than the Ten will make five tricks where the other six trumps are equally divided, but this will very rarely happen. They will, however, make four tricks in every case in which neither of the adversaries has as many as four hearts. Yet the average can scarcely be said to come up to four, and only the extra value alluded to above is sufficient to bring it up so high. If you have no honour yourself you must not forget that the odds are considerable

that your adversaries will score them, for in order to prevent this your partner must hold three out of the five himself —a chance so remote as to be almost a forlorn hope. With the chance of making cards in Dummy's hand, which would otherwise be valueless, any seven hearts may be considered as worth four tricks, but the probabilities of an adverse score in honours are such as to make it inadvisable to declare hearts on seven without an honour. But if one of the seven be an honour, even the Ten, it is better to declare them. It should be remembered that as you have neither an Ace, King, nor Queen in your hand, your partner's average is rather more than one of each. In fact it amounts to about one Ace, two Kings, and a Queen, and although you have no right to reckon anything on account of these possible cards, as your trumps will enable you to play to Dummy's best cards your chance of making good a suit in his hand is not to be despised. With more than seven hearts you declare them whatever they are.

There is a fairly obvious reason for declaring hearts on such hands as those containing seven or even six without an honour and nothing in the plain suits; viz., that whatever declaration may be made by your partner it will be practically useless. This is all the more worthy of consideration, as the total absence of high cards in your hand renders the average to be expected from Dummy so good that there is not much more than a shade of odds that he will not declare no trumps—a course likely to prove wholly disastrous. This consideration has been mentioned here in case any reader should think it has been overlooked; but it will be dealt with fully under the head of protective or defensive declarations.

As it is generally conceded that with less than five hearts and without four honours it is better not to declare hearts trumps at all, the cases in which hearts should be declared are fairly limited in number. In point of fact, as Bridge is at present played, no trumps are declared nearly thrice as often as hearts.

There are cases in which hearts may be
declared trumps with only four in the
suit and less than four honours. With
these we shall deal presently; in the
meantime we shall limit our considera-
tion to those hands in which five or
more hearts are held, not in themselves
sufficient for a declaration of no trumps.

The first thing which we have to do
is to form an idea of the value of the
high cards in plain suits where a trump
has been declared. As has already been
said, these values are not quite so high
as when there are no trumps, owing to
the possibility of the cards being trumped.
But where your own hand contains five
or more trumps there is less likelihood
that cards in your plain suits will be
trumped than if you had only three or
less. With five trumps or more you
may count one trick for each Ace in the
plain suits. Just as when you are play-
ing without trumps the average value of
an Ace is necessarily a fraction below
one trick, so where a suit is declared
the value is a slightly larger fraction
below. But even where there are trumps

an Ace possesses a special value in
assisting you to make smaller cards
good. This is sufficient to entitle you
to count a whole trick for an Ace. A
King with the Ace may be counted one
trick also; the chance the second round
of a suit may be ruffed is greater than
that the first round should be ruffed;
but if you have five or more trumps you
are likely to have in some degree dis-
armed the adversaries before the second
round is reached. Ace and Queen of
a plain suit are, however, distinctly less
valuable than where there are no trumps,
and cannot be reckoned higher than $1\frac{1}{2}$
tricks. Ace, Queen, Knave may be con-
sidered as worth two tricks, and Ace,
Knave, Ten of the same value as Ace,
Queen. King and Queen of the same
suit you cannot count much more than
one trick for, probably $1\frac{1}{4}$ is enough;
and the addition of the Knave will in-
crease the value of the sequence to $1\frac{1}{2}$.
King, Knave, Ten may be counted as
one, and Queen, Knave, Ten as $\frac{3}{4}$. A
King guarded may be considered as
worth $\frac{2}{3}$ of a trick, and a Queen guarded

as worth $\frac{1}{8}$. No other cards or com-
bination of cards can be taken into
account, except that sequences from the
Ace downwards may be counted as
worth one for each card if your trumps
are such that you can reasonably expect
to take out three rounds as soon as you
get the lead.

This scale of values is not a difficult
one to remember. The Ace counts one,
as do the other cards in sequence with
it. Where there is a break of one card
in the sequence, the value of the re-
maining cards is $\frac{1}{2}$ each; where there
is a break of two cards the lower cards
count $\frac{1}{4}$ each. The King without the
Ace counts $\frac{5}{8}$; the Queen counts $\frac{1}{3}$; and
the Knave, Ten in combination $\frac{1}{3}$ also,
except when united to the Queen, when
the value of the sequence of three cards
is $\frac{3}{4}$.

It is now necessary to consider what
value is to be attached to trumps when
their total strength without assistance
from the plain suits does not entitle you
to declare the suit trumps. We have
seen that, unless in exceptional circum-

stances, hearts should not be declared with fewer than five. We have seen that a suit of King, Queen, and three small hearts is certainly well below the value of four tricks, and similarly that a suit of Ace and four small hearts is not sufficient either. Ace, King, and three small hearts we found to be just sufficient. Ace, Queen, and three small hearts may be counted 3½ tricks. For any weaker combination of five cards to the Ace you cannot count more than three. Five hearts headed by King, Queen, Ten are worth 3½ tricks; with a small card instead of a Ten you can count a bare three. Five hearts headed by Queen, Knave, Ten count only three also. Five hearts to the Queen, Ten, or Queen, Knave, are not worth more than 2½ tricks; five to the Queen with no other honour are worth about 2; five to the Knave or five to the Ten, 1¾. Five hearts under the Ten you cannot consider worth more than 1½ tricks.

We saw that with six hearts to the Ace you were entitled to count four tricks, and that with six hearts to the

King, Queen, Knave you can count at least four also. With King, Queen and no other honour you may count at least $3\frac{1}{2}$, as also with King, Knave, Ten. With King, Ten your trumps may be counted as worth $3\frac{1}{4}$; with Queen, Knave, Ten they are worth the same; with Queen, Ten, or Knave, Ten, you may count three for them. Six trumps with one honour lower than the King are worth practically the same; six trumps no honour, $2\frac{1}{2}$. The truth is, that where you have only one honour below the King its presence adds very little to the trick-making value of the hand; for unless your partner has one or more high trumps it will be of no more use to you than a small card.

As already explained, seven hearts with one honour are sufficient in themselves for a declaration of hearts. With seven trumps no honours, in spite of the chance that honours will be scored against you, it is better to declare hearts if you have either an Ace, a guarded King, or Queen, Knave and another in a plain suit.

We have yet to consider the case of a declaration of hearts with only four in the suit. Unless three of the four are honours it may be laid down as imperative not to declare hearts, excepting where some peculiarity in the state of the score warrants it. With Ace, King, Queen and a small heart your average in tricks is obviously something over three, and therefore if you have an Ace in a plain suit the hand looks as if it was good for four tricks; and there seems to be no valid reason why you should not declare hearts with such cards. But with any other combination of honours the hand in trumps is not good for three tricks. With any three honours among your four hearts, and Ace, King, Queen of a second suit, you are entitled to count four tricks; but if your tierce major be in diamonds, and you have two other small diamonds, it is better to declare diamonds. With anything weaker, it is not wise to declare hearts holding only four. It is clear that with three honours in hearts, the Ace being among them, and high cards

in two of the remaining suits, your hand
will be value for a no-trump declaration
as well as a heart, and you will there-
fore declare no trumps. It is sometimes
said that you ought to declare hearts
more readily on four if the other suit
in which you are strong is diamonds;
because, where you are weak in dia-
monds, your partner is more likely to
declare that suit trumps if you pass the
declaration to him. This seems to be
an unsound analysis of probabilities;
and as it is one which is applied to other
cases besides the declaration of hearts,
it may be as well to discuss and dispose
of it now. Where you have no diamonds
at all, your partner's average number of
cards in the suit is only $4\frac{1}{3}$; where you
have a single diamond his average is
four, and where you have two diamonds
it is $3\frac{2}{3}$. As, therefore, he will not de-
clare diamonds unless he holds consider-
ably more than the average in number
and very much more than the average
in quality, the likelihood that he will
declare the suit is not such as ought
to influence your own course of play.

We have already noted that a long
suit of trumps, particularly six or more,
has a special value from the chance that
it may make cards in an established
plain suit in your partner's hand. Where
you have in addition to your hearts
another suit of five cards, especially if
the Ace or two other honours be in it,
your trumps give you a chance of making
tricks in that suit which is entitled to a
value of its own. It is clear that the
better the trumps and the better the suit
the more chance there is that you will
succeed in this; and that if both trumps
and plain suit are very strong your hand
must be good for four or more tricks in
any case. But where your trumps though
good are barely value for four tricks,
even with the addition of the high cards
in your plain suit, you may count as
much as one-third of a trick for the
chance of making the smaller cards in
it, if it contains either Ace or King or
Queen and Knave together. Subjoined
is a tabulated form of the values which
in the preceding analysis have been at-
tached to cards where hearts are trumps.

It is scarcely necessary to point out that
the table is equally applicable to any
other suit, and therefore that our ex-
amination of the value of the cards where
a trump suit is declared need not be
repeated.

TABLE OF VALUES IN TRUMPS

Note.—The symbol x means a card lower than the
Ten.

$$\left.\begin{array}{l}\text{A., K., Q., } \times \times \\ \text{A., K., Kn., } \times \times \\ \text{A., K., 10, } \times \times \\ \text{A., Q., }\left\{\begin{array}{l}\text{Kn., } \times \times \\ \text{10, } \times \times\end{array}\right. \\ \text{A., Kn., 10, } \times \times\end{array}\right\} \text{At least 4.}$$

$$\left.\begin{array}{l}\text{A., K., } \times \times \times \\ \text{A., }\left\{\begin{array}{l}\text{Q., } \times \times \times \times \\ \text{Kn., } \times \times \times \times \\ \text{10, } \times \times \times \times\end{array}\right. \\ \text{K., Q., Kn., 10, } \times \\ \text{K., Q., Kn., } \times \times \\ \text{K., Q., 10, } \times \times \times \\ \text{K., } \times \times \times \times \times \times \\ \text{Q., } \times \times \times \times \times \times \\ \text{Kn., } \times \times \times \times \times \times \\ \text{10, } \times \times \times \times \times \times\end{array}\right\} \text{4.}$$

A., Q., × × ×
A., × × × × ×
K., Q., 10, × ×
K., Q., × × × × } 3½.
K., Kn., 10, × × ×
K., Kn., × × × ×
 × × × × × ×

K., 10, × × × ×
Q., Kn., 10, × × × } 3¼.

A., Kn., × × ×
A., × × × ×
K., × × × × ×
K., Q., × × ×
⎰ Q. } 3.
⎨ Kn., × × × × ×
⎱ 10.
Q., Kn., 10, × ×

K., × × × ×
Q., ⎰ Kn., × × × } 2½.
 × × × × × ×

Q., × × × ×
Kn., 10, × × × } 2.

Kn., × × × ×
10, × × × × } 1¾.

× × × × ×   1½.

For seven trumps, or six headed by A., or
K., Q., Kn., count over and above the esti-
mated value ½.

TABLE OF VALUES IN PLAIN SUITS

A., K., Q.	3.
A., K. ⎫	
A., Q., Kn. ⎬	2.
K., Q., Kn.............	1¾.
A., Q. ⎫	
A., Kn., 10. ⎬	1½.
K., Q.	1¼.
K., Kn., 10.	1.
Q., Kn., 10.	¾.
K., × ×	⅔.
Q., Kn.	½.
K., × ⎫	
Q., × × ⎬	⅓.

For plain suits of five or more, headed by
A., or K., or Q. and Kn., ⅓.

It is of course the rule to declare no
trumps in preference to hearts where
you have a good enough hand to do
either. But in such circumstances it is
right to count your hand for both de-
clarations where you have five or more
hearts. Two by tricks in hearts is better

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than the odd trick without trumps; and
if your hand is worth five or more tricks
with hearts trumps, and is only worth
four without trumps, it is better to
declare hearts if you have any suit un-
guarded.   This is particularly the case
where you have the Ace of hearts, for
it is a distinct advantage to be able to
take out two rounds of trumps as soon
as you get the lead.   If, however, your
hand is not fully one trick better with
hearts trumps than with no trumps the
latter is the better declaration, unless
you have three or more honours in hearts.
In that case, if you have only one Ace
and one unguarded suit, it is probably
better to declare hearts where the advan-
tage is anything over $\frac{1}{2}$ a trick.   Where
you have on the cards two more tricks
in hearts than without trumps and one
suit is unguarded, it is better always to
declare hearts.   Cases in which the state
of the score should influence a player in
deciding between hearts and no trumps
or hearts and any other suit, will be
discussed in the chapter entitled De-
claring to the Score; and a competition

between hearts and diamonds will be discussed in the following chapter when diamonds are under review.

If you declare hearts with three honours in your hand, you ought to score on the average nearly 26 above the line; with two honours in your hand you ought to score on the average a fraction less than 11. With only one honour, the adversaries should score on the average a little over $4\frac{1}{2}$ for honours. The average scores in the other suits may be easily calculated in the proportions of $\frac{3}{4}$, $\frac{1}{2}$, and $\frac{1}{4}$ of the above figures for diamonds, clubs, and spades respectively.

Hearts may be declared by the dealer's partner on precisely the same principles as by the dealer himself.

CHAPTER IV

THE DECLARATION OF OTHER SUITS

In America it is the custom for the dealer not to declare any suit worse than hearts when the score is love-all, unless he has four honours in diamonds, when he may declare that suit. In France it is generally considered that unless you have six with two honours you should not declare diamonds, even though your cards in the other suits are good; and it is looked upon as particularly unfavourable to declare diamonds if very weak in hearts, because your partner may be able to declare that suit. This last is always a bad reason for avoiding a declaration. If you are very weak in a suit it is hardly ever to your advantage that your partner

should declare it trumps. There seems to be no sound reason why you should refrain from declaring diamonds on the same principle as you declare hearts. The odd trick in diamonds if you are at love will bring you to six, which is a particularly useful point to reach, because from it the same number of tricks in either no trumps, hearts, or diamonds will make you game as when your score is either eight or ten. It is quite true that if you declare diamonds you lose the chance of a score in a more expensive declaration; but it should never be forgotten that you also avoid the possibility of a less valuable one. Spades are declared rather more frequently than no trumps; and if your hand is good for four tricks with diamonds trumps you are more likely to have a spade declared than no trumps if you pass.

If we treat the declaration of diamonds, then, as subject to the same rules as the declaration of hearts, it only remains to consider those cases in which the hand would justify a declaration both of diamonds and of a more valuable kind.

Where you have four honours in diamonds it is better to declare diamonds than no trumps, unless you have also three Aces. Otherwise, as each trick in no trumps counts double as much as one in diamonds, it is generally better to declare no trumps. If, however, the hand is good for at least seven tricks on the average with diamonds trumps, and without trumps only four can be counted, diamonds are the better declaration. As between diamonds and hearts it is not often that you are called upon to decide. With precisely equal cards in each suit, hearts should naturally be preferred; but if there is a trick more with diamonds trumps than with hearts it is better to declare diamonds. In the very uncommon case of a hand possessing great strength in both suits (say, five cards three honours in hearts, and six cards three honours in diamonds), it is probably better to declare hearts if you have the Ace, King, or Ace, Queen; for the chances are great that you will make the small cards of the plain suit as well as the trumps. It should always be

kept in mind that to make either one or three by cards in diamonds, starting from love, brings you to one of the specially favourable points in the score.

The dealer's partner should declare diamonds on the same strength as the dealer. It is clear that the objections urged against a declaration of diamonds by those who wish to give their partners the chance of declaring no trumps or hearts are inapplicable when the declaration is passed. With sufficient strength in diamonds, it is not good play to declare no trumps on inadequate cards on the presumption that the dealer will be strong in black suits. There is no presumption that the dealer is strong in any suit; all you can infer is that he is not strong enough in either red suit to declare hearts or diamonds, nor in all the suits combined to declare no trumps.

For the dealer to declare clubs unless defensively, as explained later, with the score at love - all, he must have four honours at least, and ought to be able to count at least six tricks in his hand. If he has as much strength outside of

clubs as would amount to one trick reckoned as for no trumps he is better to pass. The dealer's partner, however, if he is not strong enough to declare anything better, should declare clubs if he has the value of four tricks in his hand with clubs trumps. If he has even less, but possesses four clubs two honours, and has only one spade below the Ten, many players would declare the club, as it is better than the spade if the latter should be doubled, as is probable.

The dealer at the score of love-all ought never to declare spades at all in the opinion of most players, unless his hand consists of the entire suit. Leaving out of account for the present defensive spade declarations, the author would suggest that this doctrine, which, of course, excludes the offensive spade declaration altogether, is overstrained. With eight spades and all the honours, for example, and no other trick - making cards, the dealer is certain to make four for tricks and twenty for honours; and unless his partner can declare no trumps (which is rendered unlikely by

the fact that he has only three suits to hold cards in) the hand will scarcely be worth more than one trick with any other declaration. With average assistance from his partner, the dealer with such a hand would at least reach the score of six; and unless his partner can take six tricks or thereabouts himself he is not likely to score anything at all if another declaration is made. With less strength than the above, spades should not be declared; but it seems to be questionable if the chances of a good score are worth passing with such a hand.

The dealer's partner has a very simple duty to perform: he will declare spades on every occasion in which he cannot count four tricks with any other declaration, and this without reference to the number or quality of spades in his own hand, with one exception, to be noted immediately. One of the sorest temptations to which the Bridge-player is subjected besets him when he has what is called a fair all-round hand with spades as his worst suit, but one just too weak

CHAPTER V

DECLARING TO THE SCORE

The preceding chapters on the declaration of trumps have been written on the assumption that the score is love-all. It is not necessary to emphasize the fact that a hand is neither better nor worse for trick-making purposes if the state of the score is altered; and from this it follows that the principles on which trumps are declared at love-all are sound for any score, unless it is to some extent abnormal. It is specially advisable that every player should have the state of the rubber, both as regards games and points, in his mind when he declares; but the instances in which his declaration ought to be influenced by these considerations are fewer than is generally

supposed. You will not spend many hours at the average Bridge-table without hearing some player excuse an unjustifiable declaration on the ground that he was playing to the score. It should never be forgotten that a sound declaration at love-all is always the best for trick-making purposes; and that you should only deviate from rule when there is some consideration superior to the mere number of points you could make in the hand.

There are two reasons for preferring a declaration which will not on the average score as much as the one which rule prescribes: one is that the score you may expect to make with a sound declaration is not large enough to be of any practical use to you; the other, that it is so large that you do not require it, and can be content with a smaller and safer result. The first contingency occurs when the adversaries have won a game and are far ahead in another, whether you also have won a game or not. If the adversaries are 22 or more the odds are fair that they will go out on

their next deal; if they are 26 or 28, the
odds are great. If, especially when they
are at these last-named points, you make
a declaration on which you cannot hope
to reach 30, the chances are very great
that you will lose the rubber. It is
therefore better to run a risk and make
a declaration which may bring you to
game unless your hand is deplorably
bad; for the chance that you may suc-
ceed, moderate though it is, is better
than the forlorn hope that your ad-
versaries may fail when it comes to
their deal. The winning or losing the
rubber counts 200 to the score, and any
extra chance of making this is quite
worth the expense you may be put to
if you lose tricks on a high declaration.
If, on the other hand, the adversaries
have not already won a game, your
whole energies should be directed to-
wards preventing them from going out
on your deal, and you should play if
anything a more, instead of a less,
cautious game than usual. Thus with
a hand which is only good for three
tricks without trumps you might, if you

had two Aces, declare no trumps if the adversaries were a game in and 26 or 28 to the score. In a similar way, with five hearts two honours, or six hearts without an honour, you might declare hearts if your own score was six or above it. Failing hands such as these you should pass, abandoning entirely all idea of a defensive declaration. Being the dealer's partner in such circumstances you must declare no trumps with two Aces or on a hand guarded in three suits; if you have the same quantity of hearts allotted above to the dealer, you may declare hearts. With less strength, and with less than two tricks if the hand is played without trumps, it is useless to try and make game; and you may as well resign yourself to the inevitable and endeavour to prevent the adversaries from going out in your deal. If, however, you have one suit in which, if you get in, you will make five or six tricks, always declare no trumps at this score though you have no good card in the rest of your hand.

The contingency in which you should

declare less expensively than your hand
warrants is the converse of the last, and
occurs when you are nearing the game
and your adversaries are a good many
points behind. For example, if your
score is 26, and you have a hand in
which you can count four tricks with
no trumps and seven tricks with clubs
trumps, you should declare clubs, be-
cause the increased chance of winning
the game outweighs the increased score
you might make with no trumps. Espe-
cially is this the case when you have
one wholly unguarded suit. Remember
that at the point of 22 one trick in hearts
makes you game just as much as one
trick with no trumps; at 24 it is the
same for diamonds; at 26 for clubs; and
at 28 for spades. When you have a no-
trump hand containing a long suit and
great weakness in a second suit, it may
be laid down as always sound to declare
the long suit trumps if the odd trick on
that declaration will make you game.

It is well to remember that at certain
points of the score two separate declara-
tions will help equally towards winning

the game. Thus at 14 and 16 hearts
are as good for the purpose as no trumps;
at 18 and 20 diamonds are as good as
hearts; at 22 clubs are as good as dia-
monds; and at 28 spades are as good as
anything. When the score is 22 or up-
wards the dealer may properly declare
clubs instead of passing the declaration
if he can count at least five tricks in his
hand with clubs trumps. Similarly at
28 with five tricks in spades, and not a
good hand for any other declaration, he
may declare spades in preference to
passing. At 28 if the dealer can count
five tricks in spades, he should always
declare them, but not if he can only
count four; because unless his partner
can count four in some other suit, he
will probably declare spades himself.
It must be mentioned that it is a
common practice when the score is 28,
and the declaration is passed, for the
dealer's partner to declare his strongest
suit. So much is this done that many
players consider the very act of passing
at that score to be a demand that the
dealer's partner should declare according

to this rule. There appears to be no satisfactory ground for such a rule; if the cards are such that there is no reasonable expectation of making the odd trick with any declaration, there is no object in assisting the adversaries because your score is 28. But in passing the declaration when you are at that point of the game, it is well to remember that many players, when it is left to them, will declare their longest suit, even if it is four hearts to a nine.

This completes our survey of what may be called offensive declarations, *i.e.* declarations where your hand warrants you to expect on the average that you will make the odd trick. The system suggested in the foregoing pages for reckoning the trick-making value of a hand, is one of which only the test of experience can prove the soundness or unsoundness. Its application to the hands collected from the various textbooks, English and American, which the author has detailed on a previous page, appears to him to be fair evidence that it is approximately correct, a conclusion

to which he has also been led from its
use by himself for years of Bridge-play-
ing. But whether correct or not, it is of
course well known that any system of
the kind (and the Robertson rule falls
under the same category) is objected to
by many players because it introduces
mechanical calculations into the game.
It is said that if Bridge is to be played
by rule of thumb, or according to the
directions on a black-board, it will lose
most of its interest and all of its variety.
If the author might venture to reply to
this argument he would be inclined to
say that every player, whether consciously
or unconsciously, makes some sort of a
calculation on which to base his declara-
tion. It is quite likely that a very fine
player, with a quick and retentive
memory, may be able to tell by the
very look of the cards what his best
declaration is without going through the
drudgery of reckoning their value, just
as a musical genius may write perfectly
correctly without requiring to study the
rules of harmony, because he has an
intuitive perception of them. But setting

apart instances of rare genius such as this, the ordinary Bridge-player in point of fact does reckon up his hand in accordance with some standard, accurate or inaccurate, which he has either established for himself or learned from some-one else. If a Bridge-player is asked why he declared no trumps on a certain hand he will answer in some such words as these: "I had the Ace and Queen of spades; the King of hearts will probably make a trick; I was guarded in both the other suits, and I must trust my partner for something." If you analyse such a reply as this, you will find that it amounts to a rough calculation of the value of his cards; the Ace, Queen probably two tricks, the King probably one, and probable strength in his partner's hand which his guarded suits will assist. The only difference between such a method as this and such a one as that explained in the foregoing pages (assuming it to be sound), is that the first is indefinite and inaccurate, the second definite and correct. If you can find out approximately the real proba-

bilities of a card or combination of cards, it is, the author suggests, better to utilize them than to make a guess at them, even if the former course involves the severe mental strain of remembering the very simplest fractions. It may be taken for granted that in every hand there is a correct declaration just as there is a correct lead; and it should, the author conceives, be the aim of every Bridge-player, whatever his natural capacities, to make that correct declaration as often as possible. As to the objection that the play will be reduced to a dead level, there is little likelihood that Bridge-players will remember so perfectly any system of declaration, however accurate, as to make no mistakes; but even were they to do so the endless variety in the distribution of the cards, and the bound-less scope for individual ability in the play of them, will always render Bridge a game of infinite possibilities for the skil-ful player.

CHAPTER VI

DEFENSIVE DECLARATIONS

So far we have only been considering declarations made because they afford a prospect of securing the odd trick or more. We have seen that when the declaration is passed to you, and you are not strong enough to declare anything with a prospect of success, you should declare spades, on the ground that as you are going to lose you may as well lose as little as possible. This is the essence of a defensive declaration. But the necessity of making such a declaration when it is passed to you gives rise to the enquiry: Is it ever correct as dealer, when your hand is very bad, to assume without passing the probability of loss, and yourself to mini-

mize it by declaring spades on your own hand? With the generality of English players the answer to such a question is in the negative, but there are a considerable number who occasionally make this declaration, and in other parts of the empire it is said to be more common. In America the defensive declaration is hardly ever used. Mr. Foster condemns an original declaration of spades as inexcusable, observing that the worse your hand is the better your partner's is likely to be. Mr. Elwell, expressing the same opinion, observes that your adversaries are almost certain to double, and that you throw away all chance of making a good score on your deal. Badsworth and Mr. Dalton take the same view, the latter using the same argument as Mr. Elwell, and the former a variety of arguments, including the forcible one that a declaration implying hopeless weakness imparts the fact to your adversaries. On the other hand, the writer who calls himself John Doe urges the adoption of the defensive spade declaration; and in the book by Hellespont there are some

interesting calculations, which will be
adverted to later, intended to show not
only that a spade should be declared on
an utterly bad hand, but that the area
of defensive declarations should be ex-
tended in certain cases to clubs also.

Let us consider first the case of a
hand in which you cannot count a
single trick whatever declaration may
be made. It follows that if you are to
score at all your partner must have a
hand good for seven tricks on his own
declaration. He will not declare spades
if his hand is good for four tricks
either in no trumps or any other suit.
There are twelve cards above the Knave
for him to hold; his average is therefore
four of them. If you place the cards in
various positions you will find that there
is not as much as 2 to 1 against his
holding a hand good enough to declare
no trumps. But whatever he declares
it needs no wizard to see that his hand
is far more likely to be good for four,
five, or six tricks than for seven or more.
If anyone doubts this let him keep a
record, say for a fortnight, of the num-

ber of times in which he holds a hand
good for seven tricks with any declara-
tion, assuming he can get no assistance
from his partner. The inability to get
a lead from a hand such as we are con-
sidering is a source of weakness to which
both players and writers seem strangely
obtuse. Even a fine hand is robbed of
much of its merit if you can never lead
to it; your tenaces are useless; your
weakness in the bad hand you can never
conceal, for the adversaries will discern
immediately from your play that you
cannot give your partner the lead. If
after passing to your partner he declares
a spade, you might just as well have
declared a spade yourself; if he declares
anything else, you are going into battle
with heavy odds against you. But your
greatest danger is really the occurrence
which some players appear so greatly
to desiderate—namely, your partner's
declaration of no trumps. With so
many good cards for distribution among
the other three players he will very
frequently do so. As will be shown
presently, in 700 hands in which the

declaration was left where there was
one card higher than a Knave in the
dealer's hand no trumps were declared
221 times, so that in such a case it was
only a shade more than 2 to 1 against
such a declaration; had the passing
hand possessed no honour above the
Knave the odds would probably have
been reduced to 2 to 1 if not lower. To
win as many times as you lose when
you pass the declaration, it must be
therefore only the odds of 4 to 1 against
your partner having seven tricks in his
hand; and as the odds are of course
very much greater, it stands to reason
that you must lose much oftener than
you gain on a declaration of no trumps.
Mr. Doe in his book remarks that you
will lose ten times as often as you win;
while Mr. Dalton is of opinion that if
you win the game once in fifty such
hands passed up, that will more than
counterbalance all the loss involved by
neglecting to declare spades in the other
forty-nine. Investigation shows both
these estimates to be incorrect; but
while Mr. Doe's is only a very consider-

able exaggeration, that of Mr. Dalton is hopelessly wrong. If anything is to be inferred from the tests made, for every time you win the game by passing the declaration you will at least twice or thrice lose it; and to lose the game, or even incur a heavy loss on your own deal, is the greatest disaster that can befall you at Bridge.

It is quite true that if you declare defensively only when your hand is not worth one trick you give information of your weakness to the adversaries. The only practical use they can make of this information is to double your spades if they are strong enough; for your weakness will become apparent as soon as you begin to play the hand. This consideration, however, brings us to the further question: is a defensive declaration advisable even when your hand is not so weak, if the probabilities are against your rendering any satisfactory assistance to your partner should you leave the declaration to him? The practice of doing this is certainly far from prevalent in England at the pre-

sent time, though in some parts of the
globe it is considered bad play to pass
the declaration without fair defence in
your hand; but the advocates of passing
when you cannot declare offensively
apprehend that if a defensive declara-
tion is allowed where the dealer has no
trick in his hand, it will come to be
practised when he has $1\frac{1}{2}$ or even 2. It
is less clear that, with a possibility of
helping your partner, you should declare
defensively than where you cannot help
him; and with a view of putting to
a practical test the two alternatives,
Hellespont arranged and played 500
different hands with nothing in them of
any value but the possibility of assist-
ance in one or other black suit. Two
hundred hands were played with four
spades to the Queen, Knave; 100 with
four to the King, and 200 with four
clubs to the Queen, Ten, the remainder
of the cards being worthless in every
case. Each hand was played twice:
first with spades trumps, and then with
the declaration that would have been
made by the dealer's partner. Where

there were two honours in spades there was a net gain of over four points per hand for tricks by declaring spades; in other words, the declarer of spades lost about $4\frac{1}{2}$ points per deal; by passing the declaration he lost about $8\frac{3}{4}$. Where there was only one honour in spades nearly $5\frac{1}{2}$ points per deal were lost with spades declared; a shade over seven per deal when the declaration was passed. In the experiments with clubs about six points were lost by tricks per deal; by leaving the declaration there was a loss of $9\frac{1}{3}$. The author made a similar experiment with diamonds, the actual cards in the hand being Queen, ten, eight, five, three of diamonds, eight, six, four of hearts, ten, three of clubs, and nine, seven, two of spades. The total result of 200 deals played with this hand was that where diamonds were declared by the dealer 248 points, or $1\frac{1}{4}$ per deal, were lost; where the declaration was left, 1100 points, or $5\frac{1}{2}$ per deal, were lost. These experiments made independently point to the same result; namely, that if your hand is very

unlikely to be of any value unless one or other of these suits is declared, and if it is so weak as to be of hardly any assistance to your partner if he declares no trumps, you will ensure in the long run a certain loss to yourself by passing the declaration.*

In these 700 hands 30 points and more were scored by the dealer when he passed up the declaration 17 times, by his adversaries 58 times; which would seem to point to the supposition that if you leave the declaration on such hands at love-all you are more than three times as likely to lose the game as to win it. This is hardly a promising look-out for those players who pass the declaration in case they should miss a chance of winning the game. Even with a suit in the hand as good as the diamonds the author employed, no trumps were declared by the dealer's partner oftener than anything else; in point of fact 72 times out of the 200 hands. It is hardly necessary to say that more than half of the total loss of 1100 points occurred in these 72 hands.

Far from being desirable that your
partner should declare no trumps when
you pass to him a hand such as
that, it is the very thing to be most
dreaded. A slight examination of such
a hand as the author used (and which
is detailed above) will show you why
this is so. In order that it should be
of any use whatever, your partner must
have Ace, King, and a small diamond,
Ace and two small diamonds, or King
and two small diamonds, or Knave and
two small diamonds. Even with these
cards, if an adverse Ace or King of dia-
monds is held with two other cards of
the suit you will never clear the suit, for
the adversary will hold up his high card
as long as he can to prevent you from
putting yourself in. Unless your partner
holds these cards, your hand is as use-
less to him as if you had nothing at all
in it. The odds against his holding one
of these combinations are considerable,
and he will not declare no trumps every
time he has one of them by any means.
As your partner knows nothing about
your hand he will frequently declare

something else when your suit would be useful, and frequently declare no trumps when it is useless.

In considering the above defensive declarations, we have so far taken no account of honours. The score by honours is of course less valuable than the score by tricks, because it is to the latter entirely that you must depend for winning the rubber, which makes a difference of 200 points. It has been calculated, and probably with some degree of accuracy, that a score by tricks is worth three times the same score by honours. Where you declare a suit with only one honour, the odds are slightly in favour of an honour score by the adversaries; when you have two honours yourself, they are 19 to 8 that you will score for honours. It is obvious that the more valuable the suit in which your declaration is made the more the honours score is worthy of consideration. If you pass the declaration you will, on the average, score something for honours. But if you declare with two honours in a suit as good as diamonds in your hand

you will score far more for honours in the long run than if you passed. In the 200 hands played as above detailed 1984 points were the net gain for honours, or practically 10 per deal. On the hands as passed up, the net gain for honours was only 428, or $2\frac{1}{4}$ per deal; the balance in favour of declaring diamonds being thus more than $7\frac{1}{2}$ points per deal. This consideration renders it decidedly more advantageous to declare defensively a suit with two honours than one with only one honour.

There is still the defensive declaration of hearts to be considered. To declare hearts as a defensive measure seems at first sight to be a contradiction in terms; both because hearts are so expensive a suit, and because with a bad hand you would get a cheaper declaration from your partner and thereby incur a minor loss. But if we were to take the 200 hands played by the author with diamonds trumps and make the long suit hearts instead, the total loss by tricks when a heart is declared would clearly be $\frac{1}{8}$ more, or about $1\frac{1}{8}$ points per hand.

The loss by tricks when the declaration is passed up would only be minimized by the substitution of diamonds for hearts in the cases in which hearts were declared by the dealer's partner, and *vice versa.* As hearts were only declared 23 times and diamonds 9, the alteration in the score by the substitution of one value for the other is extremely small; and had the hands been played with hearts and diamonds reversed, there would still have been a net advantage of over three points per deal by declaring hearts instead of passing the declaration. These calculations and experiments seem to point to the fact that defensive declarations are good policy in the red suits as well as the black.

For a consideration of the question where a defensive declaration is advisable, let us consider for a moment what it is you are defending yourself from. You are really guarding against two things when you declare anything but a spade with a very weak hand; first, the declaration of a spade where you and your partner are both weak in the

suit, when it will be doubled; and second, the declaration of no trumps. Of these two contingencies the latter is the most to be dreaded, but the former is not without its terrors also. With five trumps two honours and nothing else in your hand, you may hope, with the advantage of the deal, to make fully five tricks between your partner's hand and your own. According to the experiments made in spades, clubs, and diamonds as described above, you actually make more. To lose two by cards in diamonds is better than to lose four by cards in spades doubled; to lose the odd trick in hearts is better than to lose three by cards in spades doubled. But your great fear is undoubtedly a declaration of no trumps. We have seen that with a complete weakness in all suits a spade declaration seems advisable. But the longer and stronger one of the other suits is, the more unattractive does the declaration of spades become. With five cards two honours it seems to be better to declare the suit in which you hold these cards. With five trumps

one honour your weakness is more pro-
nounced, and the difference in your
chance of scoring honours is so great
that a spade seems the preferable de-
claration. But supposing you have no
suit sufficiently strong to declare a de-
fensive trump with on its own merits,
at what point of all-round strength in
the hand are you justified in passing
the declaration to your partner?

Hellespont suggests that you may con-
sider your hand good for nothing but a
spade declaration unless you can count
as many as seven according to the
Robertson rule. In that estimate, it
may be remembered, an Ace is reckoned
as seven, a King well guarded as five,
a Queen well guarded as three, and a
Knave with the Ten as two. In ex-
panding this rule Hellespont suggests
that you should have at least King,
Ten, and others in one suit, and Queen,
Knave guarded in a second, or that you
should have at least three Queens well
guarded before you pass the declaration.
There is probably an excess of caution
in these suggestions; very few players

would like to be compelled to make a
declaration unless they had cards as
good as King, Ten in one suit and
Queen, Knave in another. The whole
question seems to the author to be one
of probabilities. With no trick in your
hand you are likely to do better by try-
ing to minimize your loss at once than
by risking an expensive and hopeless
declaration from your partner. Where
your hand is good for three tricks if
there were no trumps, it is obvious that
the assistance you can afford your partner
renders a defensive declaration unjustifi-
able. The more tricks there are in your
hand the less likelihood there is that
your partner will declare no trumps, and
the more help you will be able to give
him if he does. The line of demarcation
therefore lies somewhere between a hand
with no tricks and a hand with three.
A hand with one trick only will require
six tricks in your partner's to make the
odd trick; but if you have an Ace the
service you can render (especially when
you take into account the certainty that
you can be given the lead) seems to be

sufficient for you to leave the declaration. There is also this guarantee, that if no trumps are declared it is practically certain that honours will not be scored against you. Lacking an Ace, however, 1¼ tricks seem to be about the minimum on which you should leave the declaration to your partner; and the author ventures to suggest that players who use the defensive declaration should adopt this standard. A King and Queen in different suits, both properly guarded, do not, as will be seen by reference to the table of values, count more than 1½. A hand with these cards is just about the border-line; you may say that below that line it is better to declare either spades or a suit, and that above that line it is better to pass. By way of ascertaining in practice the probabilities where a hand with a King and a Queen is held, the author has played 100 deals with the following cards:—Q., 7, 5 of hearts; 8, 6, 5, 3 of diamonds; K., 9, 4 of clubs; and 9, 8, 3 of spades. Each hand was played twice, the first time with spades declared by the dealer, the

second with the declaration left to the dealer's partner. As a result, there was a total loss on the 100 declarations of spades of 446, and on the 100 hands where the declaration was passed of 198 —showing a balance in favour of passing of almost exactly $2\frac{1}{2}$ points per hand. The balance as regards honours was of course very much greater. With spades declared, 426 points were lost by honours; while with the declaration passed, 526 were gained—making a gain of about $9\frac{1}{2}$ points per deal by passing. The presence of the King was found to render the hand distinctly stronger in supporting a partner than the hand with five diamonds to the Queen. The result would seem to be a proof, as far as the experiment went, that on such a hand you will gain by passing the declaration; which means that a hand worth $1\frac{1}{4}$ tricks is a sufficiently valuable hand to pass with. The balance might possibly be altered if the King were the King of spades instead of the King of clubs; but, even in that case, it would be better to pass. No trumps were declared

36 times—again more than one-third of
the total number; but in this case 36
points by tricks or more were scored
oftener by the dealer than against him,·
viz.: 7 times to 4. This is a striking
tribute to the value of the King, and
to the fact that there was protection in
two suits. Of the total points scored in
the 36 cases where the declaration of
no trumps was made, there was neither
gain nor loss. The total actual loss for
tricks in this hand on a passed declara-
tion amounted to 198 points, as com-
pared with 1100 for the 200 deals played
with the hand with five diamonds; so
that the hand with the King and Queen
would seem to be 3½ points better than
the other. As some proof that 100 deals
is a fair test of the capacities of a com-
bination, it may be mentioned that in
the 200 deals played with the five-
diamond hand 564 points were lost in
the first 100 deals and 536 in the second
100. If there is any conclusion to be
drawn from the investigations detailed
above and those made by Hellespont,
it would seem to be that while a de-

fensive declaration is sound on a hand worth one trick or less (unless you have an Ace), it is equally unsound to carry the defensive declaration further; and that therefore the practice which obtains with some players of declaring a defensive suit with less than three tricks or even less than two in your hand is not good policy. It may be of interest to contrast the results obtained by playing the above-described hand and those detailed by Hellespont in playing a hand not very dissimilar. For clearness' sake, two hands are placed in juxtaposition —Hellespont's hand being *A* and the author's hand *B*:—

Hand A

Spades............ K., 9, 5, 2.
Clubs .... 10, 8, 6.
Diamonds........ 8, 5, 4, 3.
Hearts............ Kn., 4.

Hand B

Spades............ 9, 8, 3.
Clubs .... K., 9, 4.
Diamonds........ 8, 6, 5, 3.
Hearts............ Q., 7, 5.

In 100 deals played with *Hand A* by
Hellespont, there was a gain of approxi-
mately 1⅔ points by tricks in declaring
spades, *i.e.* where spades were declared
536 points were lost, where the declara-
tion was passed 704 points were lost.
In 100 deals played with *Hand B* by
the author, there was a gain of 2½ points
by tricks in passing the declaration; the
figures being respectively 446 and 198.
That is to say *Hand B* is a little more
than 4 points per deal better than *Hand
A.* This seems to bear out fairly the
calculation of card values made by the
author; for the Queen of hearts in *Hand
B* would according to his system count
half a trick, while the Knave in *Hand A*
would have no value. The average
value in points per deal of half a trick
would be probably just about 4 or a
little over, taking one declaration with
another.

It would seem to be best, then, when
you can count less than 1¼ tricks with
no trumps and have not an Ace, to
declare spades; unless you can count 2½
tricks with any suit trumps, in which

case you should declare the suit, what-
ever it is. The trump hands on which
you should make a defensive declaration
therefore (assuming that you have no
card of value in any other suit) are as
follows:

> King and any four or more smaller cards,
> the Queen not being one.
> Queen, Knave, or Queen, Ten, and any
> three smaller cards.
> Knave and any five smaller cards.
> Any six or more cards below the Knave.

It will be observed that no suit except
spades should be declared defensively
with fewer than five cards of it.

It has become the practice in some
places where defensive declarations are
not practised, for the dealer to declare
trumps on a red suit like those last
mentioned, holding no other card of any
value, when he and his partner are within
a few points of game. This is probably
the most unfavourable occasion for such
a declaration, especially if the adversaries
are far behind in the score. The im-
minent danger which these declarations

guard against, as has been said, is the declaration of no trumps on a moderately good hand by the dealer's partner; but at the score of 24 and upwards this is far less likely to happen than at the earlier stages of the game. He will declare a good suit, whether red or black, very frequently on a hand good enough to play without trumps; indeed, he will very seldom declare no trumps at all. In these circumstances the heart, even with five and two honours (not including Ace, or King and Queen), is likely to be more expensive for you than a suit selected by your partner; and as you have no right to expect to make the odd trick with hearts, you ought to pass the declaration. You ought to pass with diamonds also at 26 and 28, though at 24 this is perhaps doubtful. Clubs and spades should both be declared defensively at these scores, just as at any other point.

There is, as has been already remarked, a rooted objection among most English players to defensive declarations; even the spade from total weakness is un-

favourably regarded, while the defensive heart is the subject of unbounded ridicule. Many objections are urged to the practice; some on the grounds that it is not really beneficial, others on the plea that it detracts from the interest of the game. Mr. Dalton is of opinion that the calculations made, even if correct, are inconclusive because they fail to take into account the small number of deals which go to make a rubber at Bridge. The basis of this objection is that you require a very large area of similar hands in order to feel the effect of the defensive declaration. The reply to this argument is that you really get the large area if you take enough hands as played into account; the fact that the hands in which a defensive declaration may be made are not consecutive makes no difference to the total result. If out of 200 deals there are 50 instances in which you have the option of declaring defensively or passing to your partner, and it be the case that it is four points better to declare defensively on the average each time, you will subject yourself to that

loss no matter how short the games are. There is a prevalent opinion that practical Bridge-players rarely or never declare trumps defensively, and that the doctrine of protective declarations is merely the result of mathematical calculations made by people who confine themselves to the study of algebra books, but never play a hand at Bridge at all. Such an idea, implying as it does that if the advocates of defensive declarations were to put their theories to the test of practice they would abandon them, is entirely erroneous. But the advocates of the prevalent English and American practice are quite prepared to defend it even should it be shown to result in diminished scoring. Badsworth, in his admirable book on Bridge, adduces the rather contradictory reasons for adhering to the conventional plan that players prefer a more rapid game even if a few points should be thrown away thereby, and that if it had been a source of loss the great majority of good players would have ere this discovered it and changed their methods. As to the last argument

it may easily be that the superiority of
a good player over mediocre adversaries
more than counterbalances a plan of the
game which cannot be supposed to in-
volve a very serious loss.   But it must
also be remembered that where practi-
cally all, or at any rate the great majority,
as is the case in London, abjure the
defensive declaration, there is scarcely
any possibility of a test in actual play.
The plea that the game goes slower
when the declaration is not passed is
often put in this form, that the defen-
sive plan is not sportsmanlike and will
therefore never be popular.   As to what
constitutes sportsmanship opinions may
always differ, but there is at least a pre-
sumption that the most sportsmanlike
way to play any game is to play so as
to win it by the best straightforward
means in your power.   But it may still
be further urged that inasmuch as the
play of the game is identical whatever
suit is trumps, the difference in interest
between spades and hearts is one of
money value alone, and has nothing
whatever to do with sport.   Even as

regards speed, and the extra excitement produced thereby, defensive declarations in the red suits at least are under no disadvantage. If the dealer of the 200 hands played by the author had passed every time, he would have had no trumps and hearts declared 95 times, clubs and spades 96 (the remaining nine being declarations of diamonds by his partner); and if no trumps and hearts are more exciting than diamonds, diamonds are more exciting than the black suits. If any player is really satisfied that there is an advantage in the defensive declaration, it is difficult to conceive that the very slight acceleration of the game which would ensue if he passed is enough to make him adopt an inferior mode of play. If, however, any Bridge-player is so keen a sportsman as to prefer speed to accuracy, he should be advised to declare no trumps on every hand, when he will find the game go astonishingly fast, and his money too.

There is another consideration which appears to be not without weight. It is

undoubtedly true, as is urged by some writers, that a defensive declaration in a black suit, especially in spades, gives information of your weakness to the adversary. But if you play on the system advocated by most English Bridge-players you do what is far more dangerous. You leave your partner entirely in the dark unless you make a declaration. As the possible strength of your hand thus ranges from absolute helplessness to a little beyond average strength, it is demonstrable that your partner will form a lower estimate of your power to assist him than if he knows that you would not pass the declaration without at least some defence in your hand. In the one case, all you tell your partner is that you have not four tricks either with a red suit or without trumps; in the other, you tell him besides that you have a hand worth something between 1¼ tricks and 4 without trumps, or in default of such strength you have an Ace. If your partner knows as much as this, he can afford to declare no trumps on a hand

of the same strength as if he were the dealer; for if he does he will on the average make the odd trick. It is of great value to him, even if he should have to declare a suit trumps, to know that he can expect some support from you.

If you adopt the defensive declarations, it becomes possible for your partner to declare no trumps if he has two very strong suits and no strength at all in the other two. For the presumption that you are guarded in the suits he is weak in becomes then very strong; and as his cards are going to be exposed, you have only to get the lead to open his strong suits, without having to hunt for them in the dark. This appears to the author to be in itself an advantage of no mean value.

CHAPTER VII

DOUBLING

When Bridge began to be played in place of Whist, to double the adversaries' declaration was a matter of the commonest occurrence. It was quite an ordinary event to hear someone say: " You should never declare diamonds or clubs if you can help it: you are sure to be doubled ". Why this dictum should ever have been applied to clubs is a mystery; for of all declarations made by the dealer's partner that of clubs is the only one in which you can infer certain strength in the one hand without any presumption of weakness in the other. The popularity of doubling suits has steadily declined, until now it is generally accepted that you ought to have very great strength to double any suit

declaration except that of spades made
by the dealer's partner. Even in regard
to spades, unless the adversaries are at
28, it is being more and more recognized
that to restrict them to such a poor suit
for scoring in their own deal is in itself
so great an advantage that it is rarely
worth while to risk a loss in the en-
deavour to multiply it. Every regular
Bridge-player must have seen very many
points lost by the injudicious doubling
of the spade suit. Hands in which you
might have increased your score by doub-
ling are not infrequent; and the sense of
a lost opportunity is a constant source
of temptation to some players to double
rashly when another occasion arises. The
doubling of suits is governed by different
rules from doubling when there are no
trumps, and there must be separate con-
sideration for each. Let us consider the
doubling of a suit declaration first.

As a declaration of anything but
spades must be presumed to be attack-
ing, or offensive, the declarer tells the
table that his hand is worth four tricks.
As it is not worth less and may be

worth more, it is evident that to double
with only four in your own hand is to
invite disaster. Even if you have five, it
is a very risky measure; for you know
pretty well your own limitations, but
are in the dark about your adversaries'.
If you have five tricks and a good hand
of trumps, you may double where the
dealer is on your right, but it is danger-
ous to do so where he is on your left, as
the two other hands must be very weak
in trumps, and he will know he can
finesse against you without fear. If you
are on the dealer's right it is scarcely
safe to double without six tricks in your
hand. It is also essential that you should
have a good suit of trumps, unless you
have a perfect galaxy of honours in all
the plain suits. Four trumps with two
honours or five with one honour are the
minimum trump strength on which you
should double. Where the dealer has
obviously made a defensive declaration
you may double with more freedom; but
even in such a case it is better in the
long run to be cautious. You have only
heard evidence from one of the ad-

versaries; and though you may feel
assured you are a good deal stronger
than he is, his partner, if he should have
a fine hand, will redouble and make
spades worth 8 a trick, clubs 16. When
the declaration has been passed, how-
ever, and a spade declared by the dealer's
partner, the case is different. There is
a presumption of all-round weakness in
the adversaries' hands, and if you have
a fair hand of spades and plain-suit
cards you may double. Even then, how-
ever, four tricks in your own hand is a
very meagre allowance on which to
double. If your double is to be worth
anything, your partner and you ought
to have at least eight tricks between
you; and unless you can count more
than four you had better leave it to him
to double, if he sees fit. With very good
spades you will always double, even if
you have nothing else, for there is evi-
dence that the adversaries are not strong
in the other suits, and if you ask your
partner he will not double, as he is un-
likely to be strong in trumps.

To double a declaration of no trumps

you ought to be able to count six tricks
in your hand when you are the original
leader; indeed, you ought to be able,
unless the cards are unusually dis-
tributed, to make six tricks before you
lose the lead. No trumps are hardly ever
doubled except on one great suit: if the
dealer has sufficient general strength to
make such a declaration it is very im-
probable that any adversary will have
sufficient general strength to double.
Ace, King, Queen, and three others of a
suit, or two others if you have another
Ace, is the typical hand on which a
declaration may be doubled. With five
practically certain tricks in one suit,
players sometimes double as a defensive
measure if they are on the dealer's right
and the adverse score is under six; the
theory being that unless that suit is
opened by their partner the game is
probably lost. If you have a suit of
overpowering strength, the declarer is
likely to have most of the good cards
in the other suits. The great dis-
advantage of this process is that you
cannot tell your partner which suit to

lead. To obviate this, American players have adopted the conventional rule that it is the leader's duty to open hearts if his partner doubles no trumps; this plan greatly circumscribes the opportunities for doubling, but introduces the element of certainty. A discussion of the merits of each method will be found in the chapter on the original lead (p. 182); it is a useful policy to inform your partner (if he does not already know) which plan you adopt before the commencement of a rubber.

Doubling to the score is generally practised when a single odd trick will give your opponents the game. In such circumstances you may double more freely than on other occasions, if you are yourself behind in the score; but even at this stage doubling recklessly is merely a throwing away of money. In the converse case, where the odd trick will give you the game and your adversaries require more, it is obvious that you should be very cautious in doubling; in fact only a certainty of the odd trick is a proper justification for such a course.

You ought never to redouble where no trumps have been declared, unless you can make sure of seven tricks in your own hand, whatever is led. With either hearts, diamonds, or clubs trumps you ought to have six; not six on the average, but within a measurable distance of certainty. Where a defensive spade declaration has been doubled, you, if you are the declarer, naturally will not redouble; if the declarer is your partner, you will be able in nearly every case to tell from your own hand whether the double was a sound or risky one, and you will act accordingly. If you are strong in spades, you must be more cautious in redoubling if the doubler is on your left than if he is on your right. If you are in any doubt, do not double. Where a defensive spade declaration by your partner has been doubled, it is useless to count on him for more than one trick, and he usually will not even make that; so that without a certainty of six tricks (not merely six on the average), it is obviously unwise to redouble.

CHAPTER VIII

THE ORIGINAL LEAD

Where trumps have been declared, the original lead is a matter of much dispute and many diverse opinions. Where there are no trumps, every Bridge-player who knows the elements of the game leads his longest suit; and there is no difference of opinion as to the card to lead of any consequence. Where there is a trump, some players adhere to the same rule, while others persistently begin with a short suit, a single card for choice; some players always lead out an Ace if they have one, while others never do so unless they have five cards of the suit; the only point on which there is substantial agreement being that you should always lead the

King of a plain suit if you have the Ace too, and one or more small cards with them.

The game of Bridge, as far as the play of the hand is concerned, is the same as Whist with a Dummy; and as the first lead is made before Dummy's cards are exposed, it is practically a lead at Whist proper. The principle on which the lead at Whist ought to be selected was conclusively settled, as far as England is concerned, many years before that game was displaced by Bridge. It was laid down by Cavendish and other authors, and accepted by all players, that if the leader was not strong enough to lead a trump, he ought to lead from his longest suit. This doctrine, though un-questioned in this country, did not remain unchallenged in America; and there a strong body of players, led by the in-genious Mr. Howell, adopted the practice of leading from their shortest instead of their longest suit. The greater part of the best opinion in America, however, remained with the doctrine of Cavendish; and it may be taken that

the balance is in favour of the play of a long suit at Whist. But the opposition party were able to point to many instances in which their game would be more profitable, and trials of strength at duplicate Whist between the rival sects are said to have ended less conclusively than the English long-suit player would have expected.

When Bridge began to be played, the ordinary English Whist-player, to whom the lead of his longest suit was a part of the moral law, adopted it as a matter of course in the new game. It took some time to convince him that the conditions were not the same as at Whist, but ultimately the lead of the longest suit, as an imperative necessity, was wholly abandoned, and there is now perhaps a danger that players may run to the opposite extreme. In the course of many years of established usage, the object of the lead of the long suit came to be obscured, many players even believing that it was led merely to give information to your partner—a thing which could clearly be done equally by leading

the shortest. The reason of the system of play was, that when all the players are on equal terms, it is best to start with the object of making a score in the first instance, trusting to be able to betake yourself to defence if it should turn out that the cards, and particularly the majority of trumps, are with the adversaries. The best method of attack, of course, is to lead trumps; if you are not strong enough to do that, your best plan is to lead your strongest suit, in the hope that if your partner has strong trumps you may establish it between you, and make the small cards of it. In Whist this forward game was found, as Cavendish says, to be more successful than any other. But at Whist both pairs of players start on equal terms. Nothing is known at the beginning of the hand except that one particular trump is with the dealer. At Bridge before the first lead is made a good deal is generally known. If a trump has been declared, unless it is a spade, it is known to the leader that the adversaries are strong in the trump suit.

Without at least an average share of trumps it is unlikely that any couple of partners will succeed in establishing a long suit and making the small cards in it. Where a trump is declared, the declarer has very seldom as few as four and quite frequently more than five; so that the average number of trumps which may be placed in the dealer's hand, in the absence of any information except his declaration, may fairly be put at $5\frac{1}{2}$. That leaves $7\frac{1}{2}$ to be divided among the other three players, in other words $2\frac{1}{2}$ each. The average number of trumps therefore held by the declarer and his partner is about eight, that of you and your partner five; so that the declarer himself, on the average, will be found to hold more trumps than his two adversaries combined. If this fact is remembered it will be seen that the conditions on which the leader opens a hand at Bridge are not the same as those of Whist. Even should the leader have four trumps in his own hand, the average combined strength of his partner and himself in trumps is still under six. To

begin the game with the expectation, or even the reasonable hope of making a score by the establishment of a long plain suit, is therefore erroneous; and if the lead of the longest suit at Bridge is to be justified it must be on other grounds.

Trumps being by presumption against the leader, he has two ways by which he can hope with average good fortune to make tricks. He may make them by high cards in the plain suits held either by himself or his partner, and he may make them by trumps, either while the dealer is clearing them, or by ruffing plain suits he is short in. As he cannot give himself a ruff, he must either plan his game to try to make high cards in the plain suits, or to open the way for ruffing either by himself or by his partner. Being entirely in the dark as to his partner's hand, and knowing neither whether his partner is able to give him a ruff or to take one himself, his better plan is to endeavour in the first instance to make tricks in the plain suits if he sees any reasonable chance of so doing.

The suit in which his partner and he are likely to do best, so far as he can tell, is the suit in which he himself is strongest. There is no greater error, although none more prevalent, even among experienced players, than for a player to infer that because he is very weak in a suit his partner is probably strong. The probabilities are that the combined strength of your partner and yourself is greatest in your own strongest suit. But we must be sure that we have got the correct meaning of the word strong. According to the received theory quantity in a suit constitutes at Whist greater strength than quality. If we were to say instead greater potential strength we should have been more accurate, even when speaking of Whist; for an Ace, King, alone will make two tricks far oftener than a suit of five to a Knave. But in Bridge the element of potential strength pertaining to mere quantity in a suit is almost entirely lacking, owing to the strong presumption against its establishment. Therefore for strength in the plain suits at Bridge we must look

rather to the high cards than to the number.

For this reason it would be almost always right with Ace, King of a plain suit to begin with one of them, even were there no advantage to be gained by retaining the lead until Dummy's cards are exposed. With a major sequence of three or more cards you have got such strength in the suit as to be independent of your partner; but even with only the Ace, King, and small cards it is sound to lead them. For the same reason, Ace, Queen, Knave; King, Queen, Ten; King, Knave, Ten; and Queen, Knave, Ten are all combinations of high cards such as to lead to a justifiable presumption that the leader and his partner are strong in the suit. Ace, Queen; Ace, Queen, Ten; and King, Knave, for a reason which will be presently explained, it is unwise to lead from. Queen, Knave and others it is also good to lead from, the odds being 5 to 4 that the leader's partner has either Ace or King. A suit of Ace, Knave, and others is also quite strong

enough, the odds being the same that his partner has either the King or Queen. But with any combinations of cards weaker than those you cannot presume on finding combined strength in the suit. The best card to lead from these combinations will be discussed presently.

Tenaces of high cards, *i.e.* where there is one missing card between two, it is best to keep, avoiding a lead from the suit which contains them. Thus if you have Ace, Queen, or King, Knave, do not lead the suit. With King, Ten, or indeed King with any small cards, it is better also to avoid the suit; there is a probability that any plain suit will not go thrice round; and if you lead a small card you may lose two tricks before your King becomes the best. With Queen and others, the suit is not so bad to lead from as in the last-mentioned case; but it is better also not to lead it until Dummy's hand has been seen. With Ace and other cards lower than the Knave it is almost universally considered that the suit is a good one for an original lead, but there is great

and a great many others who lead it
in preference to any other combination.
By some authors it is said to be a very
useful lead. Few players object to the
use of the singleton lead, though many
deprecate its abuse. It is urged that
the only objection to this lead at Whist
was that it deceived the leader's partner,
who might be induced to take out trumps
and then return the lead, believing it to
be from a strong suit, as Cavendish did
on a historic occasion. If this were
really the only reason, it would have
been a very bad one, for it presupposes
as settled the very point at issue, viz.,
the virtue of the lead from a long suit.
The real reason why the lead was bad
at Whist was because it meant the
abandonment of all effort to attack,
although there was no evidence of ad-
verse superior forces. In Bridge there
is evidence of adverse strength, and a
probability that defensive tactics will be
necessary. Therefore in Bridge the lead
of a singleton is not open to the same
objection as at Whist. But although
not to be tabooed, it has distinct draw-

backs, and can never be looked on as a first-rate opportunity, to be seized on every occasion. It is quite true that the lead of a single card is an invitation to the leader's partner to lead him a card to ruff, and that at Bridge, playing against the dealer, it is almost always right to force (as it is inaccurately called) your partner at every opportunity. But as far as trick-making in the suit is concerned it is a bad lead; the leader's partner is very unlikely to have strength in it sufficient to make up for the former's weakness; the whole position of the suit is made plain to the dealer, who is sure to profit by the information; it is more likely to help to clear an opponent's suit than the leader's, and if the dealer gets the lead and exhausts the adverse trumps the result is disastrous. It is 2 to 1 that the leader's partner has not the Ace of the suit; if Dummy has it, the dealer is practically certain to suspect the real state of the case, and put it on. On the other hand, particularly if the leader has three moderate or small trumps, it is probable that his partner will get the

lead before three rounds of trumps come out, and a trick will be made by his return of the suit which would otherwise be lost. The most rational conclusion seems to be that the lead of a singleton is not so good as that from any of the sequence combinations, not as good as any suit headed by Knave, Ten, or Ten, Nine, but more likely to be of use than a lead from a weak long suit or a short suit of small cards, and less disadvantageous than a lead from a tenace or a guarded King or Queen. The lead of the highest card of a suit headed by Knave, Ten, or Ten, Nine, does not promise well; but if the leader's partner has any good cards in the suit it will assist him, and it can do him no harm, as the lead of a small single card may. Failing these, the lead from four or more cards to a Queen is probably the best, if you have such a suit. Having none of the above—neither a sequence of high cards, nor an Ace, nor a suit headed by Knave, Ten, or Ten, Nine, nor a singleton, nor a long suit to the Queen,—if you have nothing better than a long suit

of small cards and a poor short suit, it
is a case of Hobson's choice.   If you
have a tenace or a King guarded you
should probably lead your shortest suit;
if not, your long suit, however low the
cards, on the principle that if you are
not really leading your strongest suit
you had better tell your partner plainly
that you are leading your weakest, as
you will by this means give him most
information.

The above order in which the choice
of suit should be made may be recapitu-
lated in tabular form.

Suit containing—

1. A major sequence.
2. Ace, Queen, Knave;
   King, Queen, Knave;
   Ace, Knave;
   King, Queen;
   King, Knave, Ten;
   Queen, Knave, Ten;
   Queen, Knave.
3. Ace and small cards.
4. Knave, Ten;
   Ten, Nine.
5. Only one card.

6. Queen and three or more small cards.

7. Longest suit, if you have no tenace of
high cards or King guarded;
Shortest suit, if you have either or both.

So far we have only enquired what
sort of a suit should be chosen for the
original lead; we must now see what
card of the suit it is best to lead. With
Ace, King you lead the King, unless you
have no other card in the suit, in which
case you lead the Ace. If you have
other cards in sequence to the Ace,
King, continue with the Queen. With
King, Queen, lead the King; with King,
Queen, Knave, and two or more others,
lead the Knave; with King, Queen,
Knave, Ten, lead the Ten. Holding
Ace, Queen, Knave, lead the Ace and
follow with the Queen; with Queen,
Knave, Ten, or Queen, Knave, and at
least three others, lead the Queen. With
Queen, Knave, and two others, lead the
lowest; with Queen, Knave, and one
other, lead the Queen. Holding King,
Knave, Ten, there is a difference in
practice, some players leading the Knave,

others the Ten. Mr. Foster and Mr.
Elwell recommend the Ten, which is
the recognized lead in America and was
the standard lead at Whist in England
from the same combination; so also does
Badsworth, but the majority of English
players prefer the Knave. The Ten is
advocated on the ground that it gives
more information to your partner; the
Knave because it gives less information
to the adversary. Inasmuch as it is
becoming more and more recognized
that in spite of the dealer's advantages
it is best to give all the information that
you can to your partner, the Ten appears
to be preferable; but a player must be
prepared to find his partner lead the
Knave from this combination. With
Ace, Knave, and others lead the lowest
if you have four in the suit, the Ace if
you have more. With three in the suit
only, the lowest is probably the best
card.

The next subject for discussion is the
best lead from suits containing an Ace
and no other honour. If you lead from
a suit containing only Ace and one

small card you always play the Ace first. With Ace and four or more small cards every player begins with the Ace too. This was the old rule at Whist, because your Ace might be trumped if you deferred playing it, and the suit was long enough to have a chance of establishment. With Ace and three small cards it was practically out of the question even at Whist to establish a suit; and as there was always a possibility that the Ace might be trumped on the second round Parisian players latterly adopted the lead of the Ace with only four in the suit, though English players never did. There is rather more chance that the Ace may be trumped in Bridge, because there is certainly a long trump suit in one of the adverse hands; the chance of establishing the suit is even more remote at Bridge than at Whist; and there is this additional advantage in the play of the Ace, that the leader retains the lead until he sees the Dummy's hand, when he may gain some assistance in playing his game. Against the play of the Ace it is argued that you

may be giving up the command of an adversary's suit, that you are wasting a card of entry which might be useful to give you the lead at a critical part of the hand, and that you merely gather in small cards with your Ace, when if you kept it you might overtake an adverse King or Queen. There are perfectly sound objections, it will thus be seen, to either form of play, and it can hardly be said that either is wrong. The lead of a small card, it is said, occasionally enables the leader to make the first and third tricks in the suit with the Queen and Ace. In order to achieve this of course his partner must have the Queen and the Dummy the King, an event which will only happen once in nine times; and if the dealer is aware of the leader's methods he will checkmate this device by putting on the King in the first trick. To the author it appears that too much weight is apt to be given to the use of retaining the Ace for future purposes, and too little to the advisability, in a game in which you are presumably acting on the defensive, of making all

the tricks you can as speedily as possible. The balance appears to be somewhat in favour of the lead of the Ace, whether there are three or four cards in the suit, just as if there were five or more. This course of play has also the advantage of uniformity; the leader's partner may infer with certainty from the lead of a low card that his partner has not the Ace unless with the one combination Ace, Knave, and others; and it will very rarely happen that he is not able to tell after the first round is played whether the lead was from this combination or not.

With Knave, Ten, Nine you lead the Knave whatever the number in the suit. In suits headed by Knave, Ten, or Ten, Nine, lead the highest if you have less than four cards in the suit, the fourth best if you have more. This lead of the fourth best of a long suit will be explained when we come to the lead where there are no trumps; where there are trumps it is of comparatively small importance.

We now come to the lead of the single

card, as to which it may be generally
said, the lower the card the better the
lead. The Ace alone, however, is often
led; the leader's partner can generally
tell whether it is a singleton or not by
the cards in his own and Dummy's hands
and the immediate change of suit. As
you are less likely to capture high cards
with a single Ace than with a guarded
Ace, and besides run some risk of wast-
ing it on a high card of your partner's,
there does not seem to be any great
objection to this lead further than that
it exposes your weakness to the dealer;
which, however, he will find out as soon
as the suit is led in any case. A single
King should never be led at all; a single
Queen is almost equally bad, and the
Knave or Ten are cards liable to deceive
your partner. On the other hand a two,
a three, or a four is little likely to
deceive him; his own and Dummy's
hands will show him that your lead is
not from a long suit; he will almost
certainly see the cards lower than the
one led at the end of the first round;
and as the highest of a short suit is

always led he will know that you have no more.

From a suit containing Queen and small cards, the fourth best is the proper lead. As regards long suits of small cards, and short suits other than those already reviewed, the rule is to lead the fourth best of the former and the highest of the latter in every case.

We have not so far considered whether there are any circumstances in which an original lead of a trump is right in face of an adverse declaration. The most obvious case in which a player might be expected to do this is where his partner has doubled the declaration. In such a case, some writers tell you that a trump lead is imperative, others that it is unwise. There is a good deal in Helles-pont's remark that if a player does not want trumps led he cannot be strong enough to double; and this is not met by the retort that in point of fact players, and good players too, double but do not wish a trump led. There is no more attacking lead than a trump; and it is singular that the same players who favour

a forward game when trump strength is
declared against you, are inclined to be
more backward when the dealer's ad-
versary has declared himself his equal,
and probably the better of the two.
Where the dealer's own declaration has
been doubled by his right-hand adver-
sary, it is clear that the strength in
trumps is in two hands, and that the
dealer, as it is called, lies over the leader's
partner. But the doubling player will
in any case either be led through in
trumps from Dummy, or have to lead
them himself; the dealer will not lead
them up to him. As players become
more chary of doubling (and doubling is
far less rashly resorted to than it used
to be), the hand of the doubling player
will become stronger; and it may be
doubted whether a hand really strong
enough to double on can be injured by
the lead of a trump, unless the cards lie
very unluckily. In the great majority
of cases a player who doubles would
prefer to have a trump led; and unless
it is the invariable rule to lead it to him,
he will never get it unless in the very

exceptional instances of his partner having the Ace and another, or King, Queen, or Queen, Knave, or at any rate two honours. The soundest play, therefore, seems to be to lead a trump, and always your highest trump, when your partner has doubled. To play for a ruff in your own hand is obviously to attempt defensive tactics when he has proclaimed his intention to attack; while if you have a long suit yourself and lead it, you run a great risk of taking out all the cards your partner may possess in it, rendering it impossible for him to lead it to you, after he has disarmed the adverse hands of their trumps.

Where your partner has not doubled, it is evidently very rarely, if ever, good play to lead a trump. Rather than lead from tenaces or suits headed by a King, or play away an Ace, or lead a long weak suit, some players lead their best trump; particularly do they lead a trump when they have only one, on the chance that their partner may have a fair share, though not enough to double. If the declaration has come from Dummy's

hand, this may be justifiable; it never is when the dealer is the declarer.

Some writers on Bridge, for example Mr. Elwell, consider that some pains should be taken, if the trump suit has been declared by the dealer's partner, to lead a red suit in preference to a black, on the theory that the dealer is likely to be stronger in black suits than in red. This probability, however, amounts to no more than a certainty that the dealer is not very strong in either red suit, and is hardly of sufficient importance to interfere with the general principles of play. If there is equality between a black suit and a red, however, it is better to lead the red. If you double trumps yourself, you are almost always right to lead them; if you do not do so, lead the King of a suit if you have the Ace, and after you have seen Dummy's cards, try if you cannot put your partner in to lead the trumps to you. As has been said before, you can hardly ever be right to double any trump declaration if you would not profit by a lead of trumps.

When a spade has been declared by

the dealer's partner, there is no very strong presumption that strength in trumps is against you, and therefore there is no reason why you should not lead always from your longest suit, abandoning the defensive leads of singletons and suits of two or three cards. But even in this case, it is wiser to avoid leading suits with tenaces of high cards or guarded Kings.

So far we have been dealing with the original lead when there are trumps. When no trumps have been declared, the position of the leader is entirely different. His best hope is to establish and make tricks in a suit in which he and his partner have combined strength, and his first thought should be to try and hit upon such a suit. It cannot be too often repeated that the suit in which you and your partner are likely to have most cards is the one of which you hold most yourself. If you have one card only of a suit, your average on the combined hands is 5; if you have 2, it is $5\frac{2}{3}$; if you have 3, it is $6\frac{1}{3}$; if you have 4, it is 7; if you have 5, it

is $7\frac{3}{4}$; if you have 6, it is $8\frac{1}{2}$; if you
have 7, it is 9. Unless your longest
suit, therefore, is as bad as four cards
headed by a seven,—and even then if
you have no sequence of high cards in
another suit (King, Queen; Queen, Knave,
Ten, or better)—lead the suit you have
most cards of, and if you have two of
equal strength in point of quantity, lead
the one in which you have most high
cards. There is only one exception to
this rule, and that is where your partner
has doubled. In this case there are
two distinct modes of play adopted by
different schools of players; and although
the doubling of no trumps is a rare
occurrence, it is necessary before begin-
ning a rubber at Bridge to know which
mode is adopted by your partner, as if
you are not at one on the point any
doubling of no trumps will bring you
to total disaster.

In America generally and on the
Continent there is a doctrine which we
call the heart convention; in terms of
which the doubler's partner is under-
stood invariably to lead out first any

certain winning cards he himself pos-
sesses, and after that his best heart.
As in the circumstances he will rarely
possess any Aces he will generally lead
out his best heart to the first trick. In
England, generally speaking, the other
rule prevails, which is that the doubler's
partner, after playing out winning cards
as before, leads the best card of his
weakest suit. To the author it does
not seem that there is any appreciable
balance of advantage in favour of either
plan. The doubler of no trumps in-
variably is playing to make one great
suit, generally headed· by a tierce major
at the least; and the obvious advantage
of the heart convention is that his partner
can never make any mistake as to his
suit. On the other hand, the field for
doubling no trumps is greatly restricted
by the convention. By the advocates
of the American plan it is sometimes
loosely said that it is a mere chance if
the doubler's partner hits upon the right
suit where there is no understanding
as to hearts; while the English player
frequently argues that if you have a

very fine suit it is almost certain to be
your partner's worst. Neither of these
statements is accurate. Although the
doubler's partner has all four suits to
choose from, yet if there is a suit of six
cards in his partner's hand and the cards
in the declarer's are moderately evenly
divided (as is usually the case when no
trumps are declared), it has been calcu-
lated that there is no very great odds
against the opening of the right suit.
And as without a double this strong suit
would practically never be opened at
all, it does not seem that the arguments
against the English plan are so weighty
after all. The really important thing is
that you should know what your partner
wants when he doubles no trumps, and
that he should know what you desire
him to do. In the event of there being
no double, however, the rule is simple
and universal—lead out your longest
suit.

We may now proceed to discover
which card of that suit should be
selected. Broadly speaking, unless you
have great strength in the high cards

your lead should be from the bottom
of the suit. As we shall see, by a long-
established convention it is frequently
right not to lead the lowest card of all;
but theoretically you should start with
a card which could only make a trick
after the other players' cards in the
suit were exhausted. The combinations
from which you do not lead a low card
are the following.

From Ace, King, Queen lead the King,
following with the Queen, whether you
have more cards in the sequence or not.
From Ace, King, and five or more small
cards lead the King ·on the chance of
establishing the suit in two rounds. From
Ace, King, Knave, Ten, with not more
than six in the suit, lead the Knave if
you have no card of re-entry (that is an
Ace, or King, Queen) in any other suit;
having a card of re-entry lead the King.
The reason for this is that if you lead
out three rounds and clear the suit your
partner will almost certainly have no
small card to put you in again, and you
will never make another trick. But if
you have a card of re-entry you are

independent of your partner for a lead, and may take the chance of capturing the Queen with your Ace or King. With Ace, Queen, Knave, and at least four others, lead the Ace. But if you have less than four others lead the Queen, unless you have a card of re-entry, in which case you lead the Ace. From Ace, Knave, Ten, and others lead the Knave; as soon as you see Dummy's hand you will know whether you can finesse with the Ace, Ten on the second round. Holding Ace, Queen, Ten, and four or more small cards, lead the Ace; as also from Ace, Queen, and five small cards. From King, Queen, Knave, and others lead the King; lead the King also from King, Queen, and five others, and from King, Queen, Ten, no matter how many there are in the suit. This last has been a much-debated lead, but it is now practically settled that the King is the best card. From King, Knave, Ten, and others lead the Ten. It is very common play to lead the Knave from this combination; the idea being that the Knave, which is led

from several other combinations, will give the dealer less information. But it will equally give your partner less information; and as it is better, especially when the game is played without trumps, to give information all round than to withhold it, the Ten seems to be the better card. Holding Queen, Knave, Ten; Knave, Ten, Nine; or Ten, Nine, Eight, lead the highest of the sequence. In all other cases lead the fourth best card of the suit.

The fourth best card is a lead invented to assist your partner in placing the other cards in the suit. · If your partner can tell that you have exactly three cards of the suit higher than the one you lead, he can frequently, by noting the absence of lower cards from those played to the first and second tricks, tell how many of the suit you held originally. At Bridge this inference cannot be drawn so accurately as at Whist, because the dealer, having no partner to deceive, does not necessarily throw away his lowest card. But in the great majority of cases two rounds will tell an observant

partner how many you led from. The
lead of the fourth best tells your partner
a great deal more than this. By means
of the Eleven rule, as it is termed, your
partner will very often be able to tell
the identical cards above the card led
in your hand. The Eleven rule will be
explained in a future chapter.

CHAPTER IX

THE LEAD FROM THE HAND ON THE DEALER'S RIGHT

Having examined the mode of play to be adopted by the player to the dealer's left in his original lead, let us consider what his partner should lead when it comes to his turn to do so. We shall first deal with the case where a trump has been declared.

It is sometimes the best plan to return the suit originally led by your partner, though it is by no means imperative to do so. If it is obvious that he has led a weak suit, and from the cards seen it is likely that his lead was a singleton, you had better return it at once. Your partner has told you that he desires to make a small trump, having nothing better in

his hand to play for, and you had better
enable him to do so. In considering
whether to return his lead or not, you
must always keep in view that he may
have a tenace or a King in any suit in
which these cards do not appear in your
hand or Dummy's. If he has led first
Ace and then King of a suit, you may
take it that he wishes the suit led in
order to trump the third round. It is
particularly incumbent on you to give
your partner a ruff if the adversary has
made an effort to take out trumps; and
this is quite irrespective of your own
strength or weakness in the trump suit.
Again, if your partner has led from ob-
vious strength it is usually good play to
return him his suit, unless Dummy holds
a tenace over him. If you have the
best card of your partner's suit in your
hand it is generally good play to lead it.
To return your partner's suit when
Dummy has no high card in it, particu-
larly if you have a card better than
Dummy's best, is obviously good. As
to the card which you ought to return,
it is the rule to play your highest if you

held originally three, your lowest if you held more; but the condition of Dummy's hand may lead you to deviate from this rule. If you have a card better than any Dummy has, it is best to lead it irrespective of the number in your own hand. If only one round of your partner's suit has been played, and you know him to have the best card, holding only one yourself, you should generally lead it, especially if in playing the card you complete the signal showing that you can trump the third round.

Failing a return of your partner's lead you must open a suit of your own. If you have a very strong suit, it is better to open it than to return your partner's, unless there is some particular gain to be achieved thereby. Where you open such a suit, you follow the same rules in leading as those explained already for the original leader; but where you have not a suit containing high cards of such a value that you would begin with one of them, your choice must be made with reference not to your own hand alone but to Dummy's also. You will fre-

quently hear repeated the obvious maxim,
" Lead up to Dummy's weakness". That
it is advantageous to have a weak fourth
hand on your lead is very evident; yet
how great the advantage is is not fully
appreciated by many players. A typical
example will show what a difference it
makes. Everyone can see that Ace,
Queen, Ten are better cards than King,
Knave, Nine; but if the latter lie in your
partner's hand, and the player on your
left has the former, two leads from you
will enable you to make two tricks in
the suit and the adversary only one.
But reverse the cards, giving the major
tenace to your partner; and the Ace,
Queen, Ten will make three tricks, the
adversary none.

It is rare that the whole strength of a
suit is found in a single hand; it is more
rare still that three hands are all strong
in the same suit. In every mode of
distribution whereby two players have
at least four cards apiece and the other
two have each fewer than four, the suit
may be said to have two strong and two
weak hands. Assuming, as every Bridge-

player rightly does, that it is good play
to lead up to Dummy's weak suits, the
further question remains: Is it better
to do so in a suit in which you have
strength yourself, or in one wherein you
are weak? For an answer to this ques-
tion let us consider all the possible posi-
tions of the unseen cards. If you are
leading from weakness, the strength in
the suit may be divided between the
dealer and your partner, or the dealer
may have the whole of it. Your partner
cannot have all the strength in the suit,
otherwise he would have led it; but he
may have Ace, Queen, or King, Knave,
or King, Ten. If the high cards in the
suit are divided it is clearly to your
advantage to lead it, particularly if from
your hand you do not expect to have
the lead often. If the dealer has the
whole suit in his control you can do no
harm by leading it, and may make good
a guarded King or a Queen in your
partner's hand. Now take the case
where you lead a strong suit. If your
partner has also good cards in the suit
it is a good lead; but if the remaining

strength lies with the dealer you lead
the suit at a disadvantage; for if he
plays a fairly high card in the first round
to assist Dummy, he will discover your
partner's weakness and finesse against
you. It follows that where you are not
strong enough to lead a high card, it is
more to your advantage to lead from a
weak suit than from a strong one up to
Dummy's weakness.

Supposing the lead to have to be
made up to strength in Dummy's hand,
it is clearly better to lead a suit in which
you are strong yourself. Indeed to lead
from a weak suit up to strength in
Dummy's hand seems to be only allow-
able in one instance, and even then it
ought to be avoided, unless all other
leads are disadvantageous. If you have
weak trumps and a single card in a plain
suit of which Dummy has not the Ace
(it is still better if he has neither Ace
nor King), you may lead the singleton.
Your partner, who can see two hands, is
not likely to imagine that you led from
strength; but even if he thinks you did,
he will be right to return the suit

From this we may deduce the rule that the partner of a player who leads what is evidently a weak suit up to a strong suit of Dummy's, should return the suit at the earliest opportunity.

The four positions in which the leader may be placed in respect to Dummy as fourth hand stand therefore thus in order of merit:—

1. Weak suit up to weak; which we may call the first position.
2. Strong suit up to weak (second position).
3. Strong suit up to strong (third position).
4. Weak suit up to strong (fourth position).

As has been already said, strength in any suit which would justify you in leading a high card were you the original leader, is preferable to anything else to lead from. In leading from a sequence of high cards, however, it is better to reverse the usual rule and lead the lowest of the sequence. The reason for this is that the adversary will not know whether your lead is from the first position or from great strength, while your partner can hardly be deceived. Apart

from the possession of a suit of this strength, the first position is the best for the leader. In leading from it you should adhere to the rule at Whist of leading your highest card. Even if Dummy has a better this is right. For example, if your best is the Knave, and Dummy has the Queen, lead it. Your partner must judge whether to let the Queen win or not; if he has the Ace, Ten he will pass and hold a tenace over the King. The ideal form of the first position is of course where your cards are just higher than Dummy's; as for instance where you hold Ten, Nine, and Dummy has Eight, Seven. If you have the King and Dummy the Ace, do not lead the suit in any position; and the same rule applies if you have the Queen and Dummy the King. If Dummy has either Ace, Queen, or King, Knave, you should not lead the suit, regarding him as having strength whatever number of cards he possesses. If you have a tenace of honours yourself, and Dummy has the intermediate card, it is obvious that you ought to avoid leading the suit. Lastly,

if either King or Queen is the only honour in your short suit, it is generally inadvisable to lead it unless every other lead is obviously disadvantageous; this rule, however, applies to suits with the King with much greater force than to those with the Queen, particularly if your partner adopts the plan of leading out an Ace from Ace and any number of small cards. If your short suit in the first position consists of Ace and one or two small cards, lead the Ace, unless Dummy has the King; in which case it is better to avoid the suit. If, however, your partner has led a low card of another suit originally, you can hardly expect him to have Queen, Knave, for he would have chosen to lead that suit in preference.

The second position is not quite so favourable to the leader as the first; but it has this to recommend it, that there is more chance that you and your partner have great strength between you. You ought to lead as directed in the list of original leads with a very few exceptions. Avoid leading up to a tenace of high cards in Dummy's hand, and avoid suits

where you have King and Dummy Ace,
or Queen and Dummy King. If you
have Ace, King do not underplay, how-
ever weak Dummy is, for the leader will
at once play the Queen on your small
card if he has it. Avoid leading suits
in which you have Ace, Queen, or King,
Knave, if Dummy has the intermediate
card; if he has not, you may just as well
lead them. If you have the Ace and
Dummy has no honour you are better
to lead it; the dealer, if he has the King,
will play it on a small card led. If you
hold King, Queen, and others, Dummy
having only small cards, do not be
tempted to lead a small card, thinking
your partner may finesse. Remember
that it is 3 to 1 that your partner holds
either Ace or Knave; that if he has either
you gain nothing by leading the small
card; and that if the dealer has both he
will play the Knave on the first trick
and steal a trick from you.

The third position is less advantageous
to the leader than the foregoing, but
inasmuch as more of the suit is exposed
the play in it is simpler and more

obvious. Avoid leading up to the high
tenaces, and avoid leading from Ace,
Knave, if Dummy has King, Queen, or
vice versa. If you have Ace, Knave,
Ten, and Dummy King, Queen, lead
the Knave and wait for your partner
to return the suit. As has been said,
it is hardly ever permissible to lead
from a suit in the fourth position.

The lead from the dealer's and
Dummy's hands is altogether of a
different character from the leads of
the adversaries, inasmuch as the dealer
knows from the beginning every card
against him, and there is no necessity
for adhering to rule for the sake of
giving information. Leads from these
hands will therefore be discussed when
we come to consider the dealer's play
in general.

When you get the lead later in the
hand, after having led your suit once,
your best course is so dependent on the
cards that have been played and the
information given by them, that it is
impossible to lay down any general
rules. If you have the best card of

your suit, it is generally wise to play it, unless you hold a tenace over Dummy, and are sure that the suit will go round thrice. If your partner is marked with the best card of his suit, it is generally right to lead it to him. Failing these, if one round will clear a suit, either for yourself or your partner, you can do no harm by taking it. If you can give your partner a ruff, you should not neglect to do so. Further directions may be found in the chapter on the general play of the hand by the dealer's adversaries.

Where there are no trumps, the play of the original leader's partner is simpler. In the majority of cases it is best to return your partner's lead, selecting your card in the same way as you do where there are trumps. If you have a very strong suit yourself, it is better to play it. But where Dummy's hand shows that you have no chance of clearing a suit, it is better to avoid leading it; and if both your suit and your partner's are in this unfortunate position, you had better lead a suit in which Dummy is

weak, observing the same rules as are laid down for a lead up to Dummy's weakness when a trump has been declared. The reason why returning your partner's lead is better than opening your own suit is, that a trick in it having already been played, it is presumably a step nearer establishment than a fresh suit. In selecting the card to lead, the same rules are followed as govern the original lead.

In leading through Dummy's hand, it is obviously better to lead through his strong suits than his weak ones; for if the strength of a suit is divided between your partner and the dealer, you give the latter every advantage by leading it. It frequently happens that you as original leader get the lead again, and find it inadvisable to continue your own suit. If you must choose a suit by reference to Dummy's hand, select if possible one in which you are weak and he has such cards or combinations as King; Ace, Queen; Ace, Knave; King, Knave; or King, Ten. Do not lead through him if he has a high sequence, such as Ace,

King; or Queen, Knave guarded. If your partner is strong in the suit he can finesse; and if he is weak you can hardly do any harm by your lead, and he may be able to trump. The occasion where you and Dummy are both strong in the suit is less likely to occur, as you will probably have opened that suit origin-ally; but if you must lead such a suit, it is better to conceal your strength, if you can. If, however, you have King, Queen, and Dummy Ace, Knave, you must of course lead the King; if you have Queen, Knave, and he has either King or Ace, lead the Queen — the Knave would merely confuse your partner and serve no good purpose. And do not forget to lead the highest of a suit of less than four cards—in this position especially such a lead may be useful to your partner.

When a trump has been declared against you, it not infrequently happens that after two rounds of your longest suit have been played, you remain with the best card and one or two others, and the player to your right has the

second best guarded, the others having nc more of the suit. In such a position it is frequently good play to lead a losing card of the suit, retaining the best, especially if the strong trump hand is to your right. You place the dealer in as great a difficulty as if you led the best card, and you remain with command of the suit; and you are very unlikely to lose by taking a small trump out of your partner's hand.

CHAPTER X

THE PLAY OF THE SECOND HAND

The cardinal rule for the play of the second hand, or player to the left of the dealer, is the same at Bridge as at Whist, viz.: play your lowest card, unless you have a sequence as high as Knave, Ten, when play the lowest of the sequence. Where there are trumps it is very important to remember that at Bridge it is wise for the non-dealers to make certain, if possible, of the first two tricks in the suit; for as the other party is presumably strong in trumps, it is odds against any suit going round thrice. Where you have Ace, King, therefore, it is wise to play one; and even if you have the Ace without the King, you should play it if you suspect the

card led to be a singleton, and if Dummy
holds either King or Queen of the suit.
If Dummy holds an honour and you
have any superior honour, except the
Ace, you should play it. If Dummy's
cards are all lower than the Knave, and
you have the Queen or Knave or both
of them, play one, but if you have the
King do not play it; for it is probable
that the dealer hopes to remain after
the first round with a tenace over your
partner. Even if your King is singly
guarded and the dealer has the Ace,
you will make it on the second round if
he finesses. If Dummy's cards are all
low and you have one higher card, it
is not always advisable to play it. The
strength must be divided between your
partner and the dealer, and if your
partner takes the first trick he may put
the dealer in a difficult position by lead-
ing the suit through him again. If you
have King, Queen, and the Dummy has
the Ace, play one of them, unless it is
perfectly clear that the Ace must be put
up to make the trick in any case. If
Dummy has Ace, Queen, and you have

King, and the Knave is led, you had better play the King on the chance of your partner holding the Ten. Unless the Knave is a singleton the adversary must otherwise make three tricks in the suit. If, however, the Ten also is with Dummy, it is no use to cover with the King. Holding Ace, Queen, when Dummy has King, Knave, you may be certain that the dealer intends to finesse, and play your Ace first round. If you have King, Queen, and Dummy Ace, Knave, play one of your honours. It need hardly be pointed out that to attempt to conceal the Ace by holding it up when the King is led, as used to be done at Whist, is absolutely useless. Play the Ace on a King or Queen led, but not on the Knave unless Dummy has only one card in the suit. In other cases, you should follow the rule and play your lowest card second hand.

Where no trumps have been declared, the scheme of play is the same with this variation; that as your cards can never be trumped, you are better to keep the most valuable as long as you can with-

out risk of losing them altogether. The making of the first and second rounds in the suit is of minor importance; you wish on the other hand to retain the command as long as possible. When the dealer leads out a suit (which very frequently happens in the second trick of the hand), you may be certain he is acting with one or other of two designs; either to put the lead into Dummy's hand with a view to finessing in his own best suit, or to clear and make tricks in a suit in which his combined hands are strong. You can generally tell at once if the first of these is his object; because Dummy will have either Ace or King of the suit so led. If you have the Ace of a suit you can rarely make a mistake in holding it up as long as you can. If you have the King and one other, and Dummy has the Queen, you must play the King; otherwise you may never make a trick in the suit. Similarly if you have the Queen and only one or two other cards, and Dummy has the Knave or the Ten, you must play the Queen. But with more guards to your

King or Queen play the lowest. Even should the Dummy's card draw the Ace from your partner where you have the Queen, your Queen is still good on the third round. Where you have King and Dummy Ace, and the Queen or Knave is led, cover if you have only one small card; if you have more, play your smallest. If you have Queen, and Dummy Ace, King, and the Knave or Ten is led, cover with the Queen unless you have four in the suit. In other cases play your lowest.

Where the lead comes from Dummy, the rule is that you play your lowest card, except in cases where if you had the lead you would play a high card; and when you do play a high card play the lowest of any sequence. Where there are trumps you will rarely do wrong to make certain of a trick when you can. If Dummy has the Ace and leads a small card, play the King if you have it; and if you have the Ace you will rarely lose by playing it on a small card led when Dummy has not the King. If your partner has the King you do no harm; while if the adversary has it he

will make it in any case, unless he has the Knave also and finesses. But if Dummy has the King, do not play your Ace. If Dummy leads an honour, and you have a superior honour, cover in all cases. Otherwise play your lowest card second hand to Dummy's lead. Where there are no trumps the rules of play are practically the same, with the variation that you must keep the command of the suit as long as you can. Do not part with the Ace till you have to; and similarly keep the King until you see that by refusing to·play him you will lose him altogether. If Dummy leads an honour or the Ten, it being his highest card, cover with a superior honour, unless Dummy has no other card, or you have two more cards of the suit than he has.

The dealer's play second hand will be most suitably considered when dealing with his play of the cards in general.

CHAPTER XI

THE PLAY OF THE THIRD HAND

The rule for the play of the third hand is, as at Whist, to play to take the trick if possible, and as cheaply as possible. Therefore if you are to the left of Dummy you play your highest card, unless there is a higher in the trick already, or your partner has led one of equal value, and if your highest cards are in sequence you play the lowest of the sequence. If you cannot beat the best card against you, you play your lowest. This rule is subject to two modifications, which are called respectively finessing and unblocking. To finesse is to play the lower of two or more cards not in sequence, in the hope that the intermediate card or cards may lie with your right-hand ad-

versary, and that thus you may save your higher card. To unblock is to play so that if your partner establishes his suit you will not be obliged to win a trick in your own hand, when it would be better for him to have retained it, so that he may go on leading the suit. A simple instance of finessing is where you have Ace, Queen, and play the Queen third hand, the King being to your right. If your partner, again, holding Ace, Queen, Knave of a suit, leads the Queen and then the Ace (as he would with no trumps declared), and you, holding King and two others, fail to play the King to one or other of these tricks, you must play him the next round, and your partner can never make the other cards of his suit unless and until he gets the lead in some other; by playing so you *block* his suit. To unblock would be to play the King either on the Ace or the Queen.

When playing against the dealer, finessing, in spite of the craft which its name implies, is a very simple matter. For with Dummy on your right, you can see

whether or not he has the intermediate
card or cards, and if he has them finesse
with certainty of success.   If he has not
got them, it is obviously absurd to finesse,
because they must either be with your
partner or the dealer.   There is, how-
ever, one case in which, holding what is
called an imperfect tenace (*i.e.* two high
cards with two amissing between them),
you should play the lower even though
Dummy has not both missing cards.   If
you have Ace, Knave, and he has the
Queen doubly guarded, you should play
your Knave.   You cannot lose by this,
even if the dealer should have the King;
and if your partner has that card you
prevent Dummy's Queen from making,
and gain a trick.   If Dummy has the
King singly guarded instead of the
Queen, do the same; but if he has more
cards with his King, it is obvious that
he must make it in any case.   If, how-
ever, there are trumps declared, and you
have only Ace and Knave, finesse; if
your partner has the Queen you make
both of them, and can trump the King
in Dummy's hand.   When the Dummy

is on your left, your play is very simple;
you win the trick with the lowest card
which will beat Dummy, and if he has a
better card than any of yours, extract it
as cheaply as possible. The dealer's
play in finessing is a part of his play in
general, and will be adverted to when
we come to deal with it.

Unblocking is of the greatest import-
ance when the game is played without
trumps; where there are trumps its ad-
vantages are so greatly diminished that
most players pay no attention to it, and
it is not in ordinary play often used.
The cardinal principle of unblocking is
to keep a small card of your partner's
suit as long as you can; so long as you
adhere to this rule you can never block
it. Where there are trumps you play
your lowest card if you cannot win the
trick, unless you desire to signal, as
described on page 247. But when there
are no trumps, it is frequently necessary
to play a high card on a high card led
by your partner. Thus, if your partner
leads either Ace or Queen, and you have
the King singly guarded, you must play

it on the card led, otherwise you are in
great danger of blocking his suit. In-
deed you are sure to do so, unless his
Queen is led from Ace, Queen, Knave
and others, in which case it does no
harm to play it, and return the suit.
If you have two guards to your king, it
is equally clear that you may, if you are
not careful, block the suit on the third
round; your invariable plan, therefore,
should be to retain the lowest card, in
which case you can never block his suit.
You can also by this means incidentally
show your partner how many of his suit
you hold. If you play your second best
always to the first round, and make no
effort to win the trick, you will on the
second round play your best, if you had
only three originally; but on the second
round you would play your second
lowest if you had four; so that your
partner knows when you signal in this
way that you had at least four originally.
On the other hand, when you play a
high card unnecessarily to the first trick,
and a lower one to the second, he knows
that you have two more. Thus, suppose

your partner leads the King of a suit.
If you have Ace, Ten, play the Ace first
round. If you have Ace, Ten, Six play
the Ten on the King, and the Ace on
the second round. If you have Ace,
Ten, Six, Three, play the Ten on the
King, and the Six second round, if he
continues with the Queen. Similarly if
your partner having again led the King,
and you have Knave and two small
cards, play the middle one on the first
trick and the Knave to the second; if
you have Knave and three small ones,
play the second best to the first trick,
and the middle card of the remaining
three to the second. It may be observed
that if you hold the best card of your
partner's suit, it is no use to play it away
so long as the second best is in Dummy's
hand; you will only throw away a trick
by so doing, and Dummy will block the
suit as effectually as you would. It is
equally impossible to block your partner's
suit with the second best card so long as
Dummy still holds the best.

Cases sometimes arise for which it is
difficult to lay down a fixed rule, where

with only two cards in your partner's
suit you will prevent him from making
it, unless you play the higher first round.
You should always be on the look-out
for this when Dummy, after playing to
the first trick, has no cards of any value
in the suit. In such a case it will some-
times happen that your partner after
the first round has a tenace over the
dealer, which if he makes he will estab-
lish the suit. If the only card remain-
ing in your hand is one which he is
obliged to allow to win the trick where
the dealer does not cover, you have no
other card to lead to him, and unless he
has a card of re-entry he will make no
more tricks in the suit. In any case,
where you are going to discard one of
two cards of your partner's suit it is
generally better to discard the higher.

The lead of the fourth best card when
the hand is played without trumps is
at Bridge, even more than at Whist, a
great assistance to the dealer's partner
in placing the cards of the suit. The
Eleven rule, said to have been first
enunciated by Mr. Foster, is a very

simple method whereby you can tell a
good deal about the suit as soon as
Dummy's hand is laid down. Years
before the Eleven rule had been gener-
ally made known, the author, and no
doubt hundreds of other Whist-players,
had by some method of their own made
the very simple deduction involved
therein. The author's plan was as fol-
lows. As there must be three cards
higher than the fourth best in the
leader's hand, assume that they are the
three immediately above the card led,
and the length of the major sequence
above that sequence will give you the
number of cards above the card led
which are in the other three hands.
Thus if a seven is led, assume in the
leader's hand the three next higher
cards. There is a quart major beyond
that, therefore four cards above the
seven are out against him. Probably
the Eleven rule is even simpler than
this method. It is this. Deduct the
number of pips on the card led from
eleven, and the result is the number of
higher cards out against the leader. As

it is better not to play by rule of thumb when the *rationale* of the method is simplicity itself, it may not be out of place to explain why the Eleven rule gives you this result. If the cards above the Ten were all numbered like the rest, as but for æsthetic considerations they might be, the Knave, Queen, King, and Ace would be respectively eleven, twelve, thirteen, and fourteen. As the number of cards above any led must therefore be obtained by subtracting it from fourteen, so if you assume that there are three of these higher cards already accounted for, you will arrive at the number of the remainder by subtracting it from eleven.

It is apparent at once that as soon as Dummy's cards are seen you can tell exactly how many cards in the suit above the card led the dealer possesses, and from the nature of the lead you can frequently infer what cards these are. For example, if your partner leads a Seven, and Dummy has the Queen, the Ten, and a small card, while you have the King and the Eight, all the superior

cards are accounted for, and you know your partner to have Ace, Knave, Nine, and the dealer none higher than the Seven. If Dummy does not cover the Seven you will therefore play the Eight and return the King to your partner; if you play the King on the first round, as you would be bound to do without this calculation, Dummy's Queen will win the third round, whereas if you have a small card yourself, you completely establish your partner's suit, and he makes every trick in it even if he has no card of re-entry.

CHAPTER XII

THE PLAY OF THE DEALER IN GENERAL

After the trump has been declared, and the first card led, the Dummy's hand is laid down, and the dealer knows precisely what forces are against him, though he is only acquainted with their position so far as the leader's card has permitted him. This is the critical moment of the hand for him; and if he is a good player he must, before he begins to play, make up his mind what line he is going to follow. To enumerate by a category the various possibilities that lie before him, and attempt to lay down rules for all, would be as tedious as futile. But he must at once ask himself, How am I to make the most of

these twenty-six cards? If I am strong, how am I to use my strength to the best advantage? If I am weak, how am I to conceal my weakness and prevent my opponents from taking advantage of it? There is no more important qualification of the successful Bridge-player than the ability, in the brief space which the amenities of the game allow him, to decide upon his plan of campaign. The inferior performer never does this at all; or if he does, he never looks beyond the first three or four tricks. When a trump has been declared from a strong trump hand, it is amazing how often a player, getting the lead at the first trick, will call down three rounds of trumps without ever pausing to consider whether a small trump might not with perfect safety be made out of the weak hand if he delayed his impetuous attack, or without reckoning whether his cards in the plain suits were such that any object could be served by exhausting the trumps. Similarly, when · no trumps have been declared, many a player

hastens to make five certain tricks in his great suit without calculating whether he might not first with perfect safety clear a second to advantage, which it may be difficult to do later on unless he can place the lead in either hand at will. It is rarely possible, unless you are a great genius at Bridge, to settle in your mind what your game is to be at the very first glance; and players who habitually play a card the instant Dummy's hand is exposed are generally unscientific. There is no need for a solemn pause, and anything of the kind is both annoying to the adversaries and unfair; but it is always well to take a brief survey of the position (you can do this to some extent while Dummy's cards are being laid out) before beginning.

When there are no trumps, your first thought naturally is to win the game, and failing that the odd trick. You will for this purpose look for a long combined suit—one preferably in which there are at least five cards in one hand. You must consider how the lead can best be made, generally from the hand

with the fewer cards of the suit; and you must be careful to plan your play so that the long hand may get the lead so as to make ultimately the end cards of the suit.

One precept may be enunciated which will often be a useful guide. If it is impossible to prevent the adversaries from making a trick in a suit you wish to establish, however the cards lie and however you play, you are better to give it to them at once, keeping cards of entry in it if possible in both hands. For example, suppose you have Ace and two small clubs, and Dummy King and three small ones, with no safe card of re-entry, your only chance of making three tricks in the suit is that the opponents should have three each. By no possibility can you prevent them from making one trick. Play only small cards to the first trick, and when you recover the lead, play your Ace and then the small one. If you play out the Ace and King at once, you will no doubt clear the suit, but you may never make the thirteenth card in Dummy's

hand. This device is called in America ducking; opportunities for making use of it are frequently missed through want of forethought. Another form in which the same scheme is used is where the weaker hand has a long suit headed by Ace or King, and no card of entry, and the declarer has three small cards of that suit. Here your only chance of making tricks in the suit is to throw small cards to the first two tricks, on the chance of clearing the suit, when you will make three or four tricks if you succeed. To play out the Ace at once, or to play the King third hand in the hope that the Ace may be to your right, is to give up all chance of establishing the suit, and should never be done unless you are so weak in the other hand that you see your defence will be exhausted before you can reach the third trick in the suit you hope to make good.

You will naturally take every finesse you can, and even finesse very deep, *i.e.* with cards as low as the nine or eight. There are occasions when a survey of your forces, however, leads you to the

conclusion that in spite of the declaration the adversaries must beat you, and then you must play to save the game, and risk no finesses, unless a successful finesse is the only thing to keep them from winning. You will find your most precarious position to be that in which one of your adversaries has established a suit and still holds three or more cards of it. The hazard of this position is greatly increased if the other adversary possesses a card of the suit too; wherefore it is of the highest importance to retard the establishment of the suit of one opponent until the other's cards in it are exhausted. This consideration has given rise to a policy which may be expressed in the following rule. Unless you can count with certainty on the immediate prospect of securing the game, never willingly part with the command of your adversary's suit so long as his partner may have one card of it. It is perfectly true that the player who led the suit may have a card of entry in another, in which case your labour will have been in vain; but if he has he

would have made all his cards in any case, so that you will have lost nothing by holding up the best. It is evident that where one of the adversaries has an established suit and his partner none of it to lead him, it is much more dangerous to finesse against him than against his partner. When an occasion arises on which you have to decide whether to finesse against such an opponent or not, you must be guided by the results as far as you can foresee them. If you gain more by the finesse, if it is successful, than you lose if it fails (either on account of the cards, or the score, or the number of tricks you have already made), you should take the risk; otherwise you should not. But you must not lose sight of the fact that if the player with the established suit holds the intermediate card of your tenace, he is very likely indeed to get the lead with it whether you finesse or not; so that unless the one trick is necessary either to win or save the game or make the odd, and may be lost otherwise, the finesse is generally correct.

You will frequently find that a good
hand on which no trumps has been
declared is seriously hampered by the
difficulty of putting the lead in the hand
with which it is in partnership.   For
this reason it is generally better, where
you have the alternative, to take a trick
with the strong hand rather than with
the weak; for you thereby leave a card
of entry in the latter.   It is also better,
where one of the partners has a long
suit, to lead that suit from the other
hand.   You will of course be very care-
ful not to block with one hand a long
established suit in the other; though this
appears so obvious, it is astonishing to
see how often it is neglected.   Where
you have a long suit in each hand of
practically equal strength, it is generally
better to play first for that which Dummy
has, for thus you conceal the other as
long as possible.   It is of importance,
also, to preserve at least one card of
entry in each hand wherever you can, so
that you can lead from either.   A great
deal may often be learned from watching
the discards of your opponents; when

you observe one of them retaining all
the cards in a suit in which he cannot
be strong, you may infer that he is
guarding a high card in it, and can
finesse against him accordingly.

The dealer is generally instructed to
play false cards on every occasion, be-
cause by this means he confuses the
adversaries. A false card is a card dif-
ferent from that which according to rule
you would play if you had a partner.
For example, to win a trick with the
Queen when you have the Knave, or
to throw away the eight when you have
the four, is to play a false card. False
cards, indeed, may be said to be always
of one or other of these kinds; the top
of a sequence instead of the bottom, or
an unnecessarily high card when you
are not trying to win a trick. It may
be observed at once that the essence of
success in playing false cards is the ab-
sence of uniformity; if you do it always
it is practically useless. To play the
lowest of a sequence when trying to win
a trick tells your partner and the table
that you have not the card immediately

beneath it; if you invariably play the highest in similar circumstances you equally tell the table that you have not the card immediately above it. The author knows a player who, when dealer, habitually plays the Ace when he has Ace, King, and the King when he has King, Queen. The result is that when he plays the King everyone knows he has not the Ace, and when he plays the Queen everyone knows he has not the King. He thus contrives to give his adversaries rather more useful information than he would if he never played any false cards at all. To play the Ace when you have Ace, King is almost invariably useless. Indeed false cards played by the dealer should be used somewhat sparingly. It is no good against observant adversaries to try to conceal a small card when they have had the opportunity of throwing away higher ones, and have done so. An instance of this will be found on page 251. Unless you can see a possible purpose to be served by the play of your false card you are probably better to avoid it.

The dealer's play second in hand is often a source of perplexity, particularly where there are no trumps. Where the lead comes from your left, and you have either the Ace or King yourself, you will naturally play the lowest card out of Dummy's hand. But if you have the Ace, and Dummy the Queen or Knave, or if you have the King doubly guarded and Dummy the Knave, it is better to play the high card from Dummy, as you may save a trick thereby. Similarly if a low card is led, and Dummy has either King and one other, or Queen and two others, you holding only small cards yourself, play the honour on the first round; it is your best chance to make it. Again, if Dummy has nothing but small cards in a suit, and the lead comes from your right, you are better to try to take the trick second in hand with a King or Queen than to pass it, as the adversary on your left is certain to finesse against you. If, however, Dummy has the Knave, and you have the King twice guarded, it is no use to play it; you should play your lowest.

Where there are trumps, the play second hand is somewhat different. Where the player to your left is leading, and Dummy has the King and a small card, do not play the King on a small card led, unless you know that your adversary does not lead out the Ace of a plain suit. If you have the Ace in Dummy's hand, and the Queen or Knave in your own, do not play the Ace on a small card led, unless, from the number of cards of the suit you can see, you suspect the lead is a singleton. If a weak suit of Dummy's is being led through, you may as well try and win the first round with the King if you hold him, or even with the Queen where you have the Ace yourself, unless you have at least four of the suit. Where a card above the nine is led, and you have a fourchette—*i.e.* the card above and the card below it—either in your own hand or in that of Dummy, always play the higher of the two.

Where the player to your left leads a King, and you have Ace, Knave, and a small card of the suit, Dummy not hold-

ing the Ten, you may sometimes find it good policy to allow the King to go up. Where there are no trumps you must always do this, because the leader has evidently Queen, Ten, and will finesse against you successfully when the suit is returned to him. Where there are trumps, your play must depend on whether it appears probable that the suit will go round twice. If so, you can obviously lose nothing by holding up the Ace; no doubt if the leader discontinues his suit, and you are led through by his partner, you will only make the Ace; but the leader would have finessed against you in any case, and you could not have made your Knave. If, however, Dummy has the Nine, it is perhaps better where there are trumps to play on the Ace first round, on the chance that the leader's partner will return him the Ten, when Dummy's Nine is good in the third round. Where you hold up the Ace you will of course frequently have your tenace led up to, the leader crediting his partner with the Ace; but the value of the third trick in a plain suit is consider-

ably diminished by the fact that a suit seldom goes round thrice where there has been a suit declaration. This device was known at Whist as the Bath Coup; but at that game it was seldom used to advantage, and was unfavourably regarded by good players.

CHAPTER XIII

THE PLAY OF THE DEALER'S ADVERSARIES IN GENERAL

We have already considered the play of the dealer's adversaries in the matters of leading, returning leads, and play second and third in hand; but there are still some points of policy in the general course of the game as played by them which require to be referred to. The first of these which we shall consider is the very important rule that you ought to keep the command of the dealer's suit as long as you can, when the game is played without trumps.

This point we have already examined in regard to the play of the dealer himself. It is of equal consequence to his adversaries, and all that has been said

applies to their case. It is generally possible at a very early stage of the hand to see that the dealer has a long suit in his mind which he intends to establish and make. If that suit is in the declaring hand there is generally little chance of stopping it, as he must have cards of re-entry; but the declaring hand, in a majority of cases, consists not of great suits, but of a fair distribution of suits and some high cards in each. As soon as you see that he is trying to play for a suit in which the weaker hand has five or more, do all you can to block it. If the dealer is himself the declarer, you can easily see whether Dummy has any prospect of re-entry if his suit is blocked until his partner has no more. Where the dealer's partner made the declaration, you can only draw inferences as to the dealer's own hand; but as he may have no card of re-entry in his own hand, you ought always to keep the command of the suit he is evidently strong in till you are forced to part with it.

Where there are trumps, you ought

to give your partner a chance of making a small trump by ruffing on every possible occasion. At Whist it was the rule never to do so unless you were strong in trumps yourself, or the adversary had led or asked for them. The reason of this was that your partner might have good trumps and desire to play an attacking game, and if you made him trump you weakened his hand. Before the supersession of Whist there was a reaction against this theory, many players declaring that you should always force (as it is called) your partner unless you have evidence of his strength —the burden of proof being thus shifted. Whatever was the correct play in Whist, in Bridge everyone is agreed as to the good policy of forcing. You may also generally gain by forcing the adverse strong trump hand; but avoid giving the weak one a chance to ruff. And it is the worst possible play to lead a card of a suit of which your partner has still one or more, but in which your adversaries are exhausted; for the weaker hand will trump and the stronger dis-

card a losing card. It is also very bad to lead a card which the second hand will head when both your partner and the fourth hand have no more of the suit.

The next point for consideration is a very important one, inasmuch as it occurs in every hand: when you cannot follow suit and there are no trumps, or you do not wish to trump, what are you to discard? As Bridge, after the declaration is made, is simply Whist with a Dummy, it is as well to begin by stating the recognized rule at Whist for the discard. You were told by all the authorities to discard from your shortest suit unless the adversaries had shown strength in trumps, in which case you were told to discard from your longest. This was quite in keeping with the fundamental policy of the English school of Whist-players—to prepare everything for attack until you were actually called on to defend. You kept your best suit intact in case your partner should be able to take out trumps and help you to make it good; when you had evi-

dence that such an end was hopeless,
you played to protect your weaker suits,
in case the adversary, having proved to
be the extractor of trumps, should pro-
ceed to establish them. We have already
seen that the application of the theory
of Whist to Bridge is subject to con-
siderable modifications on account of
the presumption that the dealer is the
stronger party. There is probably more
difference, both in opinion and in prac-
tice, as to the discard than as to any
other disputed point in the game; and
the authority of the Whist rule is claimed
by all parties in support of their par-
ticular method. You have two objects
in view in selecting the suit to discard
from: to keep all the value of your
hand, and to tell your partner what suit
you wish him to lead. We shall first
consider the discard where there are no
trumps.

There are three distinct doctrines,
which may be at once stated.

1. Discard always from your weak suits;
   but if you cannot do so without un-

guarding high cards in them, discard twice from your strongest suit, using the signal to inform your partner that it is the suit you wish him to lead, *i.e.* playing the higher card first.

2. Discard from your weak suits if your partner is making tricks, from your strongest suit if your opponents are.

3. Discard from your strongest suit always.

The first is the rule almost universal in England, and is recommended by Badsworth and Mr. Dalton, both of whom generally follow English methods in the game. The second is that which you will find in the works of Hellespont and John Doe. The third is the recognized rule for discarding in America, and is laid down without qualification by Mr. Foster and Mr. Elwell.

The author submits that on a careful analysis of the methods, the first at least is demonstrably inferior. Its practitioners admit, with Badsworth, that it has only one advantage, viz., that if you throw away a card from your best suit you may lose a trick if you ever get the lead

and establish it; but they claim that this
merit is great enough to outweigh all
drawbacks that attach to it. It may be
at once admitted that occasionally a
trick may be lost by discarding from
your strongest suit; but as Mr. Elwell
observes, there are very few hands in
which you can make all the small cards
of a suit against a no-trump declaration,
unless it be the suit first led. On the
other hand, it is to be observed (1) that
in the very cases in which your suit is
presumably longest—viz., when the others
need protection—you have to relinquish
not one, but two, of its cards. Again
(2), there is an obvious risk of deceiving
your partner; because you can never
be certain that you will have a second
discard, and if you leave the signalling
discard uncompleted you tell him to
avoid the very suit you want him to
lead. Also (3), you can never tell, with
any suit in which you have a card as
high as the Ten, that you may not lose
by unguarding it; though powerless for
attack, it may turn out a formidable
weapon of defence. Still further (4), by

discarding from strength you tell your
partner at once, and without any dubiety,
what suit you wish led, which is always
more satisfactory than showing him what
you do *not* want led; and (5) if you
adopt the rule of discarding from weak-
ness you are placed in a great difficulty
where you have no card at all of a suit
or a singleton—which is almost invari-
ably an inadvisable card to part with,
as the adversary discovers your weak-
ness the moment the suit is led. The
intermediate method—that of Hellespont
and Doe—is an attempt to assimilate
the old Whist rule to the conditions of
Bridge without trumps. A fatal objec-
tion to it is its ambiguity; you may
easily believe your partner is going to
win a trick and discard accordingly, and
find that the fourth player has been
holding up a high card, with which he
wins the trick; what inference is your
partner to draw? It is also an objection
that there is no provision for the pro-
tection of weak suits—which is a very
serious necessity at Bridge. From these
considerations it would seem that the

third method—to discard always from your strongest suit—is the best and safest, as it is certainly the most simple. Mr. Elwell states that after the analysis of many thousand hands he has come to be of the opinion that in practice it is the soundest play to discard in this manner invariably. If you have two suits of practically the same strength, discard from the one which (either on account of the cards you hold, or of those you see in Dummy's hand) you think it would be most advantageous for your partner to lead.

It is to be observed that London players, who are the chief adherents of the discard from the weak suit, have somewhat changed their ground in defending their system of play. Originally the discard from the long suit with the signal was made, not for protection of the weak suits, but to show very great strength—it was in a manner a demand on your partner on no account to attempt any plan of his own. The signal is thus interpreted by Mr. Dalton in *Bridge Abridged*, and illustrated in

Hand IV in' the same book, where the player who makes the discard fails to win the game because he is obliged to make two discards to ensure that his partner will lead him the suit. But it was obviously absurd to expect a player to throw away two cards of his suit every time he had a reasonable chance of making every card in it; and therefore the more plausible pretext, the guarding of high cards in weak suits, was adopted for departure from rule. As remarked above, the outcome is much the same; it is still when your great suit is likely to be best that you have to sacrifice two cards of it; where it is not likely to be of great use you are permitted to retain it intact.

As the discard is a matter on which it is of the utmost importance that partners should understand each other, it is best to find out what your partner's plan is before you begin a rubber. In England the vast majority of players follow the rule of Badsworth; and if you propose to adopt the American plan (which as has been explained seems to the author

the better) it is only fair to your partner
to inform him of what at most English
tables will be considered an eccentricity.

It is to be observed that whatever
theory you adopt, it is only the *first*
discard which gives information to your
partner, and you must infer nothing from
any discard of his except the first. After
a player has had an opportunity of show-
ing his suit by leading it, he must discard
entirely with reference to the state of
his hand; he has no further information
to give his partner by discarding. If it
is obvious that your partner can never
again have the lead, it is useless for you
to endeavour to tell him which suit you
want. It has occurred to the author that
where the discard from the strongest
suit is adopted, and where therefore the
signal in the discard is unnecessary to
indicate strength, it might be utilized
where a player, though not strong in a
suit, holds the best card, and could
therefore make one trick certain if the
suit is led to him. This could not be
confused with the device for showing
four cards of your partner's suit, as that

is not done in a discard. It is occasionally useful, when the game is in a critical condition, to know that one certain trick can be made by a particular course of play. This is only a suggestion of the author for the consideration of Bridge-players; it has never, so far as is known, been previously made.

When there are trumps, your discard should be regulated by the considerations which prevailed in Whist. In that game it was customary to discard from your weak suit or suits, unless the adversaries showed strength in trumps by leading or asking for them. In Bridge, the adversaries show strength in trumps by declaring them; the only exceptions to this rule being a defensive declaration of spades by the dealer, and a declaration of spades from weakness by the dealer's partner. It follows, therefore, that your discard should be from your strong suit, leaving your weak suits as well guarded as possible; while if your partner has doubled the declaration, you ought to discard from your weakest suit. The above rule, however, does not admit of

very rigid observance. ·You are far less likely to do harm by misdirecting your partner as to the suit you wish him to lead where there are trumps than where there are none. Instances will occasionally occur where you have a fair chance, by discarding from a short suit, of making a trump which you could not make otherwise; and in such a case it is better to risk the misdirection of your partner than·to throw away such an opportunity. Unless some such obvious end can be served, it is best to follow the general rule above described.

During the evolution of the modern game of Whist some unidentified genius invented a method of signalling to his partner that he wished him to lead a trump. This innovation met at first with stubborn resistance from older Whist-players; but the advantage derived from the possibility of telling your partner to lead a suit, without any unfair play, was so patent that the heresy quickly spread, and its adoption by Cavendish made it a recognized part of the game. In its origin it was a natural

enough device. Some players occasion-
ally, when their adversaries were leading
winning cards in a suit, used to throw
away a high card though holding small
ones, in the hope that the leader might
be frightened into a lead of trumps to
save his suit. Although thus derived
from classical play, the signal, or call for
trumps, came to be a pure convention.
No adversary could be scared into
trumps because someone played a seven
instead of a five; and as soon as the
signal became well known, its use was
the certain way to· prevent him from
opening the trump suit. In course of
time it was discovered that the partner
of the player who had asked for trumps
could assist him greatly by answering
by the same signal when he had four or
more trumps himself; and an ingenious
modification was adopted in America
whereby he could show that he held
three trumps. The meaning attached
to the signal, however, underwent a
change for the worse. Originally an
intimation that a lead of trumps would
suit the signaller, it came to be treated

as an imperative demand for trumps, to neglect which purposely was to insult your partner's judgment.

When Bridge began to be generally played, it became obvious that the signal for trumps was little likely to be of use; because the dealer or his partner having declared the trump suit, their opponents were very rarely strong enough to lead trumps or ask for them; and where either was in a position to do so, he was generally strong enough to double the declaration. It was therefore abandoned as unsuitable to the game. But the plan of playing an unnecessarily high card was such an obvious method of conveying some information to your partner that it was adapted to a totally different set of circumstances, and made to do duty when the player had no more than two of the suit, and was desirous of trumping in the third round. This device has become so prevalent that it is practised by the vast majority of players, and explained as a recognized convention in nearly all books on Bridge. There are still some players who adhere

to the old Whist call for trumps; and as
it is impossible to use the same signal
for both, it is a good thing to be assured
of your partner's method before begin-
ning a rubber.

In a question between the merits of
the two, as it is clear you can only use
the signal for one purpose or the other,
you are better to keep it for the most
useful. If you wish to convince yourself
which is the most useful, the author can
think of no better plan than that you
should count in actual play, over two or
three hundred hands, the number of
times you would like to call for trumps,
and the number of times you would like
to show your partner that you can trump
the third round of a suit. It is not to
be doubted that occasions arise when
you would like to tell your partner to
lead you a trump, even where you have
not thought yourself to be strong enough
to double the declaration. But these
occasions are not frequent. Unless the
trump suit is spades, the adversary has
by hypothesis strength in it, and it is
rarely to your advantage either to lead

it or to have it led to you. In the 200
hands which the author played with a
trump suit of five weak diamonds, the
number of times when either of the ad-
versaries would have utilized the call for
trumps was astonishingly small. On
the other hand, where your partner leads
a suit of which he has four or more
cards, it happens in quite a considerable
number of cases that you have two. It
is obviously simple for him to place all
the remaining cards in the suit if you
show him you had only two on the
second round; he knows you can trump
the next round, and he knows also
whether or not the dealer can. A very
clever Bridge-player has recently ob-
jected to this use of the signal that it is
generally the best play for a player who
has taken out two rounds of his suit
to play the third. But even where the
suit is your partner's, there are plenty of
cases in which it would be good play to
take a third round if he knew you had
no more, but bad play if he knew you
had another, while one adversary had
none; and in these instances it is clearly

to your advantage that he should be able to place the cards. The author remembers a particular instance of this, which was also an illustration of the desirability of caution on the part of the dealer in the play of false cards. The dealer had declared a red suit trumps, and the author led out Ace and King of clubs, of which he had five. The Dummy had Queen and two others in the suit, and no very sure card of entry in other suits; and after two rounds there was only one club unaccounted for. The author's trumps were very poor. To have led another club, if his partner held the missing card, would have given Dummy a chance to lead his best trump at once, and the dealer would have finessed successfully. On the other hand, if the dealer held the remaining club, to lead a third round was not only to make a trump in his partner's hand, but to take a trick which Dummy would probably have otherwise made. The author's partner either on principle declined or by carelessness forgot to signal, and played the five to the King of clubs, and

the seven to the Ace. But the dealer, holding the ten, the six, and the two, after having thrown the two to the first trick, played the ten to the second, with the object of inducing his adversary to change his suit. Had he not played a false card the author would have placed the ten with his partner, and been forced to open a weak suit at a disadvantage. But by this ingenious device the dealer told the leader where the six was, for the latter's partner was not eccentric enough to play the seven instead of the six for no purpose. It is occasionally, however, useful to show two only in a suit led by the adversaries, which your partner would certainly not continue otherwise. And finally, this signal, both by its presence and absence, assists the signaller's partner in counting the hands. The conclusion seems to be that while a call for trumps would be sometimes advantageous, the power of showing only two in a suit is so much more frequently desirable that the signal (practically the only signal possible in Bridge) should be allotted exclusively to the latter.

Whether there might not be a different rule observed when spades are declared by the dealer's partner, and tne Dummy's hand shows no great strength, is a point on which a good deal could be said. Such a limitation of the call for trumps would not be palatable to its practitioners; while many players (most erroneously) consider tricks made with spades trumps are of so humble a value that it is not worth while to have a special provision for making them. Nevertheless this is really the only case where there is no presumption that the dealer and his partner are strong in trumps, and where, therefore, it is reasonably likely that their adversaries may with advantage lead them. At the present time no compromise of this kind is ever made; the majority use the signal to indicate failure to follow suit on the third round invariably, while the minority use it to ask for trumps. There are excellent players who do each.

Where there are no trumps, the signal is used for two purposes. It is used

to show four cards in your partner's suit,
a method described in the chapter which
treats of unblocking (p. 212); and also
to show strength in a suit which you are
discarding (see p. 238). You may also
show four cards in your partner's suit
by using the signal—"calling", as it is
named—in a different suit, where two
rounds of your partner's have not been
played. As the signal in this last in-
stance can have no other meaning, it
may quite safely be adopted, and will
help your partner to count the cards.

When you are playing against the
dealer you should make it a rule to
avoid playing false cards. By playing
false cards you are certain to deceive
your partner and by no means certain
to deceive the dealer. As with all rules,
there are exceptions to this; these prin-
cipally occur when you have evidence
that your partner's hand is such that
he has no possibility of making another
trick. Even then the dealer is probably
quite as well aware of your partner's
helplessness as you are. Where the
leader leads a small card, Dummy hold-

ing Ace, Knave, Ten, and you, fourth
in hand, King, Queen, it is a legitimate
false card to play the King on Dummy's
Ten if he finesses in a plain suit where
there are trumps. You will probably
cause the dealer to place the Queen
with your partner and finesse on the
second round. Where there are no
trumps, unless your King and Queen
are unguarded it is better not to do
this, for you do not want him to finesse
the second round, but rather to leave
you with command of his suit as long
as you can. The particular form of
play described earlier as the Bath Coup
is, of course, perfectly useless when em-
ployed against the dealer.

When your partner leads the King of
a plain suit, and you hold only the Ace
and another and have weak trumps, you
can hardly ever lose by playing your
Ace and returning the suit, and in a
considerable proportion of cases you will
make an extra trick. Your adversaries
are presumably strong in trumps, and as
soon as they get the lead they are more
likely than not to extract yours. If you

pass the King, you must win the next
trick with your Ace, and open another
suit, which may put the dealer in. But
if you play the Ace and return the small
card, you will make a trump (which
would probably be of no use to you)
on the third round. It is quite true
that if you do not play in this way,
your partner, if he gets the lead later
in the hand, may make his Queen; but
if the dealer is strong it is very possible
that by that time he will have discarded
from your partner's suit and may trump
the Queen. As an illustration of this
piece of play, a reference may be made
to Hand No. 10 in Badsworth's *Laws
and Principles of Bridge*, where a game
would be saved if at the first trick a
player covered his partner's King. The
hand is inserted as an illustration of
something quite different; but it is an
admirable example of the utility of this
device.

The species of play known in Whist
as a *coup* is less frequent at Bridge than
it used to be in the older game, because
of the greater amount of knowledge of

the cards possessed by the players where there is a hand exposed. A coup consists either in throwing away a card which would be certain to make a trick, or in taking a trick already won by your partner in order to secure some ulterior advantage. Occasions on which either of these may be done do occur at Bridge; but they depend so much upon the specialities of various hands that no rules can be usefully laid down for their employment. You should be always watchful, however, in case by overtaking a trick of your partner's you may be able to play up to a tenace in his hand which otherwise he would have to lead out himself.

CHAPTER XIV

PLAYING TO THE SCORE

You may be influenced in your play by the state of your own score or of your adversaries, or by the state of the tricks already made in the hand you are playing. The simplest of all instances in which you are called upon to play to the score is where you see that you can make the game by playing out winning cards straightforwardly, although if you risked a finesse or tried some other device you would be almost certain to make more. In such a case, if there is the barest possibility that by taking any risk you might fall short of winning the game, you should make certain of it, taking no risk whatever. If, on the other hand, in a precisely similar con-

dition you would need one trick more
to win, which if you take the risk suc-
cessfully you will make, you ought to
try for the higher score. In precisely
the same way, if your adversaries can
be certainly prevented from winning if
you take no risks you should make sure
of saving the game, even though if you
play differently there is a very great
likelihood that you will do better. This
is pretty obvious when we are consider-
ing the winning or losing of the game.
But to reach either the point of 6 or 24,
or even in a minor degree that of 14
or 18, or to prevent your adversaries
from reaching these scores, it is quite
worth while to adopt the same method,
though the object is of less importance.
For instance, if you are standing at 12
and spades are trumps, it is better to
make sure of getting to 18 if you can
make 3 by cards than to risk stopping
short at 16 on the chance of getting
to 20. But if you are at 2 and hearts
are trumps, and you see your way to
making 2 by cards with certainty, it is
quite worth while to take some risk

in the hope of making 3, for 26 is a
great deal better than 18, while 20 is
hardly any better at all. The reason
why you wish to reach these points is
obvious. At 6 you require one trick
less to make the game in every suit
except spades than you did at 4; at
14, 2 by tricks in hearts will take you
out; at 18 the odd trick with no trumps
and 2 by tricks in diamonds and 3 by
tricks in clubs; and at 24 the odd trick
in any of the declarations the dealer is
supposed to make himself from strength
will give you the game. It must be
said, however, that there is not very
much advantage in playing to reach any
of these points except 6.

The other occasion in which you
should play to the score is where there
is any question of winning or losing the
odd trick. There are so many Bridge-
players who never seem to master the
fact that the odd trick counts two, and
so many more who know it but are
unable to declare the reason to those
who do not, that it may not be out of
place to explain this peculiarity. The

number of tricks scored is not the majority of one player over another, but the excess over a fixed number, namely, six. Thus if you make seven tricks you count one, if you make eight you count two, and so on. But if you make only six tricks you are not only one worse than if you had made seven, but your adversary is one better as well; so that in the total score you lose the value of one and he gains it, which is a total value of two tricks and not one. The odd trick is thus double the value of any other, and consequently it is worth taking a good deal of risk to make it; but when you are sure of it, it is not worth while to risk the loss of it, unless by making another you win the game, which is   a superior goal to strive for

CHAPTER XV

GENERAL REMARKS

One of the commonest errors in Bridge is to infer a great deal more than you ought to. When a player has passed the declaration to his partner, there is no evidence at all that he is strong in black suits. He has told his partner that he is not strong enough to declare no trumps or a red suit, and if he plays the defensive declarations, that he is not weak enough to declare a suit defensively; but he has given no further information. Similarly, it is a mistake to infer that your partner is strong, or even probably strong, in a suit in which you are very weak. It is also, as the author has endeavoured to show, an error to suppose that with a weak hand

your best chance of scoring is that your partner should be able to declare no trumps. It is also a mistake to believe that good play at Bridge means a reversal of all the recognized and tried rules for good play at Whist. It is also a mistake, and a common one, to suppose that habitually to make expensive declarations on insufficient strength is a successful policy. When a declaration of no trumps on moderate cards turns out well, it is generally because the declarer's partner had better cards than he would hold on the average, and is not due to the skill of the declarer at all. An occurrence of this kind is always noticed; but the many hands where the dealer declares no trumps without justification, and loses, pass almost unobserved.

When Bridge became popular at first, it was generally supposed to be a much easier game than Whist, and players were said to be pretty much on a level in a contest where neither skill nor experience counted for a great deal. It is instructive to contrast this idea with the opinion of Mr. Foster, that the charm

of Bridge lies mainly in the fact that it is much less a game of chance than Whist, and that superior skill tells more certainly and more quickly in the newer game. Leaving out of sight the declaration, which is a novel and interesting feature, the play of the cards is the same as in Whist with a Dummy. There is rather less exercise of memory required in Bridge, because you can see two hands; but on the other hand there is more calculation to be done, because at Whist you were more in the dark, and had to go more in accordance with fixed rules. It can hardly be said that the one game is much easier or more difficult than the other.

At some clubs, particularly where the stakes played for are moderate, it is the custom to add an extra 50 or 100 points for winning the rubber. Where this is done, the value of the honour score is, of course, depreciated in comparison with the score for tricks, but hardly so much as to affect your declarations. Even where 200 are added for the rubber instead of 100, the declaration of no

trumps on a hand containing only three Aces is preferable to passing, and is sound also when made by the dealer's partner.

Of late a custom has arisen, owing to the length of time frequently occupied by a single rubber, of abandoning all hands on which spades have been declared and not doubled, the declaring side counting two points, unless either side's score is 20 or above. To those who play for the pleasure of the game, such a practice obviously only ensures a waste of time, a certain portion of each day's play being consumed in dealing cards which are never played. The end desired would be reached far more satisfactorily by raising the value of spades to 4, of clubs to 6, and so with the red suits. The play is not affected by this innovation.

The Bridge-player should be cautious in accepting the assurance that any particular mode of play is correct because it is adopted by the best players. Cavendish, who probably knew the game of Whist far better than any living man

knows Bridge, never used such an argument; he used to say that analysis showed that you were more likely to win if you played in a certain way, and by analysis he meant patient investigation and persistent experiment. Bridge is still in its childhood; and the few years' experience of any player, however expert, if gathered from the chance data of the card-table, unrecorded and untabulated, is no test whatever of the soundness or unsoundness of his theories in regard to the more intricate problems of the game. Only a year or two ago the best authors told you that the experience of the best players in London was adverse to the use of the signal to show only two cards in a suit; yet this device is all but universally used, even in London, now. The author would suggest to the average player that if he satisfies himself as to the soundness of certain guiding rules for play, especially in the matter of declaration, and adheres to them, he will find his success measurably greater than that of equal players who do not do so; and he will

compete on equal terms with experts whose natural capacity and training are superior to his, but who prefer to trust to the fleeting impressions of the daily rubber.

Although the laws of Bridge are intended to make any unfair play impossible, there are a few acts not specified in them, which are scarcely consistent with perfectly straightforward tactics, and which ought to be scrupulously avoided, where that is possible. In Whist, it was, of course, necessary, at a critical point, or where memory failed, for a player to consider longer than usual what card to play. Each time he did so, he, of course, informed the whole table that he had two alternatives; and when he ultimately followed suit, he told his partner (and the adversaries) that he had at least one other card of the suit played. This hesitation was worthy of little blame; for, as was frequently observed, it helped the enemy ten times as often as his partner. The same thing happens in the play of the hand at Bridge, and may be excused on the same

ground. But where the dealer hesitates in making his declaration, the case is quite different. If he is one of the school who do not declare except from strength, a long pause followed by a pass to his partner is just as if he had said, " I am very nearly good enough to declare no trumps or a red suit, but not quite"; and that is a piece of very valuable information. Players constantly do this quite innocently; in fact, it is absolutely necessary that the dealer should consider his cards very carefully before he declares. Another way in which a player may innocently give his partner information is by patently consulting the score before he passes. To avoid the chance of doing so, some players habitually take some time before passing the declaration, even though it should be evident from the first glance that they must do so. There is no objection to this practice, except that it is rather mechanical, and that a majority of players will never adhere to it. It may be noticed that where the dealer makes defensive declarations, his hesitation is

no guide to his partner, for he may either be on the verge of sufficient strength or weakness. Where the player on the dealer's right hesitates when asked if his partner may play to a declaration of no trumps and then answers in the affirmative, it is almost tantamount to asking the leader to try to find his long suit without the expense of a doubled declaration. It need scarcely be said that to hesitate purposely to inform your partner or lead the adversaries astray, is wholly unfair, and is all the more reprehensible because no provision in the laws can be made against it.

It is unfair to revoke purposely. No doubt the cases in which a first revoke, detected, would increase the score of the defaulter are extremely rare; but it may often happen that by an undetected revoke a game would be saved which would otherwise be lost. It is also unfair to endeavour to conceal a revoke once made by subsequent revokes; though as a penalty is exigible for each, to do so would rarely be worth the risk.

The laws of the game provide that

the dealer's partner shall take no part in
the play of the hand; and there is even
a penalty attached to an infraction of
this rule by word or gesture. In spite
of the law and the penalty, the dealer's
partner, in ordinary play, where the card
to be played seems to be obvious, con-
stantly detaches it from his exposed hand
without any request from his partner.
In most cases the penalty which the law
prescribes would be nugatory. But it
would be far better if the law were
strictly enforced. There is no penalty
if the dealer leads out of the wrong
hand. Most Bridge-players are agreed
that there ought to be one; and though
Mr. Foster regards the error as a very
venial one, there is hardly a hand played
in which the dealer might not secure an
advantage if he led out of the wrong
hand without detection.

It will probably always be impossible
to check players from arguing about the
play of a hand after it is finished; but
everyone should make it his endeavour
to restrain this practice within the
smallest possible limits. To find fault

with your partner's play, even if it should have been bad, can never be good manners; but to do so when what you take exception to is a piece of policy as to which there is diversity of opinion is useless as well, as it can only result in an argument which there is no time to conduct without gross discourtesy to the rest of the table. It is unfortunately the custom of some players to criticise very freely their partner's play on every occasion in which they think it might have been varied with advantage. Such a proceeding is only tolerable among intimate personal friends; when applied to players who are only card-table acquaintances or total strangers it is in execrable taste, and causes nothing but discomfort to all the other players. It is no part of the duty of a player to teach others the game; and if people who act as above described would only remember that a player at the same table will be twice as often their opponent as their partner, they would realize that it is not to their advantage

to improve his play either. When you meet with a partner of the unpleasing disposition adverted to (and they are to be found in all club card-rooms), it is the best policy never to allow yourself to be drawn into an argument with him; and it is always worth remembering that it is no discourtesy whatever on your part to ignore his criticisms altogether.

In conclusion, it may be remarked that to complain of your luck is as foolish as it is annoying; that rudeness at the Bridge-table is just the same as rudeness anywhere else, and is not to be excused either on the ground of age, superior capacity, or any other consideration whatever; and that as Bridge is a game which people engage in for enjoyment, it is the duty of every player who finds pleasure in it to make it enjoyable to others.

Illustrative Hands

ILLUSTRATIVE HANDS

The succeeding hands are intended to illustrate a few of the more interesting points in the game of Bridge. Those of them which contain examples of modes of play as to which a diversity of opinion exists, are not inserted as proving the good or bad policy of these methods; for it is very easy to frame a hand to bear out any doctrine. For example, Hand 10 is not intended to pose as a proof of the advisability of using the signal to show a suit of two cards, but as an illustration of such a use of it; and Hands 11 and 12 are not supposed by the author to establish his theory of protective declarations, but only to exhibit the effect of a protective declaration in fairly average circumstances. There is nothing very startling or unusual in any of the hands; and there is no piece of play beyond the reach

— content —

ILLUSTRATIVE HANDS

of a fair Bridge-player who will take the trouble to combine observation with discrimination. Some of the hands are taken from actual play; and all the points illustrated have come within the author's experience at the Bridge-table many times.

In each case the dealer is denominated A, his partner, whose hand is exposed, B; while Y and Z are their opponents, Y being always the original leader. The lead in each trick is indicated by an arrow.

The abbreviations A., K., Q., and Kn. are used to designate respectively the Ace, King, Queen, and Knave.

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HAND I

Playing to establish a long suit of Dummy's, where he has no cards of re-entry (see p. 224).

B's Hand (Dummy)

A's Hand

Score: A B, 18; Y Z, 26.

A deals and declares no trumps.

TRICK 1

A B, 1; Y Z, 0

TRICK 2

A B, 1; Y Z, 1

Trick 2: A has only two chances to save and win the game. He can lead the Ace of diamonds, hoping to clear that suit on the third round; or he can open the clubs, on the chance of the Ace falling on the second round. The latter is the better chance, as there are only five clubs against him, while there are six diamonds. He must on no account part with the King of clubs in Dummy's hand. The impossibility of giving Dummy the lead without giving up all chance of making the long clubs (and even this he can do only if Y has the Ace of clubs) leaves A at a great disadvantage in playing the diamonds.

TRICK 3   TRICK 4

A B, 2; Y Z, 1   A B, 2; Y Z, 2

Trick 4: A pursues his policy, and the Ace falls from Z.

TRICK 5

A B, 3; Y Z, 2

TRICK 6

A B, 4; Y Z, 2

Tricks 7 to 13: B's two clubs and A's Ace of diamonds make the next three tricks. Y Z make the rest; but A B score the odd trick and win the game.

Opportunities of underplay to establish a suit are frequently missed. Many players with the hand A held would have thoughtlessly endeavoured to make the King of clubs, on the chance that the Ace was with Y, so as to lead a diamond from Dummy's hand—to no purpose, even if the King did make a trick; and would have bemoaned their

luck in finding so bad a hand with Dummy, and the Ace of clubs in the wrong place. Yet, properly played, as appears from the above game, Dummy's hand is good for three tricks; and A is lucky to have the spades and not the hearts opened by the leader.

Y's Hand	*Z's Hand*
♥ Q., 9.	♥ K., Kn., 10, 8, 2.
♦ Q., 5.	♦ K., Kn., 9, 7.
♣ Q., Kn., 10.	♣ A., 6.
♠ K., Kn., 10, 7, 6, 3.	♠ 8, 4.

A simple hand, illustrative of the necessity of planning the game from the beginning, and the advisability of occasionally leading out a winning card to gain information.

B's Hand (Dummy)

A's Hand

Score: 20 all.   A deals and declares no trumps.

TRICK 1

B

Y

Z

A

A B, 0; Y Z, 1

TRICK 2

B

Y

Z

A

A B, 1; Y Z, 1

Remark: A passed the Knave at trick
1, as it is better not to clear Y's suit
so long as his partner may hold a card
of it. But at trick 2 there is no point in
A's holding up the Ace any longer, as,
Y having shown five diamonds by lead-
ing the Knave, Z can have no more.

TRICK 3

A B, 1; Y Z, 2

Trick 3: A, having originally four
Aces and two Kings, can obviously
make six tricks with certainty. He
can make no more tricks in diamonds,
and only two in spades. It is practi-
cally certain that he can only make two
in hearts. Thus his only reasonable
chance of the odd trick is to find the
clubs evenly divided. To make two
tricks in the suit he must hold up the

Ace in Dummy's hand twice, as Dummy
has no other card of entry.

TRICK 4   **TRICK 5**

A B, 2; Y Z, 2   A B, 3; Y Z, 2

Trick 5: Z's play of the Knave of
clubs at trick 3 has shown him to have
no lower club. A means to lead another
club, which Z will take with the King
or Queen. But it is very important to
know whether Z has only one more club
or two; because if Z has only one, A
will have to finesse the ten of clubs in
B's hand to make the odd trick. A has
a card of re-entry to spare; and he plays
out the Ace of spades, in the hope of
gaining some information. Z's play of
the nine of spades enables him to count
the whole of Z's hand. He has four
more hearts, for the three is plainly in

his hand; he has not Queen, Knave, Ten of spades, or he would have led that suit rather than the heart. But he can have at most two clubs; therefore he must have two spades higher than the nine. More than two spades he cannot have; therefore he must have two clubs, and these clubs can only be King and Queen.

TRICK 6

TRICK 7

A B, 3; Y Z, 3

A B, 4; Y Z, 3

TRICK 8

A B, 5; Y Z, 3

Tricks 9 and 10: B's Ten of clubs and A's King of spades make the odd trick and win the game. Y Z make the rest.

At trick 6, Z plays the King to try to induce A to finesse against the Queen; but A can count Z's hand, and is not deceived.

This hand is an illustration of the same device as was the subject of the last: the letting tricks in a suit go to the adversaries until you can come in with a winning card and establish it. This is called in America "ducking".

A's play at trick 6 is a good illustration of the doctrine that where you can play off a winning card without risk it is often of assistance to do so, and watch the cards that fall from the adversaries. You may by this means not infrequently learn something as to the cards they hold.

Y's Hand	*Z's Hand*
♥ Q.	♥ Kn., 10, 8, 4, 3.
♦ K., Q., Kn., 9, 7.	♦ 8, 2.
♣ 9, 6, 2.	♣ K., Q., Kn.
♠ Kn., 5, 3, 2.	♠ Q., 10, 9.

HAND III

Getting out of partner's way (see p. 213).

B's Hand (Dummy)

Z's Hand

Score: A B, 24; Y Z, love.   A deals and passes;
B declares diamonds trumps.

TRICK 1

B

Y

Z

A

A B, 0; Y Z, 1

TRICK 2

B

Y

Z

A

A B, 1; Y Z, 1

Trick 2: If Z retains the King of hearts he will block Y's suit. He has now a trump more than B; and it is possible, if the adversaries lead out trumps, that he may be able to bring in Y's long suit.

TRICK 3

A B, 2; Y Z, 1

TRICK 4

A B, 3; Y Z, 1

Trick 4: Z sees that his best chance of making the hearts is to induce A to put himself in again to lead a trump through Y. He therefore passes the Queen.

TRICK 5

A B, 4; Y Z, 1

Trick 6

B

Y

Z

A

A B, 4; Y Z, 2

Trick 7

B

Y

Z

A

A B, 4; Y Z, 3

Trick 8

B

Y

Z

A

A B, 5; Y Z, 3

Trick 9

B

Y

Z

A

A B, 5; Y Z, 4

Tricks 10 to 13: Z leads the nine of hearts, and Y covers with the Queen, and makes all the other tricks. Y Z score two by cards. A loses a trick by not playing the Ace of clubs from Dummy's hand at trick 9. It is bad play, for Y cannot hold the King, and he cannot prevent Z from making it,

even if that player is forced to lead clubs.
A thought that Z had no more hearts;
but even if that is correct Z can only
make the King of clubs and no other
club, and he must make the King what-
ever is played.

If Z does not play the King of hearts
at trick 2, he loses the game.

Y's policy in continuing the heart at
trick 2 is open to criticism; the club
looks a more promising lead. The
theory that the dealer, having passed
the declaration, ought to be weak in
hearts, is a dangerous one when pressed
too far. Y is unlikely to have the lead
again; and if Z should have King, Queen
of clubs, a lead of that suit might be
very useful to him.

Y's Hand	*A's Hand*
♥ A., Q., Kn., 8, 7, 3.	♥ 10, 6, 5.
♦ 8.	♦ 7, 2.
♣ 9, 7, 4.	♣ Q., 8, 6, 3.
♠ Kn., 7, 4.	♠ A., K., 10, 2.

HAND IV

The eleven rule, or counting your partner's cards (see p. 216).

B's Hand (Dummy)

Z's Hand

Score: Love-all.   A deals and declares no trumps.

TRICK 1

A B, 0; Y Z, 1

Trick 1: Y has three hearts higher than the eight. If they were the nine, the ten, and the Knave, it is clear that the tierce major only could be out against him; and it follows that what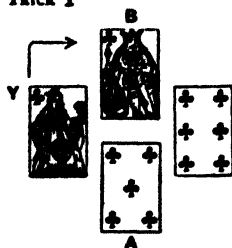ever individual cards Y holds, there must be exactly three higher than the eight against him. The same calculation can be made by the artificial method of subtracting eight from eleven. But Z can see three hearts higher than the eight; two in B's hand, and one in his own. Therefore A cannot beat the eight; and if Z passes, it will win the trick. If Z carelessly plays his Queen, he and Y make a trick less in the heart suit.

TRICK 2

A B, 0; Y Z, 2

TRICK 3

A B, 1; Y Z, 2

Trick 4

A B, 1; Y Z, 3

Trick 5

A B, 1; Y Z, 4

Trick 6

A B, 2; Y Z, 4

Trick 7

A B, 3; Y Z, 4

Trick 8

A B, 4; Y Z, 4

Trick 9

A B, 5; Y Z, 4

Trick 9: Z can count only one dia-
mond in A's hand, the four.   He dis-
cards his diamonds that Y, who has
the Knave, may be better able to count
A's hand, which must obviously consist
of the last spade, the four of diamonds,
and two clubs.

TRICK 10

B

Y

Z

A

AB, 6; YZ, 4

TRICK 11

B

Y

Z

A

AB, 7; YZ, 4

TRICK 12

B

Y

Z

A

AB, 7; YZ, 5

Trick 13: A makes the Ace of clubs, and A B score two by cards.

At trick 6, Y rightly concludes that when Z discarded a club he meant to keep the other suits protected. Y must keep his King of clubs in case it is required to save the game. A, having only two small hearts and neither the King of clubs nor the King of diamonds, can hardly have less than the other two Aces and one of the missing Queens. So Y leads his remaining four-card suit.

Y does not unguard his King of clubs at trick 10, although he sees that A intends to play for a finesse in that suit, and that Y may make the last trick with the Knave of diamonds. For if he keeps the King guarded he will certainly save the game; but if he unguards it, and A by any chance suspects his scheme and plays the Ace at trick 12, Y Z will lose the game. It is not worth risking the loss of the game on the chance of keeping A B's score at 12 instead of 24. But if A B's score at the beginning of the hand were anything between 6 and 16, instead of love, Y should play this *coup*,

for it would then be his only chance of saving the game.

A's Hand	Y's Hand
♥ 5, 3.	♥ K., Kn., 9, 8.
♦ A., 4, 3, 2.	♦ Kn., 8, 6, 5.
♣ A., Q.	♣ K., 7, 5.
♠ K., 9, 8, 6, 2.	♠ A., 5.

HAND V

Leading the losing trump rather than part with the last card of your partner's suit.

B's Hand (Dummy)

Z's Hand

Score: A B, 16; Y Z, 6.

A deals and declares hearts trumps.

TRICK 1

B

Y

Z

A

A B, 0; Y Z, 1

TRICK 2

B

Y

Z

A

A B, 1; Y Z, 1

TRICK 3

A B, 2; Y Z, 1

Trick 3: Z plays the nine to induce A to continue to lead trumps. This is one of the rare instances where a false card is good play against the dealer.

TRICK 4

A B, 2; Y Z, 2

TRICK 5

A B, 2; Y Z, 3

TRICK 6   TRICK 7

    A B, 2; Y Z, 4   A B, 3; Y Z, 4

Trick 7: Well played by Z. He cannot open either of the black suits except at great disadvantage. If he leads his diamond and forces A, he remains with the last trump; but unless Y has a card of re-entry (which is unlikely, considering B's two Ace Knave suits), he can never make the diamonds.

TRICK 8   TRICK 9

    A B, 4; Y Z, 4   A B, 5; Y Z, 4

TRICK 10

A B, 5; Y Z, 5

Tricks 11 to 13: Z makes the King
of spades and leads the eight of dia-
monds; Y makes two tricks in that suit,
and Y Z score two by cards.

At trick 4, A is deceived by Z's play,
and counts on bringing down either
King or Queen of hearts from Z's hand.
With the cards he possesses in both
hands, it seems almost impossible that
he should fail to establish one of the
black suits.

Y's discards are good. He knows
that Z has a diamond, and that no in-
formation is to be expected from his
discards. His black suits are practically
useless; he selects the spade because B
is stronger in that suit, but as far as he

can see it is almost indifferent which he chooses. The virtue of his play is, that he continues to discard all his spades, seeking to give A the impression that he is guarding a high card in clubs. He cannot keep both spades and clubs intact; and the best use he can make of his discards is to puzzle the adversary.

At trick 8, A sees that to make the odd trick he must find one of his tenaces lying the right way. He begins with the spade; but finding that fail puts himself in and tries the club.

A's Hand		*Y's Hand*	
♥	A., Kn., 10, 5, 4, 3.	♥	2.
♦	Q.	♦	A., K., Kn., 10, 7, 5.
♣	K., 6, 5.	♣	10, 8, 7.
♠	Q., 7, 2.	♠	10, 5, 4.

HAND VI

Passing a trick to make a long suit good.

B's Hand (Dummy)

A's Hand

Score: Love-all.   A deals and declares no trumps.

TRICK 1

A B, 1; Y Z, 0

TRICK 2

A B, 1; Y Z, 1

Trick 2: A's tenaces are not of very substantial value. He can get the lead twice from his partner, but neither in diamonds nor clubs can he hope to make many tricks; and as one more round will clear Y's hearts, his opening of these suits would be very dangerous. On the other hand, there are only five spades against him; and unless four are in one hand, he, by leading one of his spades and allowing the Queen to make (whoever holds it), ensures five tricks in the suit; and if the King of diamonds is in Z's hand he will win the game.

TRICK 3

AB, 2; YZ, I

TRICK 4

AB, 3; YZ, I

TRICK 5

A B, 4; Y Z, I

TRICK 6

A B, 5; Y Z, I

TRICK 7

A B, 6; Y Z, I

TRICK 8

A B, 7; Y Z, I

TRICK 9

A B, 8; Y Z, I

TRICK 10

A B, 9; Y Z, I

Y Z make the rest; but A B win three by cards, and the game.

It is questionable if Y's better lead at trick 1 is not the King of hearts. If he leads the King, A plays the three, and Y must either continue up to his tenace, or lead to one of his tenaces in the other suits. The result is in any case the same as in the hand as played.

At trick 2 Y plays the Queen, quite correctly. It makes the Ten good in Z's hand, if he has it; and if A should hold the Ten single (as in point of fact he does), he blocks the suit if he makes the mistake of covering from the Dummy's hand.

Y's Hand	*Z's Hand*
♥ K., Q., 9, 8, 6, 4.	♥ 10, 5.
♦ Kn.	♦ K., 10, 9, 7, 5, 4.
♣ Q., 10, 2.	♣ A., 7, 3.
♠ Q., 9, 4.	♠ 7, 3.

HAND VII

B's Hand (Dummy)

Y's Hand

Score: A B, 6; Y Z, 4. A deals and passes; B declares no trumps; Z doubles.

Trick 1

A B, 0; Y Z, I

Trick 1: Y ought to lead the Ace of hearts before the dia- mond. But he thinks that if his partner can make six tricks in dia- monds, his tenace in hearts may just win the game; so he

retains it. He rightly, however, chooses the diamond instead of the club, the former being his weakest suit.

TRICK 2

TRICK 3

A B, 0; Y Z, 2   A B, 0; Y Z, 3

Trick 3: Y discards in the English fashion, from his weak suits. Z he knows will understand the heart to be his strong suit from this method of play.

TRICK 4

TRICK 5

A B, 0; Y Z, 4   A B, 0; Y Z, 5

Trick 6   **Trick 7**

A B, 0; Y Z, 6   A B, 1; Y Z, 6

Tricks 8 to 13: A B make six tricks in clubs, and win the odd trick.

Z knows quite well that Y has shown hearts to be his best suit. But Z's defence of his play at trick 7 is that his partner not having led the Ace of hearts, that card must be with A, and that therefore it is better for him to open his suit of spades, which he can clear in one round. But he ought to have noticed that Y cannot have the Queen of clubs, for if he had he would not have unguarded her by his discards at tricks 3 and 5. As A must therefore hold the Queen and at least three other clubs, if he has the Ace of hearts as well, Y Z can never make another trick, whatever card

is led. Z should therefore assume that Y has made the mistake of failing to lead the Ace of hearts, and lead his single heart.

Y might have discarded two hearts, beginning with the higher, after the English fashion, as he sees the moment B's hand is exposed that he can only make the Ace of hearts; but he made no doubt that he would have a heart led to him if he showed weakness in both the other suits. Even if he had done so, however, Z would have credited him with the Queen and not the Ace, and would probably have led a spade and not a heart. A ought to have declared clubs.

A's Hand	*Z's Hand*
♥ 9, 8, 7, 2.	♥ 4.
♦ Kn., 10.	♦ A., K., Q., 8, 7, 5.
♣ Q , 10, 9, 7, 5, 4.	♣ Kn., 8.
♠ 10.	♠ K., Q., Kn., 2.

HAND VIII

Declining to play out winning cards.

B's Hand (Dummy)

Z's Hand

Score   Love-all.   A deals and declares no trumps.

TRICK 1   TRICK 2

A B, 1; Y Z, 0   A B, 2; Y Z, 0

TRICK 3

TRICK 4

A B, 2; Y Z, 1

A B, 3; Y Z, 1

Trick 4: If Z plays off his three winning diamonds, he makes no other trick, and loses the game. He sees that A is playing so as to induce him to do so.

TRICK 5

TRICK 6

A B, 3; Y Z, 2

A B, 4; Y Z, 2

A B make three more tricks in hearts and the Ace of clubs; after which B has

nothing but diamonds to lead, and Z makes the Ace and Ten of that suit and a spade, thus saving the game.

A B score two by cards. At trick 3, A sees that he can make two by tricks, if the hearts are evenly divided; but he can only score the game if the adversaries can be induced to play out all their diamonds, leaving the balance of the suit in B's hand. Y's play of the Knave at trick 3 shows that he has the Ace only or none left. A plays the Queen, covering, to try to induce Z, if he holds all the rest, and therefore sees that they are all good, to play them out. A would gain nothing by letting the Knave go up; he will be forced to go on leading diamonds from one hand or the other.

A declares no trumps with two unguarded suits (see p. 53).

A's Hand	Y's Hand
♥ A., K., 5.	♥ Kn., 9, 6.
♦ 6, 5, 4.	♦ Kn.
♣ 9, 7, 5.	♣ Q., Kn., 10, 8, 3, 2.
♠ A., K., 7, 4.	♠ 6, 5, 3.

HAND IX

Overtaking partner's trick (see p. 255).

B's Hand (Dummy)

Z's Hand

Score: A B, 22; Y Z, 18.

A deals and passes; B declares clubs trumps.

TRICK 1

A B, 0; Y Z, 1

TRICK 2

A B, 1; Y Z, 1

TRICK 3

TRICK 4

TRICK 5

TRICK 6

A B, 2; Y Z, 1

A B, 3; Y Z, 1

A B, 3; Y Z, 2

A B, 3; Y Z, 3

Trick 6: Z is directed to the diamond by Y's discard—Y being a player who discards from his best suit. Z knows that Y has not both Ace and King, or he would have led them at first. If he has Ace and no other honour, only one trick can be made in the suit in any case; if he has Ace, Queen, it is to Z's

advantage to lead diamonds before the dealer has a chance of discarding one from Dummy's hand. As the cards lie, if Z leads Ace and a small spade, B's diamond is discarded on the third round of spades, and A B win the game—A if necessary trumping his own best diamond to draw Z's trump and make B's hearts.

TRICK 7

A B, 3; Y Z, 4

TRICK 8

A B, 3; Y Z, 5

TRICK 9

A B, 3; Y Z, 6

Tricks 10 to 13: A B make the rest, but Y Z save the game.

Z's play at trick 7 is the only way in which the game can be saved, as it is evident that if he wins the 8th trick with the Ace of spades the adversaries must make all the others.

If A plays the Ace at trick 6, and leads a spade, and Y plays the Queen, Z must take with the Ace, and return the spade or lead a diamond; as to save the game Y must hold King of spades and King of diamonds.

It is doubtful if Y ought to have continued with the heart at trick 2, with as good a suit as the spades to lead. As it is, he walks into A's trap.

	A's Hand		*Y's Hand*
♥	A., 2.	♥	K., Q., 7.
♦	A., Q., Kn.	♦	K., 9, 8, 4, 2.
♣	10, 4.	♣	Kn., 2.
♠	10, 7, 5, 4, 3, 2.	♠	K., Q., 6.

HAND X

Calling for a Ruff (see p. 248).

B's Hand (Dummy)

Z's Hand

Score: A B, 6; Y Z, 8. A deals and passes; B declares diamonds trumps.

TRICK 1

A B, 0; Y Z, 1

Trick 1: Z begins to show that he has only two clubs.

TRICK 2

A B, 0; Y Z, 2

Trick 2: Z completes the signal.

TRICK 3

A B, 0; Y Z, 3

TRICK 4

A B, 0; Y Z, 4

A B make the rest of the tricks, but Y Z save the game.

The game could not have been saved unless Z had got his ruff in clubs. If Y could not tell where the Queen of clubs lay, he would be wrong to lead a third round of the suit. For if the Queen was in Z's hand, to play a third round would have enabled the weak hand (A) to trump; and ultimately B's Queen of spades would have been discarded on a heart, and Z's Ace of spades would never have made a trick.

	Y's Hand		*A's Hand*
♥	Kn., 9, 7.	♥	K., 10, 4, 3, 2.
♦	Kn., 2.	♦	7, 5.
♣	A., K., Kn., 10, 5.	♣	Q., 8, 6.
♠	Kn., 7, 5.	♠	K., 3, 2.

HAND XI

A defensive declaration (see p. 118).

B's Hand (Dummy)

A's Hand

Score: Love - all.   A deals and declares clubs trumps.

AB, 0; YZ, I   AB, 0; YZ, 2

TRICK 3

A B, 0; Y Z, 3

TRICK 4

A B, 0; Y Z, 4

TRICK 5

A B, 1; Y Z, 4
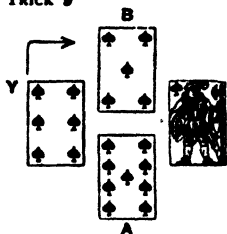
TRICK 6

A B, 2; Y Z, 4

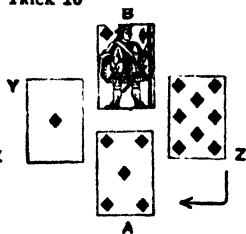TRICK 7

A B, 3; Y Z, 4

TRICK 8

A B, 4; Y Z, 4

TRICK 9   TRICK 10

A B, 5; Y Z, 4   A B, 6; Y Z, 4

Tricks 11 to 13: B's King of spades and A's trump make two more tricks; Z makes the Queen of diamonds, and A B score two by cards.

At trick 1, Y leads his Ace rather than open a suit headed by a King. At trick 2, he plays the spades through the King exposed, as A, having declared clubs, is not likely to be strong in any other suit.

At trick 3, Z is not deceived by A's false card in the previous trick. The six must be Y's best spade, so the nine is marked with A single. Z plays off the Ace of spades at once, in case A may be able to discard his nine, and also to give his partner a ruff.

The result is the same if Y continues to lead diamonds at trick 2. B takes with the King, and plays a third round; and the thirteenth diamond is ultimately made in A's hand.

A's hand is practically useless if any declaration except clubs be made. If he passes, the best hope he has is that B will not be strong enough to declare anything but spades. If B has a good hand, A's clubs will be of great assistance to him as trumps; they will be of little or no use in any other capacity, unless his hand is a very remarkable one.

In the hand as played above, B has a very good hand; in every way a hand to declare no trumps with at any state of the score. In the succeeding hand A is made to pass the declaration, and the result can be studied.

Y's Hand	*Z's Hand*
♥ K., 9, 6, 5, 3.	♥ Q., 10, 4.
♦ A., 10, 9.	♦ Q., 8, 2.
♣ K., 6, 5.	♣ 10, 2.
♠ 6, 4.	♠ A., Q., Kn., 7, 3.

HAND XII

The same hand, with the declaration passed (see p. 118).

B's Hand (Dummy)

A's Hand

Score: Love-all. A deals and passes; B declares no trumps.

TRICK 1

B

Y   Z

A

A B, 0; Y Z, 1

TRICK 2

B

Y   Z

A

A B, 1; Y Z, 1

TRICK 3

A B, 2; Y Z, 1

TRICK 4

A B, 3; Y Z, 1

TRICK 5

A B, 3; Y Z, 2

TRICK 6

A B, 3; Y Z, 3

TRICK 7

A B, 3; Y Z, 4

TRICK 8

A B, 3; Y Z, 5

TRICK 9

A B, 3; Y Z, 6

TRICK 10

A B, 3; Y Z, 7

TRICK 11

A B, 3; Y Z, 8

TRICK 12

A B, 3; Y Z, 9

Trick 13: B makes the King of diamonds; but Y Z score three by tricks, and win the game.

At trick 4, Y holds up the King. If A has a card of re-entry, he cannot be prevented from making his clubs; but if he has not, Y by holding up the King prevents him from ever getting in. As

the cards happen to lie, Y Z win the game even if Y plays the King at trick 4; but if A had had the Knave of spades instead of the nine, Y would have lost a trick by playing the King.

At trick 10, Z plays the diamond, as otherwise he has no chance of making three by tricks. If his score were six instead of love, he ought of course to play the Ace of spades to win the game; as if the Ace of diamonds is with A and Z leads the eight, Y Z will only make the odd trick. Z cannot tell where the Ace of diamonds is, but he rightly risks the loss of a trick for the chance of winning the game.

Y's Hand	*Z's Hand*
♥ K., 9, 6, 5, 3.	♥ Q., 10, 4.
♦ A., 10, 9.	♦ Q., 8, 2.
♣ K., 6, 4.	♣ 10, 2.
♠ 6, 4.	♠ A., Q., Kn., 7, 3.

HAND XIII

Trumping with an unnecessarily high card.

B's Hand (Dummy)

Z's Hand

Score: A B, 28; Y Z, 8. A deals and passes; B declares spades.

TRICK 1

B

Y   Z

A

A B, 1; Y Z, 0

TRICK 2

B

Y   Z

A

A B, 2; Y Z, 0

TRICK 3

TRICK 4

A B, 3; Y Z, 0

A B, 4; Y Z, 0

TRICK 5

TRICK 6

A B, 5; Y Z, 0

A B, 6; Y Z, 0

TRICK 7

A B, 6; Y Z, 1

Remark: Z knows that A has more clubs, and that therefore the five of spades will win the trick. But if he plays the five he cannot prevent the adversaries from making the odd trick. His only hope is that his partner should hold four of the unseen trumps, including the King and Knave. If Y holds these cards, Z saves the game by trumping with the Ace and leading the five; and in no other way can the game be saved.

Tricks 8 to 13: Z leads his trump, Y draws all the trumps, and Y Z make the rest of the tricks in diamonds and hearts. Y Z thus win the odd trick, and save the game.

At trick 1, Y leads his shortest suit. If he opens the diamond, as the cards lie, he loses the game; and if he leads a trump, the adversaries ultimately establish their clubs, and win.

A's Hand	*Y's Hand*
♥ 9, 8, 5.	♥ 10, 6.
♦ A.. K., 10.	♦ Q., Kn., 5, 2.
♣ Kn., 10, 7, 3, 2.	♣ K., 9, 8.
♠ Q., 8.	♠ K., Kn., 10, 9.

HAND XIV

B's Hand (Dummy)

A's Hand

Score: A B, love; Y Z, 20.   A deals and declares no trumps.

TRICK 1	TRICK 2

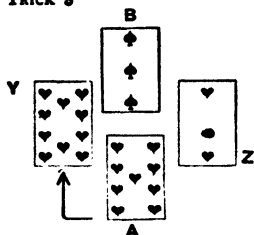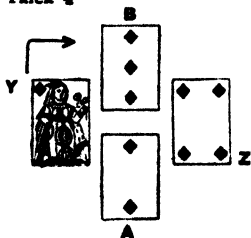AB, ; YZ, 0   A B, 2; Y Z, 0

TRICK 3

A B, 2; Y Z, 1

At trick 2, A of course leads spades.
There are only three spades in the
adverse hands; and unless they are all
in one hand A will make seven tricks
in the suit, which ensures him five by
cards. But as soon as Z renounces, A
has to alter his game completely. B
apparently can never make a trick, and
the club suit can be cleared by the
adversaries in one round. A cannot
clear the diamonds before the clubs are
established; and so in spite of his fine
hand and four Aces he runs a great risk
of losing the game. Indeed, if the ad-
versaries open the club suit he can hardly
escape. It is obvious to A that clubs
are Z's suit; and that Z, who discards
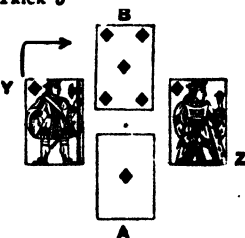after the London fashion, is signalling in

the suit to direct his partner to it. If A
leads another spade the signal will be
completed. But if he can put the lead
into Y's hand again before Z has a
chance to play his smaller club, there is
a great likelihood that Y may take Z's
discard for a direction to lead diamonds;
and if Z, as seems probable, has a high
diamond barely guarded, A may get his
suit established for him by the adver-
saries. He must therefore lead a heart,
but he must be careful not to lead such
a card as to let Z win the trick. Y he
knows to hold both the King and Ten of
hearts, for Z, had he held either, would
have played it in preference to the
Knave at trick 1. Therefore A leads the
nine of hearts, which Y will have to take.
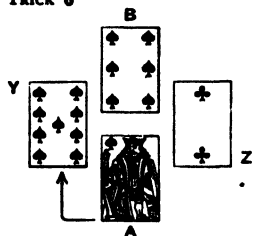

TRICK 4

TRICK 5

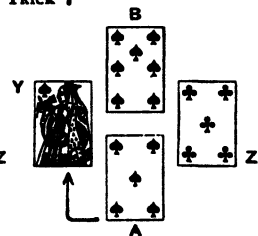A B, 2; Y Z, 2   A B, 3; Y Z, 2

Remark: A can now lead out all his diamonds and other winning cards, and make three by tricks, winning the game. But he sees that he can do even better. He has acquired an unexpected card of entry in Dummy's hand, and can with perfect safety clear the spades and make four by cards.
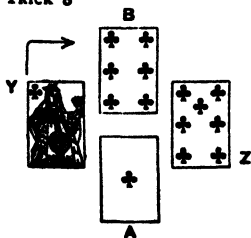
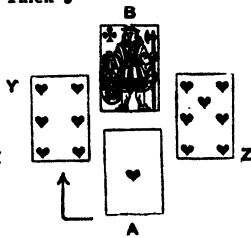TRICK 6

A B, 4; Y Z, 2

TRICK 7
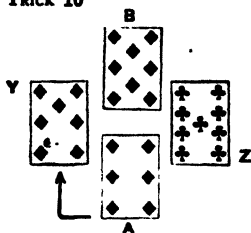
A B, 4; Y Z, 3

TRICK 8

A B, 5; Y Z, 3

TRICK 9

A B, 6; Y Z, 3

Trick 10

A B, 7; Y Z, 8

Tricks 11 to 13: B's three spades make the last three tricks, and A B win four by cards.

Y can scarcely be blamed for opening the diamond suit. He knows Z to discard habitually from his weak suits. He has reason to suspect that ·A holds a tenace in hearts over him (for he cannot tell where the eight is), and to lead spades is to give the dealer a trick. He sees, of course, that A wants to make him lead up to him, and A must have a strong hand. But if he had no indication at all from his partner, the diamond would still appear preferable to the club; for even if A takes his Queen, and holds the remaining higher card, his Knave is still guarded.

It may be noticed that if Z, in a desperate effort to avert the catastrophe which he sees impending, covers Y's Queen at trick 4 with the King, A plays the Ace and then leads the Ten, and Y holds up his Knave till the next round; by this means Y Z save a trick, but not the game.

If Z habitually discarded from his best suit, A B could not have won the game, and would probably have lost it.

Y's Hand	*Z's Hand*
♥ K., 10, 6, 3.	♥ Kn., 8, 7, 2.
♦ Q., Kn., 7.	♦ K., 4.
♣ Q., 8, 3.	♣ K., 10, 9, 7, 5, 4, 2.
♠ Q., 9, 4.	♠ None.

HAND XV

Refusing to win a trick to deceive the dealer and induce him to clear your suit.

B's Hand (Dummy)

Y's Hand

Score: A B, love; Y Z, 20.   A deals and declares no trumps.

TRICK 3

A B, 3; Y Z, 0

Trick 3: If Y takes this trick he is practically certain to lose the game. A had probably six clubs originally, including the Ace, Knave, and perhaps the Ten. If he had not the Knave, then unless he had seven clubs that card must be guarded in Z's hand, and either it or Y's king will make a trick. If Y plays the King and clears his suit, A will make all the clubs, which with the two tricks in hearts and the Ace of spades will win the game, even if he makes none in diamonds. And as Z clearly can have no more hearts (see trick 1), Y can never re-enter to make his hearts if he leads them a second time, having parted with the King of clubs.

TRICK 4

A B, 4; Y Z, 0

TRICK 5

A B, 4; Y Z, 1

TRICK 6

A B, 4; Y Z, 2

TRICK 7

A B, 4; Y Z, 3

TRICK 8

A B, 4; Y Z, 4

TRICK 9

A B, 4; Y Z, 5

TRICK 10   TRICK 11

A B, 4; Y Z, 6   A B, 4; Y Z, 7

Tricks 12 and 13: A makes the Ace
of spades and the Ace of clubs; but Y Z
make the odd trick and win the game.

At trick 11, Y is directed to the
diamond by Z's original discard, Z being
a player who discards from his strong
suit. If he leads a spade, A B will make
the odd trick.

Y's is a simple enough ruse, and when
the cards are all exposed looks quite
obvious. The difficulty in all such play
consists in the fact that the possibilities
of the position have to be grasped and
taken advantage of without time to con-
sider. If Y were to hesitate in the least
when it comes to his turn to play to
trick 3, A would know at once that he

held the King, and would play his Ace
at trick 4 to clear the club suit before
he lost command of the hearts.   As a
matter of fact, A plays badly at trick
4; he ought to have cleared his suit,
even if in doing so he gave a trick to
the King.   He ought to have reckoned
on the chance of Y playing a *coup*, with
the heart suit all but established.   But
he saw that if he caught the King of
clubs, and the Ace of diamonds lay to
his right, he could make the Little Slam,
and he was tempted to try it.

A's Hand	*Z's Hand*
♥ Q., 3.	♥ ·7.
♦ K., 5, 4.	♦ A., Kn., 10, 7.
♣ A., Q., Kn., 10, 3, 2.	♣ 9, 8, 7.
♣ A., 4.	♣ Q., 10, 8, 7, 3.

HAND XVI

Underplay, when the second and third hands have none of a suit (see p. 202).

B's Hand (Dummy)

Y's Hand

Score: A B, 6; Y Z, love. A deals and declares hearts trumps.

TRICK 1

A B, 1; Y Z, 0

TRICK 2

A B, 1; Y Z, 1

TRICK 3

TRICK 4

A B, 1; Y Z, 2

A B, 1; Y Z, 3

The case now arises contemplated at p. 202. B and Z (who has signalled in tricks 1 and 3) have no more diamonds, and A has the nine guarded. A cannot discard from the exposed hand to any advantage, and he will have to play the seven of trumps on Y's small diamond just as he would on the ten. Y therefore leads the two, keeping the best card.

TRICK 5

TRICK 6

A B, 2; Y Z, 3

A B, 3; Y Z, 3

TRICK 7 **TRICK 8**

A B, 4; Y Z, 3   A B, 4; Y Z, 4

Trick 9: Y leads the ten of diamonds, and wins the fifth trick. A B make the rest, but Y Z save the game.

Had Y led the ten of diamonds at trick 4, A B would have won the game. A, of course, knows as well as Y that Z has no more diamonds at trick 4, but he plays the seven of hearts in the hope that the nine is in Y's hand; in which case he can put the lead into his own hand with a spade, draw the trumps, and (if they are evenly divided, as in point of fact they are) make three by tricks.

A's Hand	Z's Hand
♥ A., Q., 10, 8, 3.	♥ 9, 6, 4.
♦ 9, 6, 5, 3.	♦ 8, 7.
♣ Q., 9.	♣ 10, 8, 6, 3, 2.
♠ A., 6.	♠ Q., Kn., 7.

EXPLANATION OF⁻ TERMS
IN COMMON USE AT BRIDGE

Best Card. Same as *Winning Card*, which see.

Blind Lead. The original lead in the hand; so called because the cards in Dummy's hand have not been exposed.

Blocking. Keeping a high card of the suit led by another player, so as to prevent him from establishing it.

Call. Same as *Signal*, which see.

Chicane. Holding none of a suit declared trumps.

Clearing a Suit. Getting out all the cards that prevent you from establishing it.

Command. Holding the best card of a suit.

Coup. A departure in play from established rule in order to achieve a special purpose.

Cover. To play a higher card of the same suit on one already played.

Deal. The act of dividing the cards among the players.

Defensive, or Protective Declaration. A declaration made not with the expectation of scoring, but of guarding against probable loss.

DISCARD. Playing a card (not a trump) which does not belong to the suit led.

DOUBLE. To make the value of tricks under the declaration double.

DUCKING (American). Declining to take a trick, in order ultimately to establish a suit.

ELEVEN RULE. A method of calculating the position of the high cards in a suit from the one led.

ESTABLISHED SUIT. A suit in which you can make all the rest of your cards, barring trumping.

FALSE CARD. A card played in defiance of established rule, for the purpose of misleading the adversaries.

FINESSE. To play a card lower than your highest when you wish to win the trick, on the chance that the player to your left does not hold any intermediate card.

FORCE. To lead a card with the view of inducing one of the other players to trump.

FOURCHETTE. The two cards immediately higher and lower than the one led.

GO OVER (American). To double the declaration.

GREAT SLAM. Making all thirteen tricks in a deal.

GUARD, or GUARDS. Smaller cards held with an honour, so as to protect it.

HONOURS. Cards above the nine.

LITTLE SLAM. Making twelve tricks in a deal.

LOSING CARD. Any card which is not the best of a suit left unplayed.

MAKE (American). Declaration.

EXPLANATION OF TERMS

MISDEAL. A deal in which any of the players has not exactly thirteen cards.

ODD TRICK. The seventh trick won by a partnership in any deal.

PASS. As dealer, to leave the declaration to your partner.

PLAIN SUITS. All suits not trumps.

PLAYING TO THE SCORE. Departure from the normal rules of play on account of the state of the score.

QUART. Any sequence of four cards.

QUINT. Any sequence of five cards.

RE-DOUBLE. To double a declaration already doubled once or more.

RE-ENTRY. Holding a card or cards which will enable you to get the lead.

RENOUNCE. To fail to follow suit.

RUBBER. The best of three games.

RUFF. To play a trump in a trick where a plain suit is led.

SANS ATOUT. No trumps.

SEIZIÈME. Any sequence of six cards.

SEQUENCE. Any two or more cards in the same suit in their order held by the same player.

SEQUENCE, MAJOR. Any sequence headed by the Ace.

SHORT, or WEAK SUIT. Any suit of three cards, or fewer.

SIGNAL. Playing an unnecessarily high card when you do not try to win a trick, to give information to your partner.

SIMPLE HONOURS. Holding three of the honours in the trump suit.

SINGLETON. One card of a suit originally held single.

TENACE, MAJOR. The best and third-best unplayed cards of a suit.

TENACE, MINOR. The second and fourth-best unplayed cards of a suit.

TIERCE. Any sequence of three cards.

UNBLOCKING. Keeping a low card of your partner's suit, to avoid blocking it.

UNDERPLAY. Leading a low card of a suit of which you possess the best, to deceive the adversaries as to its position.

WINNING CARD. The best card of a suit left.

THE LAWS OF BRIDGE

(1904)

From the Club Code

By kind permission of THOMAS DE LA RUE & CO.

THE RUBBER

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

SCORING

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

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

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

5. Honours consist of Ace, King, Queen, Knave, and Ten of the trump suit. When there are no trumps they consist of the four Aces.

6. Honours in trumps are thus reckoned:—

If a player and his partner conjointly hold—

> I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.

> II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.

> III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

> I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.

> II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—*e.g.* two points in spades and six points in diamonds; and the value of honours is in no way affected by any doubling or redoubling that may take place under Laws 53–60.

7. HONOURS, when there are no trumps, are thus reckoned:—

If a player and his partner conjointly hold—

> I. The four Aces, they score for honours forty points.
> II. Any three Aces, they score for honours thirty points.

If a player in his own hand holds—

> The four Aces, he and his partner score for honours one hundred points.

8. CHICANE is thus reckoned:—   .

> If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or redoubling that may take place under Laws 53–60.

9. SLAM is thus reckoned:—

If a player and his partner make, independently of
any tricks taken for the revoke penalty—

    I. All thirteen tricks, they score for Grand Slam forty
        points.

    II. Twelve tricks, they score for Little Slam twenty
        points.

10. Honours, Chicane, and Slam are reckoned in
the score at the end of the rubber.

11. At the end of the rubber, the total scores for
tricks, honours, Chicane, and Slam obtained by each
player and his partner are added up, one hundred
points are added to the score of the winners of the
rubber, and the difference between the two scores is
the number of points won, or lost, by the winners of
the rubber.

12. If an erroneous score affecting tricks be proved,
such mistake may be corrected prior to the conclusion
of the game in which it occurred, and such game is
not concluded until the last card of the following deal
has been dealt, or, in the case of the last game of the
rubber, until the score has been made up and agreed.

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

CUTTING

14. The ace is the lowest card.

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

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

FORMATION OF TABLE

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

LAWS OF BRIDGE

ENTRY AND RE-ENTRY

22. A candidate, whether he has played or not, can join a table which is not complete by declaring in at any time prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

24. Anyone quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player joining one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If anyone break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING

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

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL

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

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

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards. There is no misdeal.

LAWS OF BRIDGE

A NEW DEAL

39. There must be a new deal—

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

    II. If any card be faced in the pack.

    III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

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

    V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

    VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

    VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer or his partner may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time to decide as to a fresh deal, the privilege is not thereby lost.

42. If the dealer, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it. and may exact a new deal.

43. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

44. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

45. Anyone dealing out of turn, or with the adversaries' cards, may be stopped before the last card is dealt; otherwise the deal stands good, and the game must proceed as if no mistake had been made.

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

DECLARING TRUMPS

47. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option, he shall do so by naming the suit, or by saying: "No trumps".

48. If the dealer does not wish to exercise his option, he may pass it to his partner by saying: "I leave it to you, Partner", and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

49. If the dealer's partner make the trump declaration without receiving permission from the dealer, the eldest hand may demand:

    I. That the declaration so made shall stand.
    II. That there shall be a new deal.

But if any declaration as to doubling or not doubling shall have been made, or if a new deal is not claimed, the declaration wrongly made shall stand. The eldest hand is the player on the left of the dealer.

50. If the dealer's partner pass the declaration to the dealer, the eldest hand may demand:

    I. That there shall be a new deal.

    II. That the dealer's partner shall himself make the declaration.

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

52. A declaration once made cannot be altered, save as provided above.

DOUBLING AND REDOUBLING

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

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not wish to double, he shall say to his partner: "May I lead?" His partner shall answer: "Yes", or "I double".

55. If either of their adversaries elect to double, the dealer and his partner have the right to redouble. The player who has declared the trump shall have the first right. He may say: "I redouble" or "Satisfied". Should he say the latter, his partner may redouble.

56. If the dealer or his partner elect to redouble,

their adversaries shall have the right to again double. The original doubler has the first right.

57. If the right-hand adversary of the dealer double before his partner has asked: "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of redoubling may continue as described in Laws 55, 56, 58.

58. The process of redoubling may be continued until the limit of 100 points is reached—the first right to continue the redoubling on behalf of a partnership belonging to that player who has last redoubled. Should he, however, express himself satisfied, the right to continue the redoubling passes to his partner. Should any player redouble out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the redouble shall stand, the process of redoubling may continue as described in this and foregoing laws (55 and 56). If any double or redouble out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or redoubling will entitle the maker of the trump or the eldest hand, without consultation, to a new deal.

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

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

61. A declaration once made cannot be altered.

DUMMY

62. As soon as a card is led, whether in or out of turn, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

63. After exposing Dummy, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit in which he may have renounced. If he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

64. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

65. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

66. A card once played, or named by the dealer as to be played from his own hand or from Dummy, cannot be taken back, except to save a revoke.

67. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

68. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he

revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

69. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, without incurring any penalty.

EXPOSED CARDS

70. If after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, the eldest hand may claim a new deal.

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

CARDS LIABLE TO BE CALLED

72. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

73. The following are exposed cards:—

    I. Two or more cards played at once.

    II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

74. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or lead one

which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

75. Should the dealer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table; but they are not liable to be called.

76. If either of the dealer's adversaries throws his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

77. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

78. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

79. If a player, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

80. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

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

82. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; and there is no penalty against anyone, excepting the original offender, and then only when he is one of the dealer's adversaries.

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

84. The call of a card may be repeated until such card has been played.

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

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK

86. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

87. If anyone (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

88. If anyone play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

89. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

90. The penalty for a revoke—

    I. Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his existing score—or add the value of three tricks to their own score;

    II. Can be claimed for as many revokes as occur during the hand;

    III. Is applicable only to the score of the game in which it occurs;

    IV. Cannot be divided—*i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

    V. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam, or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

91. A revoke is established, if the trick in which it occur be turned and quitted—*i.e.* the hand removed from that trick after it has been turned face downwards on the table,—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

92. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

93. At the end of the hand, the claimants of a revoke may search all the tricks.

94. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

95. If the player in fault be the dealer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the dealers' adversaries have played to the current trick; but this penalty cannot be exacted from the dealer when he is fourth in hand, nor can it be enforced at all from Dummy.

96. If a revoke be claimed, and the accused player or his partner mix the cards before they have been

sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

97. A revoke cannot be claimed after the cards have been cut for the following deal.

98. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

99. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand; each is punished at the discretion of his adversary.

CALLING FOR NEW CARDS

100. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES

101. Anyone during the play of a trick, or after the four cards are played, and before, .but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

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

103. Should the partner of the player solely entitled to exact a penalty, suggest or demand the enforcement of it, no penalty can be enforced.

104. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

105. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

106. A bystander, by agreement among the players, may decide any question.

107. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

108. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 88) until the end of the hand.

DUMMY BRIDGE

Is played by three players.

The player who cuts the lowest card deals first, and has the Dummy throughout the first rubber; the player who cuts the next lowest card has the Dummy for the second rubber.

The dealer can make any of the ordinary Bridge declarations on his own hand, or he can leave it to the Dummy, in which case he must look at the Dummy, without exposing it, and must make the declaration as follows:—

> I. If Dummy holds three or four aces, he must declare " no trumps ".

LAWS OF BRIDGE

II. If Dummy has not three aces, he must declare his numerically longest suit.

III. If Dummy has two or three suits of equal length, he must declare the strongest, reckoned by addition of the pips, an ace counting eleven, and each of the other honours ten.

IV. If Dummy's equal suits are also of equal strength, reckoned as above, then the most valuable of them must be declared.

The adversaries can double as at ordinary Bridge, and the dealer has the right of redoubling, although he has seen two hands; but he may not look at his own hand again before deciding whether to redouble. The hand is then played as at ordinary Bridge.

When either of his opponents deals, the player of Dummy must look first at the hand which has to lead, and must double or lead to the first trick before looking at his other hand.

The game can be played in either of the two following ways:—

I. As soon as the first card is led, Dummy's hand is exposed on the table, and the game proceeds as at ordinary Bridge.

II. As soon as the first card is led, both the Dummy's hand and the dealer's partner's hand are exposed on the table, and the hand is played Double Dummy.

When it is Dummy's deal, his partner looks at his own hand first, and makes the declaration or passes it precisely as in the case of his own deal, the only difference in the play being that the first lead is by the player on his right, and is consequently through his hand instead of up to it.

In all other cases the Laws of Bridge apply.

DOUBLE DUMMY

The rules are the same as in Dummy Bridge, with the following exceptions:—

The dealer deals for himself each time, never for his Dummy; and the hand on his left always leads first, and has the first right of doubling.

Neither player may look at more than one of his two hands before the first card is led, excepting in the case of the dealer when the call is passed to Dummy.

Either player is liable to the penalty of a revoke in his own hand, but not in his Dummy.

THREE-HANDED BRIDGE

Is played by three players, all against all.

The player who cuts the lowest card has the first deal, and plays the Dummy for that hand. The player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right.

When the first hand is finished, the player on the right moves into Dummy's place, and the player on the left (*i.e.* he who had cut the second lowest card), deals and plays the Dummy for that hand, and so on, until the completion of the rubber; the player on the dealer's right always moving into the vacant seat.

The rules for declaring, leading, and doubling are the same as at Dummy Bridge.

When the dealer wins the odd trick or more, the value of such trick or tricks is scored by him precisely as at ordinary Bridge; but when he loses one or more tricks, the value of it or them is scored to each of his opponents *above* the line, instead of below it.

Under no circumstances do the dealer's opponents score anything below the line. Honours are scored as at ordinary Bridge; and when they are against the dealer they are scored to each opponent equally, however they are held.

The game is 30 scored below the line, as at ordinary Bridge, and the player who first wins two games wins the rubber and adds 100 to his score; but the fact of one player winning his first game does not affect the scores of the other two—they still retain anything that they have scored below the line to count towards the next game.

The rubber consists of four games; but when two games have been won by the same player, the other or others are not played.

At the conclusion of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player are added up, one hundred points are added to the score of the winner, and the difference between his score and that of each of his opponents is the number of points won from or lost to each of them separately by the winner of the rubber. The difference between the scores of the two losers is also paid by the third player to the second.