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# THE BRIDGE MANUAL.

AN ILLUSTRATED PRACTICAL COURSE  
OF INSTRUCTION

AND  
COMPLETE GUIDE  
TO THE  
CONVENTIONS OF THE GAME.

BY  
JOHN DOE.

SIXTH EDITION.  
(*Twentieth Thousand.*)

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## Preface to the Sixth Edition.

**T**O every lover of a game the past history of the game he loves is as full of interest as the past history of the woman he loves ; but Bridge is so fascinating that any man may reasonably be content to take it for better or for worse, without question as where it was born, or what it was doing before he fell in love with it. Its past is not beyond reproach ; but its present is so respectable that no house-party is complete without it.

From the rules it will be seen that the primary object is to score two games of thirty points each before the adversaries have managed to do so. The secondary object is to amuse yourself, and the tertiary, to allow three other people to enjoy the game as much as is consistent with your own amusement. The essence of good manners is never to be unintentionally annoying. The essence of good Bridge is never unintentionally to annoy your partner. You must annoy him intentionally sometimes, but unless his idea of the game is certain to

prove fatal, it is better to keep him in a good temper by following his idea than to make him abandon it for yours. An exasperated partner is a terrible power for evil; as often as not he seems to lose the game intentionally, merely that he may declare roundly that it was all your fault. The exasperation of some partners is impossible of avoidance; but as there are now conventional declarations, leads, and returns, it should always be possible to obtain a fairly clear idea of what he wants you to do, and to do it.

There is still some difference of opinion as to what is the best card to lead to the first trick, and as to whether a black suit should, under any circumstances, be declared by the dealer as a defensive measure. On all other points the conventions set forth in my first edition are still the conventions of the civilized world. On these disputed points I have for seven years followed my own views, which were based on the wisdom of L.P.S. My Bridge account, year by year, tells me that it is not yet time to admit that those views are wrong.\* Learn early therefore

\* The only emendations seven years' experience has led me to consider advisable will be found on pages 37, 53, 99, 100, 101, and 102. Even these are extremely slight.

these conventions, and learn them in private. Play at first with intimate friends. The more candid and brutal they are, the better it will be for your future happiness. Whenever you play, make a point of reading after the game a few pages of this book. You are sure to find, even in those few pages, at least one useful hint on the games you have just played. In time you will have seen the value of all the hints given, and will know all the conventions well enough to apply them in practice without unduly lengthy deliberation. Play in public and for money before this stage is reached may cause you much pecuniary loss and some decline in popularity.

Learn early how to score. If you are obviously shaky on the value of honours and tricks, partners and adversaries will consider your disasters deserved and your victories flukes. Your partner will distrust you—your adversaries will despise you. The card table differs from Capel Court at least in this, that it does not pay to be thought a fool.

Do not play penny points until you know something about the game. You yourself may be prepared to lose twenty pounds a month (you will

almost certainly do so); but even the mildest tempered man is apt to look at you unkindly, if your ineptitude has cost him twenty shillings.

Learn early to declare, double, and play without hesitation. Slowness is merely a matter of habit. I would far rather have a partner play the wrong card quickly than the right one after thirty seconds' agony to himself and me. Slowness, moreover, is often grossly unfair. If you wriggle like a wounded hare before asking whether you may play, you virtually tell your partner you have a thumping hand, but few trumps. If you hesitate one second as to whether you will unblock, your hesitation tells your partner that you have another of his suit, as surely as a kick under the table.

Having reached the stage when you think you know all about it, do not swear at a bad declaration until the hand is over. It can do you no good to let your adversaries know that they may play a bold game. Do not, even when you have written a book on Bridge, instruct your partner as to how he should have played the hand, unless he is a young man ignorant of the pugilistic art, or a beginner obviously

desirous of instruction. If an elderly incompetent asks with a smirk whether he could have made any more, just say "You couldn't," with no appreciable emphasis on the you. He probably won't understand you, and certainly won't like you, if you tell him his mistakes, and it is two to one on his cutting against you next time. If you haven't told him his mistakes he will make them again.

A book on cards must always be of the nature of a lesson book ; to be studied generally with repugnance, and frequently without profit. I have tried to make the lesson palatable ; I must leave it to the reader to make it profitable. Preaching is useless without practice. If you cannot get friends to teach you, you can teach yourself a great deal by playing the hands at the end of this book, and still more by joining a card club and sitting at a corner by the best player in the club for a week or two. When the principle on which you choose your seat is known, the player on the other side of the corner will also feel flattered and love you.

JOHN DOE.

OXFORD, *February*, 1906.



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# BRIDGE

## PURE AND SIMPLE.

### CHAPTER I.

#### THE LAWS OF BRIDGE.

(*VERBATIM*).

*(Printed by kind permission of Messrs. Thomas de la Rue & Co., Limited, London).*

#### **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 re-doubling 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. 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.

### **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. Any one 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 any one 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.

### **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. Any one dealing out of turn, or with the adversary's 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 Re-Doubling.**

53. The effect of doubling and re-doubling, 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 re-double. The player who has declared the trump shall have the first right. He may say, "I re-double" or "Satisfied." Should he say the latter, his partner may re-double.

56. If the dealer or his partner elect to re-double, 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 re-doubling may continue as described in Laws 55, 56, 58.

58. The process of re-doubling may be continued until the limit of 100 points is reached—the first right to continue the re-doubling on behalf of a partnership belonging to that player who has last re-doubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player re-double out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (55 and 56). If any double or re-double out of turn be not accepted

there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling 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 re-double 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 re-double

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 any one, 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 any one (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 any one 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 dealer's 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. Any one 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.

## CHAPTER II.

***LAWS TO BE NOTED.***

**T**HE elder hand only may exact the penalty if the dealer's partner makes the declaration out of turn, or passes the declaration to the dealer. The elder hand may exact a penalty if the dealer, not being fourth in hand, wishes to save a revoke in a trick to which both his adversaries have played. A double made out of turn may be declared void by the declarer or the last doubler. Dummy must not call attention to a lead out of turn or to a revoke. If his partner fails to follow suit he may say, "Having no Hearts, Diamonds, etc., in your hand." Beyond this he may do nothing and say nothing. Either of the dealer's adversaries may call attention to a lead out of turn by the dealer *at any time before the suit is complete*. I still think that if the dealer lead from the wrong hand, he should be obliged to lead the same suit from the right hand, and that there should be a penalty for variation from the formulæ, "May I play?" "Yes, please," &c. There was a little lady in Simla who always said "Yes, dear," when she had a bad hand, and "Please, dear," when she had a good one. Even her husband thought this wrong.

## CHAPTER III.

*THE DECLARATION—NO TRUMPS.*

**T**O know what suit to make Trumps and when to make no suit Trumps, is the hardest thing in creation. It is much harder than standing on your head on the lower bar of a bicycle and working the pedals with your hands. The latter feat can with practice be accomplished with a certainty that can never be attained in the making of Trumps. It is possible to lose three by tricks in No Trumps with four Aces in your own hand. The first thing to be done is to realize what the score sheet says, and what it means.

The object of the game is to score a larger number of points than your adversary. This is best done by winning the rubber, and to win the rubber you must score 30 twice before your adversaries succeed in doing so. Thirty is the goal to be aimed at and defended, and next to this, the landmarks of the game are 6 up and 18 up. Your adversaries always deal directly after you. Your first object should be to get the game, whenever it is your deal. But next to this, keep your adversaries, for all you are worth, off the

6 mark, unless there is a probability of your getting to the 18 mark yourself. This is, I believe, a point of view which in most places is not recognized. If in your deal your adversaries manage to score 6, in their own deal they need only two tricks in No Trumps, three in Hearts, four in Diamonds, or six in Clubs, and we all know what a difference that one extra trick makes. This cannot be stated too forcibly. Whatever be the state of the score, in making your declaration or in leaving it, unless there seems to be a reasonable chance of making the game yourselves on the deal in hand, you must take the best chance of preventing your adversaries from getting to 6, or to 18, or to 30, according to the score. If they are love, prevent their scoring 6 points, if they are 6 prevent their getting to 18, if they are 18, prevent their going out. Before declaring ask yourself the question, Have we a better chance of making 30 than of losing 18, or of making 18 than losing 6? If you think the answer is yes, your declaration is theoretically correct. Forget what you have read in *Storiettes in Black and White*, or heard at a dinner table in Kensington, of the heinousness of making a black suit Trumps on your own deal. If no reasonable combination of cards will take you to 18 or 30 on your partner's declaration, make yourself the declaration which is most likely to prevent your opponents reaching 6. If any reasonable combination of cards will give you the game on the declaration you pro-

pose to make, make your declaration without fear, *and always leave it to your partner if his declaration is more likely to make the game than your own.*

It is natural that in a game where under varying conditions each odd trick is of a varying value, you should desire, when you expect to make the odd trick, to choose the condition which will make that odd trick count most; but this I think is the rock on which many Bridge players come to grief. It is not a sufficient reason for making Hearts Trumps on your own hand as dealer, that you expect to get the odd trick in Hearts, but do not expect to get it in No Trumps, unless the odd trick is all that you require to win the game. Your first thought on looking at the hand you have dealt yourself should be "Can I possibly go No Trumps?" The reason of this is obvious. The dealer has an advantage of nearly fifty per cent. when there are No Trumps. Firstly, because in every No Trump game where the hands are of approximately equal strength, the issue depends almost entirely on the struggle between the two sides to establish each his own long suit. This, I take it, admits of no argument whatsoever. Cavendish in his "Whist Developments" has conclusively proved it. And it is quite clear that the side which knows exactly which is its longest and most easily established suit, must have the best chance of success. The leader has a great initial advantage in that he can always open the game with a round of his best suit, but this ad-



vantage is almost entirely neutralised (unless he has overpowering strength in that suit) by his absolute ignorance of what help he can obtain from his partner. The dealer has no such ignorance to contend against. Moreover, as soon as a long suit has been established, the non-dealers are often in difficulties as to how best to give the lead to the holder of the established suit; the dealer knows almost certainly how this can best be done. Another great advantage held by the dealer when there are No Trumps is that he knows exactly where finesses may be attempted. The non-dealers can only guess, and a successful finesse will often make the difference of three or four tricks. If any one doubts whether these theories work out in practice let him sit down with three other players and let there be No Trumps for twenty deals, and the dealer's partner's hand exposed. I am open to bet that in thirteen deals the dealer will win the odd trick.

Therefore go No Trumps whenever you reasonably can. That is to say, go No Trumps if, after thoroughly considering your hand, you are of opinion that you have a better chance of reaching 18 than your adversaries have of reaching 6, or in other words, a better chance of making two by cards than your adversaries have of making the odd trick. In considering this question, you may reasonably assume that of the 39 cards which are not in your own hand, your partner has his fair share. I hate the man who is always in

terror lest his partner should have a bad hand. Why on earth should he have a worse hand than either of your adversaries? If you have in your hand an Ace, two Kings, a Queen and a Jack, why should not your partner be expected to have an Ace, and a Queen, and a Jack, and twice in three hands a King also? The doctrine of probabilities is all in favour of such an arrangement. But he may have a bad hand; if he has, you must grin and bear it. The man who loses the chance of going out in No Trumps three times during the evening is far worse off than the man who has taken the chance, but in doing so has twice lost two by cards, and I will maintain against all cavillers that the man who never loses three by cards in No Trumps, does not go No Trumps often enough. But, as I have said before, your chance of making two by cards must be just a wee bit better than the adversaries' chance of making the odd trick. If they make 12 in your deal they will probably make the game before you start scoring, but if you make 24 before they score you will probably win the first game and so also the second or third.

Now when may you consider yourself to have a better chance of making two by cards than the adversaries have of making one? If the hands are all equally strong, the dealer will probably make the odd trick, and if the dealer's party have half-a-trick-making card more than their share (counting double on a division, as in Parliament) the dealer has one

whole trick-making card more than his adversaries, and there is a probability of his making two by cards, and a possibility of the game. Given then that you have in your hand an Ace, a King, a Queen, a Jack, a ten and a nine, etc., and that you find your partner with equal strength, you will probably make the odd trick. But this is not enough. You must have a probability of two by cards, and therefore you want another half-a-trick-making card in your own hand, before you can go No Trumps. A Queen we may regard as half-a-trick-making card, but not a Jack. The No Trump hand is a hand which has a Queen, King, or Ace in excess of its fair share. But there is one other essential to the No Trump hand, and that is that three suits must be guarded. If you and your partner have between you the five Honours in Spades and Clubs, you may make ten tricks out of them in your dreams, but you will not make them in the game if you have to discard them all while your adversaries are playing out Hearts and Diamonds. You must have three suits guarded, and to be guarded you must hold either the King and another, the Queen, Jack and another, or the Queen and three others, or the Jack, ten and two others, in each of three out of the four suits. Then when the adversaries open the game it is three to one on their leading a suit in which you can shortly get the lead, and three to one on your being able to assist Dummy materially to establish his long suit.

These are the weakest hands on which you should go No Trumps :—

A.	B.	C.
A, Q, 10, 3.	A, 4, 3.	A, 3.
K, J, 4.	K, 9, 7.	K, Q, 9, 7.
Q, 8, 6, 5.	Q, J, 6.	Q, 6, 4.
9, 7.	Q, 10, 8, 5.	J, 10, 8, 5.

To go No Trumps we always like to have five picture cards, but there are modifications. With three Aces you have an immense advantage over the adversaries and unless your partner has a very bad hand you should always make the odd trick, and even if the Ace suits are otherwise blank, you, as a reasonable man, must expect to find your partner with four of the thirteen remaining picture cards, and once in four hands with five of them. In reckoning the trick-making power of Aces, we may calculate that with three hands unknown it is two to one on a King making a trick, five to four against a Queen making a trick, and nineteen to eight against a Jack making a trick, provided always that these cards are guarded. An Ace is therefore slightly inferior in trick-making power to a King plus a Queen and slightly superior to a King plus a Jack.

Therefore the trick-making power of three Aces is approximately equal to that of one Ace, two Kings and a Queen and a Jack. With an Ace, two Kings, a Queen, and a Jack and three suits guarded, you must

go No Trumps, therefore with three Aces you must go No Trumps. An additional incentive is that three Aces count 30 for Honours which is equal to one-third of the reward for winning a rubber.

Two Aces are likewise a little better than an Ace, a King and a Jack, so that, if you hold two Aces, to make your hand of the No Trump minimum you must also hold two Queens or better, in addition to your complement of tens and nines.

Two Aces and one King do not constitute a No Trump hand if there is no other picture card in the hand, unless the game is desperate.

In calculating whether your hand is half-a-trick-making card above the average, you must not lose sight of the tens and nines. These cards are often of the very greatest value. Ace, ten and a little one in your hand, gives you, if the Honours are equally divided, a valuable tenace in the second round. A ten and a nine are together equal in trick-making power to a Jack, and if you have no ten and no nine in your hand you must have an extra Jack to make up for their absence. The converse to a certain extent applies; there are very few hands with no card smaller than a seven that are not good enough for No Trumps, while three tens and a nine above the average often give sufficient strength for No Trumps. But unless there is need for haste I do not recommend No Trumps on only three tens and a nine above the average. When there is need for haste, of course great things must be dared.

In calculating trick-making power it must be remembered that an unguarded card loses value enormously. A Queen single is almost useless. A Queen with one other is of little value. To be equal to four-ninths of a trick a Queen must have at least two guards behind it. Similarly a Jack is of very little value unless it is part of a guarded suit. A fairly sound rule, I think, is to put down two places a card without a guard, or not forming part of a guarded suit.

*E.g., with—*

Hearts	-	-	-	-	Ace, 6, 4, 3
Diamonds	-	-	-	-	King, 9, 7
Clubs	-	-	-	-	Queen, Jack
Spades	-	-	-	-	Queen, 10, 8, 5

I should only go No Trumps if I was in a hurry. Both the Queen and the Jack of Clubs lose value enormously by being unguarded.

Similarly with—

Hearts	-	-	-	-	Ace, 9, 6, 4, 3.
Diamonds	-	-	-	-	King.
Clubs	-	-	-	-	Queen, Jack, 6.
Spades	-	-	-	-	Queen, 10, 8, 5.

The King may be of little more value than a two.

The last point to be considered is: How many suits can be established against you forthwith?

An ace loses enormously its stopping power if it is single. With Ace and two others, even if they be the

three and the two, you can hold up the Ace till the third round, and hope to prevent the established hand from getting the lead ; but if the Ace is single it must be played on the first round, and whichever adverse hand gets the lead, the strong hand will get in and make the whole of the suit. Moreover you give your partner very little help in his suit if you hold the Ace single thereof.

In the three No Trump hands on page 27, there is no real danger in more than one suit, but in both the hands on page 29 there is considerable danger in two suits. Don't go No Trumps with two very weak suits, if you can avoid doing so, *i.e.*, unless you are in a hurry, or unless the other two suits are exceptionally strong.

There is one exception to the "three suits guarded" rule. If you have six certain tricks in one suit, and an Ace in another suit, you should go No Trumps. Having nothing at all in the other two suits, it is 665 to 64 (or say ten to one) on your partner having the Ace, King or Queen of one of your rotten suits, and being able to get in before disaster overcomes you. It is therefore nearly ten to one on your making two by cards on such a hand. It is clear, however, that if the suit in which you hold six certain tricks is a red suit, with four Honours, the amount to be scored in Honours is sufficiently large to make it worth your while to make the red suit Trumps, for if your partner has a trick in each of the suits in which you

are blank, you should still make the game with your red suit declaration. The following then are the occasions on which the dealer or his partner should declare No Trumps, when his score is love :—

1. **Four Aces** (till the skies fall).
2. **Three Aces**, unless you have six Hearts or four Honours in Hearts.
3. **Two Aces**, and two Queens and a ten and a nine and three suits guarded.
4. **One Ace** and a hand with a Queen in excess of the average hand, and three suits guarded.\*
5. **Six certain tricks** in Spades or Clubs and another Ace.
6. **To go No Trumps** without an Ace you must have all four suits guarded, three Kings, and at least seven picture cards.

The proviso to the second maxim will be explained in the next chapter. The last maxim is a corollary from the proposition by which the trick-making power of the Ace was determined. It is four to one on your partner's holding one ace and 40 to one against four Aces being in one hand against you.

The No Trump Hand is practically the same for the dealer as for his partner—with two slight exceptions. The Dealer should go No Trumps with two very strong suits, one other suit weakly guarded, and

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\* See p. 53.



the fourth not guarded at all. But his partner should not. A King singly guarded in the exposed hand is frequently caught. Save in the exceptional case given in maxim 5, the hand which is to be exposed must have three suits absolutely guarded. To be absolutely guarded in the exposed hand, a King must have two small cards behind him.

Lastly, the test of very many doubtful **No Trumpers** lies in the strength or weakness of the **Spades**. If the dealer's Spades are very weak, he should declare "No Trumps" on a somewhat risky venture. If his Spades are fairly strong he should leave the declaration to his partner. Conversely, if the Dummy's Spades are very strong, and if the possible **No Trumper** looks risky, Dummy should declare Spades, but when his Spades are very weak he should risk **No Trumps**.

The reasons for this will be fairly obvious hereafter. They are, shortly, that should Dummy prove to have a weak hand he will declare Spades, even if he holds only two little ones of that suit. If your own Spades are weak your adversaries will double Spades, and win as much as if you had declared **No Trumps** and lost the odd trick. If your Spades are strong you will be secure in Dummy's safety declaration. On the other hand, if your Dummy's hand though weak contain good Spades, your one weak suit will be defended by him and your risky **No Trumper** may turn out a very profitable venture. Conversely, if 'he

declaration has been left to you, and if your Spades are weak, a weak Spade declaration may be as disastrous as the risky "No Trumps." But in a strong Spade declaration you will be secure from harm.

The most important thing of all is to make your declaration fit the score. Holding a No Trump hand with five Hearts, you must make at least as many tricks in Hearts as in No Trumps. Therefore go Hearts if you are 14 or 16 up or 22 up, but No Trumps if you are 6 up or 12 up or 18 up or 20 up.

Holding a No Trump hand with five Diamonds you have to make twice as many tricks in Diamonds as in No Trumps. Therefore go No Trumps unless you are 24 up.

But with six Diamonds and a No Trump hand it is probably easier to make three tricks in Diamonds than two in No Trumps, and two tricks in Diamonds than one in No Trumps. Therefore with six Diamonds and a No Trump hand go Diamonds if you are 12 up or over, but No Trumps if you are less than 12 up.

The intelligent beginner can easily apply for himself this principle to Clubs and Spades.

**Never, never, never make a declaration without looking at the score.** A No Trump declaration when your score is 28 is much like a half crown cigar two minutes before the dinner bell. To afford such luxuries you must have considerable means. When playing Bridge considerable means are (temporarily) provided by a rattling good hand.

A man does not spurt when he is winning a race, unless he proposes to beat a record. And the attempt to beat a record is frequently followed by a general break up. Therefore when you are a game to the good, go slow. But when you are a game to the bad, you must try a spurt, and the best way to spurt is to go No Trumps. If your adversaries require only 6 points to win the rubber, you must get home at once or probably never. You must not stop to consider the risks. It is amazing how frequently a wild No Trumps will pull the game out of the fire. Do not leave it to your partner to make a despairing declaration. There is a nameless terror about the unseen hand that has declared No Trumps. The bad No Trumper, when laid on the table, stands revealed, an ass in a lion's skin, and is treated accordingly.

## SOME NO TRUMP HANDS.

1	2	3
K, Q, 4	A, Q, 6.	A, 4, 2.
A, J, 3.	A, Q, 5.	K, 9, 6, 4.
Q, J, 10, 6.	J, 10, 9, 8, 7.	K, 8, 6.
9, 8, 7.	4, 3.	K, 9, 5.
4	5	6
A, K, 4.	7, 6, 2.	6, 5.
K, 10, 9, 8.	A, 10, 9, 4.	A, 10, 9, 4.
K, 8, 6, 3.	K, J, 4.	K, Q, 4.
7, 5.	K, J, 8.	Q, J, 8, 7.

These are all apparently very weak No Trump Hands. Not one of them has more than two certain tricks! True, but strange as it may appear, you expect your partner to make all the tricks. If he has not a five suit he will declare Spades, if you leave the declaration to him. If he has a five suit it will be very hard luck if you cannot establish it for him and put him in. If he has a Yarborough, you will lose the game. *Soit.*—If he has an average hand you will probably win it.

## SOME UNDEBATEABLE NO TRUMPERS.

7	8	9
A, J, 8.	K, 4.	A, K, 10, 9.
K, Q, 9.	K, J, 9, 8.	K, Q, 10, 8.
K, Q, 10, 7.	Q, 6, 5, 2.	Q, J, 4.
6, 5, 3.	A, K, 10.	7, 6.
10	11	12
K, 10, 9, 8.	A, 10, 9.	K, J, 6, 3.
A, Q, 9.	A, Q, J, 8.	K, Q, 4.
K, 7.	K, 7.	A, J, 10, 7.
Q, J, 6, 4.	K, 9, 6, 4.	9, 8.

Even the most timid player would, I think, go No Trumps on these hands. Yet not one of them holds more than three certain tricks. In No Trumps your chief prayer is that your partner's hand should fit into yours, rather than that it should be a particularly strong one.

## SOME VERY SHADY NO TRUMPERS.

13	14	15
H.—Q, 4	A.	A, 3, 2.
D.—A, 9, 3.	Q, 9, 4, 3.	Q, J, 10, 7.
C.—Q, J, 10, 7.	Q, J, 10, 7.	K.
S.—K, 8, 6, 5.	K, 8, 6, 5.	Q, 9, 8, 6, 5.
16	17	18
H.—A, 4, 3.	K, Q.	A, Q, 4, 3.
D.—K, Q, 8.	A, 7, 4.	K, Q, 8, 7.
C.—Q, 8, 6, 7.	Q, 10, 9, 8.	J, 8, 6.
S.—J, 9, 5.	J, 6, 5, 3.	10, 9.

The flaws that I find in these hands are :—

- 13.—The Queen of Hearts being unguarded is of very little value.
- 14.—The Ace of Hearts being single loses virtue.
- 15.—The King of Clubs being unguarded is almost useless.
- 16.—The Jack, 9 of Spades being unguarded are not of much use.
- 17.—The King, Queen of Hearts lose virtue enormously by not having a small card behind them.

18.—The 10, 9 of Spades being out of the guarded suits lose virtue, only two suits are guarded, and the hand is very little above an average hand.

On all these hands Spades should be declared by the dealer's partner, unless the game is desperate. With the adversaries a clear game to the good, the dealer should risk No Trumps on these hands, but with the scores fairly level, the declaration, on these hands, should be left to the dealer's partner.

*N.B.*—If you cannot play a No Trump hand you lose the odd-trick-advantage which the dealer ought to hold, and before you dare go No Trumps, must have that advantage in your hand instead of in your head. If you are a much worse player than your adversaries, let your No Trumper be not less than an Ace above the average ; if you are a little worse than they, let your No Trumper be not less than a King above the average. Do not be ashamed to make this confession of weakness. It is no crime to be a beginner, and many very able men of my acquaintance cannot play Bridge for nuts.

## CHAPTER IV.

*THE RED SUITS.*

## HEARTS.

**I**N all the suit declarations there is a slight difference between the hand on which a suit should be made Trumps by the dealer, and that on which a suit should be made Trumps by the dealer's partner. Every man hopes, if he cannot go No Trumps, to be able to go Hearts, and many games are lost by an over anxiety to make Hearts Trumps. Always go Hearts if you have four Honours in that suit in your own hand (unless you have four Aces also). Four Honours in one hand count 64, and sixty-four is more than half the value of the rubber. If you cannot make the odd trick in Hearts with four Honours in your own hand, it is practically impossible for you to make the odd trick in No Trumps. You are therefore certain of a profit in points by going Hearts.

If you have not four Honours in Hearts, for every trick made in Hearts which might equally have been made in No Trumps, four points are lost, and it is easier for the dealer ordinarily to make tricks when there are No Trumps than when there are Trumps.

Do not therefore go Hearts unless it is improbable that you will make as many tricks in No Trumps as you will in Hearts, and unless it is almost certain that you will make at least the odd trick in Hearts and extremely probable that you will make three by tricks. That is, as I said before, unless you have a better chance of getting to 18, than of losing 6.

To begin with a hand containing four Hearts which are not four Honours. In the first place a suit is not always evenly divided. Your fourth Heart will about once only in four deals find itself a thirteen card, and will therefore only once in four deals find itself of real value as a Trump card. Three times out of four you will, with a hand with only four Hearts, score only as many (or as few) tricks in No Trumps as you would have in Hearts, and once probably at least out of these three times you would have scored more tricks in No Trumps than in Hearts. Adversaries are such annoying people that they often have five Trumps in one hand when you yourself have only four. To go Hearts on four, not having three Honours,\* as an original make is for these reasons almost always wrong.

The hand with five Hearts requires more consideration. If the other suits are equally divided between the three unseen hands, you will make the same number of tricks in No Trumps as you will in Hearts. and even if you make one less you are not a loser in the matter of points. There is no particular reason

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\*See p. 53.



why the other suits should not be fairly evenly divided, unless you are particularly short in one of them. If you are blank or have only one card in a suit, it is extremely probable that the adversaries will be strong in it and able to establish it against you. If you are very short in two suits, it is a moral certainty that one of these will be established against you forthwith if there are No Trumps. On the other hand, if Hearts are Trumps, you will be forced in these short suits and your hand perhaps ruined. A hand with five Trumps only is very easily ruined by being forced.

Do not therefore go Hearts on five, unless, firstly, being practically blank in one suit, or very short in two suits, No Trumps would be very dangerous; and unless, secondly, you have such strength in Hearts as to be able to afford to rough and yet retain strength superior to your combined opponents, and such strength in other suits as to be moderately certain of the odd trick.

Let us consider, for the sake of an example, the following hand:—

Hearts	-	-	-	-	King, Queen, 8, 6, 3.
Diamonds	-	-	-	-	5, 4, 3.
Clubs	-	-	-	-	King, 8, 6.
Spades	-	.		-	Ace, 7.

Now either Diamonds or Spades are morally certain to be established against you at once in No Trumps, and, moreover, a King being about half-way in power

between a Queen *plus* a Jack, and a Queen *plus* a ten, this hand is not half-a-trick-making card above the average. Therefore No Trumps is out of the question. If you leave the declaration to your partner, he may declare No Trumps. To do this he must have either three Aces, or two Aces and two Queens, or something like one of the three hands on page 27. To save turning back let us write them down again.

A.	B.	C.
A, Q, 10, 3.	A, 4, 3.	A, 3.
K, J, 4.	K, 9, 7.	K, Q, 9, 7.
Q, 8, 6, 5.	Q, J, 6.	Q, 6, 4.
9, 7.	Q, 10, 8, 5.	J, 10, 8, 5.

Now fit any of these five sorts of hands into the hand under discussion, and it is clear that you have, if you declare Hearts yourself, a probability of making three by tricks, and a possibility of making four. If you leave the declaration to your partner you have a very good probability of the game in No Trumps.

Which are you to choose? To be content with 24 if you declare Hearts and find your partner with a No Trump hand? Or to give him the chance of going No Trumps, on a hand which will give you the game? I think you had better be content with the 24. Having a hand slightly above the average yourself, the chances are clearly against your partner's

hand being above the average; he is more likely to have a hand below the average and declare Spades on a weak suit of Spades. Therefore I recommend Hearts on the above hand.

To continue our investigation, let us make the Heart suit weaker. Let us consider this hand:—

Hearts	-	-	-	-	King, Jack, 8, 6, 3.
Diamonds	-	-	-	-	5, 4, 3.
Clubs	-	-	-	-	King, 8, 6.
Spades	-	-	-	-	Ace, 7.

and as before fit it in with your partner's possible No Trump hand. If you find your partner with three Aces, in No Trumps you will make almost certainly four Hearts, three Aces and a King, and if you catch the Queen of Hearts you must make the game. Even if you find your partner with three Aces you will probably fail to win the game, if you make Hearts Trumps, for you must lose two Diamonds, a Spade, and a Club, and perhaps a Heart. Finding your partner with two Aces and two Queens, in No Trumps you will make probably two by cards, and perhaps the game if finesses come off; but in Hearts, even if your partner holds the Ace or Queen of Hearts, and Ace, Queen of Clubs, you must lose four tricks and perhaps five tricks.

Fit in any of the three typical weakest possible No Trump hands and you will see that you cannot get

the game in Hearts and may get it in No Trumps, and that your expectation is 16 in Hearts and 24 in No Trumps even if your partner holds a No Trump hand. That is to say, even if your partner holds more than an average hand you will not reach 18 unless he is strong enough to go No Trumps, whereas if he has less than an average hand you are not unlikely to lose the odd trick.

Therefore with King, Jack and three Hearts, it does not appear to be sound to go Hearts. For if the other suits were stronger than in the hand under discussion, No Trumps would be the correct declaration.

Holding King, Jack, Ten and two others in Hearts, you are as strong if not stronger than with King, Queen, eight.

We have now to evolve an accurate measure of value against which the possible Heart hand can be tested.

Two measures of value may be evolved from the discussion through which we have just laboured. The first is that the hand on which we decided to go Hearts was above the average strength, inasmuch as a King is about equal to a Queen and a ten, whereas the hand on which we decided not to go Hearts was not quite of average strength.

A second measure of value may be deduced from the fact that in the first hand there were five probable tricks, in the second hand only four.

Let us enunciate Golden Rules.

With the score at love, on your own hand as Dealer :—

To go Hearts with five, you must hold five probable tricks.

To go Hearts with five, your hand must be at least of average strength.

To go Hearts with five, you must hold one absolutely certain trick in the Heart suit itself.

To go Hearts with five, your hand must be so weak in two suits as not to be a No Trump hand.

*Corollary.*—With four probable tricks, five Hearts, and very nearly an average hand, your expectation is 8, and 16 is very possible.

Therefore, with your score at 16 or over :—

Go Hearts with five, with four probable tricks.

With six Hearts you are nearly always certain of the odd trick. If you have nothing in the other suits, it is to be hoped that your partner has something. If he has nothing you must lose the little Slam in Spades doubled. With six Hearts you must make as many tricks in Hearts as you would have made in No Trumps, and in all human probability more. With six Hearts, your other suits must be divided 3+2+2, 3+3+1, 4+2+1, or 4+3+0. You must have one

very weak suit, and perhaps two very weak suits. The chance that one and perhaps two of these weak suits will be established against you forthwith is so great that I consider it extremely dangerous to risk a certainty in Hearts for a possible larger profit in No Trumps.

Even with—

Hearts	.	-	-	Ace, King, Queen, 9, 8, 7.
Diamonds	-	-	-	King, 6.
Clubs	-	-	-	Queen, Jack, 5.
Spades	-	-	-	King, 7.

it may appear to you that you have a certainty of the game in No Trumps. But the Jack adversely guarded in Hearts may lose you the game in No Trumps. If the Jack is not adversely guarded, you can hardly do more than get the odd trick in No Trumps, unless your partner has one of the missing Aces or the missing King. If he has one of these you will almost certainly make four by tricks in Hearts, and win the game.

I cannot imagine a hand with six Hearts which is not as likely to make just ten tricks with Hearts Trumps as to make just nine tricks with No Trumps.

Inasmuch as three Aces count 30 for Honours, you may perhaps make a larger gross profit by going No Trumps, but holding six Hearts I do not think No Trumps is worth risking unless I have four Aces.

Holding a Yarborough with six Hearts, your best

chance of preventing your adversaries from scoring 6 is to make Hearts Trumps. If you cannot get the odd trick in Hearts you certainly could not have got it on any other declaration. Moreover, holding a Yarborough, you may almost reckon on your partner's going No Trumps, with the most disastrous consequences.

When the declaration is left to you, and you cannot go No Trumps, and have no chance of making the game by a declaration of Hearts, you must take the best chance of preventing your adversaries from scoring 6. Your partner, having left the declaration to you, must have at least one probable trick in his hand, and according to the doctrine of probabilities has three probable tricks more often than not. Therefore, if you hold four probable tricks in your hand with Hearts as Trumps, make Hearts Trumps. But holding only three probable tricks in your hand with Hearts as Trumps, I cannot believe that it is ever sound to declare Hearts. If your partner could have made four tricks in his own hand, he is almost sure to have been able to declare No Trumps. Look again at the three weakest possible No Trump hands. In not one of them are there four certain tricks. If, therefore, you declare Hearts Trumps with only three probable tricks in your hand, you are doing so with a certainty almost of losing 8 points, and a very fair chance of losing 24.

I have heard players contend that it is cruel to

bind the poor dealer hand and foot in Spades with the whole strength in Trumps against him, but surely it is better to bind him hand and foot with a declaration that only loses two points for each trick, than to allow him to run riot in Hearts and lose eight for each trick Holding, for the sake of example—

Hearts	-	-	.	Ace, 10, 7, 5, 2.
Diamonds	-	.	-	Jack, 10, 4.
Clubs	-	-	-	Jack, 6, 5.
Spades	-	-	-	10, 4.

You may reasonably expect if you go Hearts to get three tricks in Trumps, but where is another trick coming from out of this hand? It is within the bounds of possibility that your partner holds the King of Hearts and the Ace, King of Diamonds. You will then perhaps get the odd trick, but is it any use speculating upon such an improbable contingency? You are betting not only even money on a chance that is very much against you, but more than even money inasmuch as the odd trick is of far more value to the adversaries than to yourself, and you also run a very fair risk of losing three by cards, which is 24. On the other hand though you only hold two Spades yourself, it is only two to one against your partner's holding the strong hand of Spades. By far your best chance of saving an adverse score of 6 is to go Spades and pray that you are not doubled, owing to the strength in the other



hands being either evenly divided, or lying wholly with your partner.

With your adversaries at 28 up, or even at 26 up, you must stake your little all upon the most unlikely combinations. But with your adversaries at 24 or under there can be no advantage in making a costly declaration when the chances of making the odd trick are all against you.

Your best chance of winning at Bridge is to be consistent ; make a Golden Rule and stick to it. If you follow the Golden Rule one day and abandon it the next you very likely find that you abandoned it just at the time when it would have done you most good, and followed it on the one occasion on which it did not pan out successfully.

Your Golden Rule for a Heart declaration, when it has been left to you to make the trump should be:—

Never go Hearts on five unless in your own hand you have four very probable tricks if Hearts are Trumps.

Always go Hearts on six, unless you hold four Aces, when every sane person goes No Trumps.

#### DIAMONDS.

There is some little difference between the strength on which the dealer, with his score at love, should leave the declaration to his partner when he is tempted to declare Diamonds and the strength on which he should leave it when tempted to declare Hearts. There are two important considerations—

one that two tricks in Hearts place you within measurable distance of the game in Hearts, Clubs and doubled Spades, while 12 brings you very little forwarder than 6, and the other that if you refrain from going Diamonds your partner may go either Hearts or No Trumps. He has two chances of making a more paying declaration than your own. With six Diamonds as a rule Diamonds is the right make, but if there is an even chance of making as many tricks in No Trumps as in Diamonds, even with six Diamonds, No Trumps is the right declaration.

As a matter of principle go Diamonds with six, or with four Honours in Diamonds, unless you have a strong No Trump hand, but practically never go Diamonds on five as dealer with the score at love, unless it is improbable that your partner can hold a No Trump hand, or a Heart hand.

Even when you have four Honours in Diamonds in your own hand, reflect that they only count 48, and that three Aces count 30, and that the difference between three tricks in Diamonds and three tricks in No Trumps makes up the balance of 18, without reckoning the value of the game won.

For example, holding—

Diamonds	-	-	Ace, King, Jack, 10, 5.
Hearts	-	-	Ace, 7, 3.
Clubs	-	-	Queen, Jack, 4.
Spades	-	-	8, 2.

If you declare No Trumps you may of course lose five tricks in Spades and two in Clubs before you get in, but there is no particular reason why you should do so. It is five to four on your partner holding an Ace, and the balance of probabilities is assuredly in favour of greater profit if you declare No Trumps than if you declare Diamonds.

Do not however leave the declaration to your partner under any circumstances when you have four Honours in Diamonds in your own hand. Even if the adversaries are so far advanced that nothing but a bold No Trumper can save the game, reflect that your 48 above the line will take a good deal of the gilt off their gingerbread, even if they do win the rubber.

When the declaration is left to you follow exactly the rule, for exactly the reasons, given when Hearts were under discussion.

Unless the adversaries are at 28, never go Diamonds on five unless you have four very probable tricks in your own hand, if Diamonds are trumps.

#### HAND NO. 19.

Hearts	-	-	-	Queen, 10, 8, 6, 4.
Diamonds	-	-	-	King, Jack, 7, 6, 3.
Clubs	-	-	-	10, 9.
Spades	-	-	-	5.

The declaration on this hand with your score at love you will, as dealer, leave to your partner. If however

your score is 22 or 14 you will go Hearts. If 18 or 24 you will go Diamonds.

If left to you, you will with the score at love or 14 or 22 declare Hearts, at 12, 18, 24 Diamonds.

This may seem to be going against principles. But you will find that there are three very probable tricks in Trumps, and at least one trick and perhaps three in the other red suit.

The secret of the declaration is the weakness of the Spades ; unless your partner has three possible tricks in his hand, you must lose three by cards if you declare Spades, and you are almost sure to be doubled.

It is about even betting that your partner will be able to declare No Trumps.

#### HAND NO. 20.

Hearts	-	-	-	Queen, 10, 8, 6, 4.
Diamonds	-	-	-	Jack, 5.
Clubs	-	-	-	Jack, 5.
Spades	-	-	-	King, Jack, 8, 6,

With the score at love all, this is undoubtedly a Spade hand when the declaration is left to you. With your score at 16 you may (if you feel in a jovial mood) risk Hearts, but you must be prepared to lose the odd trick, and likewise for much grumbling on your partner's part. The test of this hand is the strength of the Spades. Your best chance of saving 6 is to go Spades.

With Queen, 10, 9, 8, 7 of Hearts you would have

two certain tricks in Trumps and that makes a lot of difference to the strength of your hand. It is improbable (but not absolutely impossible) that you be doubled and lose five by cards in Hearts on the hand as given.

HAND NO. 21.

Hearts	-	-	-	Ace, King, 6, 5, 4.
Diamonds	-	-	-	5, 3.
Clubs	-	-	-	6, 4.
Spades	-	-	-	Queen, 10, 8, 6.

The question here is, should you leave the declaration to your partner on this hand or not? Of course if it is left to you, you will declare Hearts confidently.

You will find that nine times out of ten you will get the odd trick on this hand.

In three hands out of ten you will get three by tricks or more, and if your partner has a strong No Trump hand you are nearly sure to make four by tricks in Hearts.

Moreover you will find that only in three hands out of ten will your partner be able to go No Trumps. You should only leave it, if the game is so much against you that nothing but No Trumps will put you straight.

HAND NO. 22.

Hearts	-	-	-	King, Queen, Jack, 8.
Diamonds	-	-	-	Queen, 9, 7.
Clubs	-	-	-	7, 3, 2.
Spades	-	-	-	Ace, 7, 3

This hand is given, not in illustration of the maxim "Go Hearts when it is left to you if you have four probable tricks with Hearts for Trumps," but to introduce the subject of the value, above the line, of Honours in Hearts. If you go No Trumps on this hand (and it is very nearly a Queen above the average), your expectation in Honours is almost nothing. The chance that your partner holds no ace is almost as great as the chance that he holds two or three. You may score 30 for Aces, but you are almost as likely to lose 30. On the other hand you must score 16 above the line, and you have rather more than an even chance of scoring 32. Your mathematical expectation in Honours is about 22, and your expectation in trick-score is about 16. You may lose the game in No Trumps; you can hardly lose it in Hearts, unless you are doubled.

You should not leave the declaration, because, holding rather more than an average hand yourself, you are unlikely to find your partner able to declare No Trumps. For these reasons you should ordinarily declare Hearts, but if it is necessary to gamble, that is, if the adversaries want only 6 or 8 points to win the rubber, and your own score in the game is less than 6, No Trumps should be risked.

Holding Ace, King, Jack, 8, of Hearts and the other cards as given, you must vary your declaration according to the score. Only go No Trumps if your score is less than 6, and the adversaries a game to the good.

Holding Ace, King, Jack, 8, of Hearts, Queen, Jack and another of a second suit, and the Ace of a third, you should declare No Trumps if your score is 12 or less, 18, or 20; Hearts, if your score is 14, 16, 22, or more.

The Golden Rule which I have kept for this page and advertised in footnotes is:—*With a doubtful No Trumper, containing one Ace only, but four Hearts, three Honours and two certain tricks in the Heart suit, Hearts is preferable to No Trumps, unless things are desperate.*

#### HAND NO. 23.

Hearts	-	-	Ace, King, Queen, 4.
Diamonds	-	-	Ace, King, 3.
Clubs	-	-	9, 8, 7.
Spades	-	-	9, 8, 7.

Hearts is the declaration at all stages of the score. But with Ace, King, Queen, and another Diamond, and Ace, King of Clubs you must vary your declaration to suit the score. If a spurt is necessary go No Trumps. If there is no great hurry go Diamonds.

With Ace, King, Queen, and other Clubs, and Ace, King of Spades go No Trumps if a spurt is necessary; but if there is no great hurry leave the declaration to your partner.

*N.B.*—Always look at the score before making a declaration.

## CHAPTER V.

*THE BLACK SUITS.*

**N**OW I think it stands to reason that if, as seen in the previous chapters, your partner, when the declaration is left to him, will declare No Trumps if he has three certain tricks in his hand, or Diamonds or Hearts if he has four probable tricks in his hand, it is your duty as a reasonable man to prevent his doing anything of the sort if you have practically no chance of making a single trick yourself. The greater part of your strength when playing Dummy consists in seeing where finesses lie and establishing the best suit you and Dummy have between you. You cannot finesse much if your own hand is never going to get the lead, and your Dummy is extremely unlikely to do much in the way of establishing suits if he gets no kind of assistance from yourself. If you have no Ace or King or Queen in your hand it is reasonable to expect your adversaries to have their fair share of those valuable commodities. Their fair share will amount to eight of the best cards in the pack, and these eight cards will in all probability make eight tricks. You therefore expect if your



highest card is a Jack to lose two by cards whatever declaration your partner may be moved to make. If you will try and throw your mind back over the games you have played recently and reckon on the fingers of your brain the number of times you have had seven tricks in your own hand, you will find them extremely small. It does occasionally happen that one is dealt four Aces, two Kings and a Queen, but the odds against it are extremely large. The man who leaves the declaration to his partner with no possible trick in his hand is little wiser, to my mind, than a man who marries a cook in the hope that she may be an heiress in disguise. Such things should only be done when things are very desperate. I have played Bridge myself fairly regularly now for some years and I can only remember two occasions on which I lost anything appreciable by declaring Spades when I have had no possible trick in my hand. On one occasion my partner had four Aces and we should have lost the odd trick; on the other he had three Aces with seven Spades to the Tierce Major. These hands are as rare as blue moons, and I cannot, for the life of me, understand the frame of mind of a man who, holding a Yarborough, leaves it to his partner in the hope of his being able to go No Trumps! Of course he will go No Trumps. It would be strange if with no picture cards in your own hand, such a goodly number of them did not find their way into your partner's hand as to tempt him to go No Trumps.

And if he is tempted to go No Trumps it is a hundred to one on your losing the odd trick and ten to one on your losing the game. If this precautionary declaration is not adopted as a Convention, the measure of strength on which the dealer's partner can declare No Trumps or a Red suit must be enormously increased, and nearly half the dealer's advantage abandoned. The only possible argument against this safety declaration is that it is unsporting. But in every other game of skill an expert plays for safety when in difficulties. Roberts does not open a game of Billiards by trying to screw in off the red, although he is almost certain of succeeding. Even the Gloucestershire eleven will play out time if asked to score 200 in two hours, though one of them can sometimes achieve this feat off his own bat. A Golf professional does not, unless he is desperate, try to carry a bunker one hundred and fifty yards away. In Football, the forwards keep the ball in the scrum when near their own goal. And Bridge is just as much a game of skill as Billiards, Cricket, Golf, or Football. The man who calls it unsporting to declare Spades for safety probably knows little about sport.

Those whom I have failed to convince on this point having ceased to listen, let us proceed to consider the measure of weakness on which the dealer should declare Spades or Clubs on his own hand. Taking once more the typical weakest possible No Trump hands,

A, Q, 10, 3.	A, 4, 3.	A, 3.
K, J, 4.	K, 9, 7.	K, Q, 9, 7.
Q, 8, 6, 5.	Q, J, 6.	Q, 6, 4.
9, 7.	Q, 10, 8, 5.	J, 10, 8, 5.

If you have an Ace in your hand it can be fitted into any one of these suits in such a way as to make the game fairly safe, and if the No Trump hand is a little stronger than the above the odd trick is more than probable. An Ace in your own hand is not only a certain trick in itself, but it also transforms your partner's King into a certain trick and his Queen into a very probable trick. Moreover your partner will not declare a red suit unless he has four nearly certain tricks in his hand, and if you have an Ace you are very unlikely to lose more than two by cards. Therefore with one Ace—though the hand be *carte blanche*—it is always judicious to leave the declaration to your partner if you have not six cards of a red suit.

With one King only and *carte blanche* behind him, I am very doubtful as to the wisdom of leaving it. On the one hand it is a certain guard to one suit. On the other hand your partner will almost certainly make an expensive declaration and the most you can hope for is the odd trick, and if he declares No Trumps on the weakest possible No Trump hand, you run a very fine chance of losing the game. I think on the whole with one King and no other Honour the wisest course

is to leave it if you and your adversaries are equally backward, and only make the safety declaration when you are a game and a bit to the good. If, however, the King is the King of Spades and you hold four more of that suit, I deem it expedient in all cases to declare Spades; whatever happens you make certain of not losing much. Similarly with six Clubs to the King and absolutely nothing else, I should almost always declare Clubs. I should only leave it if the game were in a dangerous condition.

Likewise two Queens are a little better than a King, and with two Queens it is almost always well to leave it, but it is not wise, in fact I think it is very silly, to leave the declaration to your partner with only one Queen and absolutely nothing else, unless you want only the odd trick in No Trumps to put you out. As with the King only, so with six Clubs to the Queen, and nothing but one other Queen behind them, it is almost always judicious to declare Clubs. But failing this, with only one Queen and no other probable trick Spades should be declared by the dealer, unless the game is desperate.

Four Jacks are perhaps as good as two Queens, and I think with four Jacks it is wise to leave the declaration. To go No Trumps your partner almost must have two Honours in two suits, and then your little Jacks will help him mightily. But again with six Clubs and no Ace, King or Queen, I should always go Clubs, even if I had four Jacks.

With one Queen and one Jack (unless they are in the same suit and guarded, when they are a little better than one King) never leave it unless the game is desperate, and with one Queen and two Jacks, or three Jacks never leave it unless your own score is eighteen or over, or unless two of the Jacks have tens to support them.

The Golden Rule may be summed up thusly:—*Declare a black suit as dealer on your own hand, if you have less strength than one King or two Queens or four Jacks.*

Let your partner grumble as much as he likes, remember that you are saving your own money as well as his. I have already advised a red suit declaration for six cards of a red suit, and this advice I stick to, even for Yarboroughs.

In choosing the black suit—choose Clubs if you have six. Also choose Clubs if you have five to the Jack, ten and only two Spades. This I think about equalizes the prospects of loss in the two suits. With five to the Jack, ten you are not likely to be doubled in Clubs, whereas with only two Spades you will be doubled twice in three times, and lose more tricks than in Clubs. But—a very important but—the adversaries cannot win the game if they are nothing up, even if they do double Spades.

When the declaration is left to you and you cannot declare a Red suit or No Trumps, declare Spades. Do not declare Clubs unless you have three almost certain tricks if Clubs are Trumps.

When you are twenty-four up make any declaration you like which seems likely to give you the game, remembering always that over-rashness at that stage will be heavily punished, as your adversaries are sure to double if they have the vaguest chance of the odd trick.

The reasonable man does not give a miss in baulk when his opponent is 99. Therefore as dealer, if the adversaries are 28 up—or 24 up and a game to the good, even though you hold a shocking hand, you must leave the declaration to your partner and give him a chance of working a miracle.

When the adversaries are 28 up and the declaration is left to you, go your strongest suit, and if there is a choice between two declarations make the more expensive one. It is just as pleasant to be hung for a sheep as for a lamb.

*Exempli gratia.*

If the adversaries are 28 up and you hold

Hearts	-	-	-	-	-	Jack, 10, 6, 4
Diamonds	-	-	-	-	-	Queen, 8, 4
Clubs	-	-	-	-	-	King, 6, 2
Spades	-	-	-	-	-	Jack, 10, 3

go Hearts boldly and blow the expense, if the declaration is left to you. But do not go Hearts with four only to one small Honour, the expense above and below the line is likely to be too great.

## SOME SPADE HANDS.

When the declaration is left to you, declare Spades on the following hands, unless the game is desperate. If the game is desperate (*i.e.*, if the adversaries are 24 up, and a game to the good), No Trumps may be risked on any of these hands :—

24	25	26
J, 9, 7, 6, 4.	Q, 9, 7, 6.	10, 3.
K, 6, 3.	J, 8, 6, 4.	A, J, 8, 5.
Q, 5, 4, 2.	A, K.	8, 5, 3.
A.	4, 3, 2.	A, 8, 7, 2.
27	28	29
9, 2.	A, J, 2.	A, K, Q.
10, 4.	K, Q, 6, 4.	J, 10, 9.
K, Q, 9, 6.	J, 8.	8, 7, 6, 5.
A, J, 8, 5.	10, 9, 8, 7.	4, 3, 2.

Play to the score, and do not be flustered by what you think your partner is likely to say when you expose your hand. Go Spades unless you have four probable tricks in your hand in No Trumps or a red suit, or three probable tricks in Clubs. If your partner curses, point out to him gently that not knowing his code of signals, you were unable to guess what declaration would suit him best. He may not see the point of the remark, but he probably will not curse again.

Vary your declaration according to the ability of the man who is going to play the hand. If he is likely to play it very well, you may make an expensive and somewhat risky declaration. If he is likely to play it badly, make a fairly safe declaration. Never give a really bad player a difficult No Trumper. It is much the same thing as trying to get the Grand National Course on a Margate donkey.

*N.B.*—Always look at the score before making a declaration.



## CHAPTER VI.

*DOUBLING.*

**M**Y advice to those about to double is the same as that of Mr. Punch to those about to marry. Don't !

Unless the odd trick will take your adversaries out never double if you are on the declarer's right, except when you have an absolute certainty ; this is of course obvious. By doubling you betray your strength, and the cards which you may be pleased to consider probable tricks have but a poor chance of making.

But if your adversaries have made a declaration on which the odd trick will take them out, double them nobly if you have any reasonable chance of making, with your partner's assistance, the odd trick. It is always pleasing to have a run for your money as the old lady said when her legs went through the bottom of the cab. At the same time, however, if you think that, by dissembling, you increase your chances of the odd trick, on no account double. With four trumps to the King and an Ace or two, you can do little harm by doubling if you are on the declarer's left, but you may do yourself a wanton injury if you

double and betray your strength when you are on the declarer's right. With strength in all the suits but no Honours in Trumps it is very often politic, if the odd trick will give your adversary the game, to deceive that adversary by doubling. But do not do this unless the lead is in your own hand. If you double when the lead is with your partner he will probably lead trumps and ruin you.

Never double a red suit except on a certainty, unless it is your partner's lead and it is of great importance that he should lead Trumps.

*Exempli gratia.*

Your right hand adversary has declared Hearts when it was left to him and you hold

Hearts	-	-	-	-	-	Ace, Queen, 10, 9
Diamonds	-	-	-	-	-	Ace, King, 4
Clubs	-	-	-	-	-	Ace, 10, 3
Spades	-	-	-	-	-	King, Queen, 2.

You will probably have finally to lead up twice to the adversaries' tenace unless your partner leads Trumps at the very beginning of the game. Either the declarer has six Hearts or he has four nearly certain tricks, and the dealer, if he is not the declarer, must have one probable trick. It is therefore probable that your partner will not win a trick and will not be able to lead again after the first trick, Therefore double.

I may remark, however, that such a position is not a very common one.

To a beginner I would say, Do not double anything except Spades until you have played the game for six months. Be content to score 8 for each trick if the adversaries go Hearts when you have a good hand, and do not ask too much of Fortune. She has a nasty way of jumping on you, if you deal lightly with her gifts. I once doubled Hearts on—

Hearts	-	-	-	Ace, King, Queen, 5, 3.
Diamonds	-	-	-	King, Jack, 10.
Clubs	-	-	-	Ace, King, 7.
Spades	-	-	-	Queen, 10.

and I lost two by cards. However, I should always double on such a hand.

Be very cautious also about doubling Clubs. Though Clubs are sometimes declared *faute de mieux*, the declarer has an unpleasant habit of having six of them, and if your partner has nothing you will be redoubled and smashed.

Four Clubs to the Ace, King and three other fairly certain tricks is about the smallest strength on which Clubs should be doubled. Do not trust your partner for more than one trick even when doubling Clubs.

Spades may, and should, be doubled fairly freely. But never double on less than four unless you hold at

least five certain tricks. If you double Spades on—

Spades	-	-	-	Queen, 10, 9.
Hearts	-	-	-	Ace, King, Queen, 4.
Diamonds-	-	-	-	King, Queen, Jack, 4, 2.
Clubs	-	-	-	Queen.

you may be redoubled, and find your adversaries with six Spades on one side, six Clubs on the other, and the Ace of Diamonds, so that you will lose the Grand Slam. But the risk may be taken at certain stages of the score.

The profit in redoubling Spades is small and there is an indefinite risk. It is true to a certain extent that as neither of the adversaries has a No Trump hand, you and your partner probably have each a better hand than they. But each of your adversaries, having only four probable tricks, may have cautiously gone for safety, and will drop on you if you double them. Do not double Spades therefore simply for the sake of filthy lucre. Double only, with an eye to the score, in order to reach a landmark. If you are 4 or 16 and the adversary goes Spades the odd trick will make you 6 or 18, 8 is not a whit better for you than 6 and 12 is very little better; to get to 18 or 30 you must make four by tricks. Do not therefore double Spades under these circumstances unless you are so strong that you hope to get four by tricks; that is, unless you have a moderate certainty of the odd trick. Double freely when you are 22 or 26 in

the hope of getting out, or at love or 10 in the hope of getting to 6 or 18. But even then you must be certain of saving the game if the adversaries are so base as to redouble you. That is, in order to double Spades, you must have four Spades and four almost certain tricks in your hand. On this you need never have any great fear of coming to grief. A fair measure of value on which to double Spades is (a) six Spades and nothing else (your partner probably has a good hand), (b) five Spades and a little something else, (c) a No Trump hand, containing four Spades to a big Honour.

Be extremely cautious about doubling Spades when the adversaries are 22 up or more. It is of immense importance to save the game, and a rash double may just lose it for you. Similarly be very cautious about doubling any suit declaration when the adversaries' score is such that the odd trick doubled will take them out.

On the doubling of No Trumps, might almost be the heading of another chapter, so important is the subject. When it is your lead do not double on anything but a certainty. Seven Spades to the Tierce Major is not a certainty unless you have another Ace to come in with. One of your adversaries may be so unfeeling as to hold four Spades. I have heard it said that it is immoral to double on a certainty, but it is certainly very silly to double, when it is your own lead, on anything else. My morals may have

been neglected, but if ever I am dealt eight of a suit to the Quint Major and the adversaries go No Trumps, I shall double and redouble till the end of the world, unless I happen to be in a Newmarket Race Special.

When it is not your lead, you may often save the game by a judicious double. With us,\* it is a recognized Convention that when your partner doubles No Trumps you should, if it is your lead, open the game with your shortest and weakest suit; if you, partner knows this rule, it is clearly the best chance of saving the game if you can by doubling give him a hint to lead a suit in which you hold enormous strength.

In No Trumps the victory is generally to the side which first establishes a very long suit. If your partner opens with a suit of ordinary strength in which you are practically blank, the game is as good as over as far as you are concerned, for your big suit will not be led until you have had to discard two or three times from it. In any case you lose the whole and sole advantage which accrues to the non-dealers when there are No Trumps, in that your initial lead has been abortive. Therefore if you are quite sure that you and your partner together have a better chance of making six tricks if he leads your suit, than of making five tricks if he leads his own, I think you should double. I have always bitterly regretted that I did not double once last year with

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\* In America the non-leader only doubles when he can save the game if *Hearts* are led. But *vide* Preface to Third Edition.

No Trumps declared on my right, on

Hearts	-	-	-	King, 9.
Diamonds	-	-	-	King, Jack, 10, 5, 4.
Clubs	-	-	-	Ace, Jack, 10, 9, 7, 5.
Spades	-	-	-	Blank.

I felt sure my partner would lead Spades unless I doubled, and yet I refrained from doubling. He led Spades and we were smashed. If he had led Diamonds or Clubs we should have made two by cards, and he would have led Diamonds if I had only had the pluck to double.

You must of course think it out very carefully. I cannot formulate a Golden Rule for you. But if after full consideration you can say to yourself "I am sure I can make six tricks if my partner will lead my long suit," then double with an easy mind.

When redoubling, do not, if you yourself made the declaration, go for probabilities. If you are sure you have a certainty, redouble.

But if your partner, being the dealer and a reasonably good player, has made an expensive suit declaration, and has been doubled, you should redouble if you have four certain tricks in your own hand, even though you hold not one of the trump suit. You know your partner would not have declared Hearts or Diamonds unless he held five probable tricks. If you hold four more you have between you an absolute certainty of the odd, even if the doubling adversary

holds eight trumps, and he cannot hold more than eight, since your partner must hold five. Similarly if your partner goes No Trumps and is doubled, you may redouble if you also have a No Trump hand, and all four suits guarded.

Redouble Spades if you think it was horrible impudence doubling. It is just as well to choke off occasionally the man who always doubles Spades on principle. I think the happiest day of my life was when I redoubled Spades on eight to the King, Queen, Jack. With six to the Ace, Queen, Jack, sitting over the doubler it is nearly always safe to redouble if you have any other probable trick in your hand. But recollect that if your partner has gone Spades, he has in all probability a very bad hand, and may have a *carte blanche* without an Ace. Therefore in redoubling expect no assistance of any sort from him, especially if he as dealer went Spades.

In fact in no case, except that in which the adversaries have declared Spades, expect your partner to make a trick when you want to double, and never double anything but Spades and Clubs except on a certainty.



## CHAPTER VII.

*THE PLAY OF THE HAND WHEN THERE  
ARE NO TRUMPS.*

## THE LEADS.

**T**HE card which it is most profitable to lead originally, must clearly depend largely on the declaration which has been made. The original lead when there are No Trumps and the whole play of the hand are entirely different from the lead and the play when a Trump has been declared.

When there are No Trumps your great object should be to establish a long suit. Seeing that an Ace reckons one trick certain, that a King reckons two-thirds of a trick, and that a Queen reckons four-ninths of a trick, only eight or nine tricks will be made by Aces, Kings and Queens. Four tricks, and in five deals out of nine, five tricks, will be made by small cards. The adversaries having gone No Trumps, you cannot expect that you

and your partner will have your fair share of big cards. You must therefore rely upon your little cards to save the game for you. That is, you must establish your longest suit if you possibly can. If you do not lead your longest suit you will be playing, more often than not, into your adversaries' hands. It is two to one against your partner's holding the strength in any suit which you lead from weakness hoping to strengthen his hand. It is two chances to one, therefore, that in leading what you may be pleased to consider a strengthening card, you are opening the very suit which your adversaries are secretly praying that they may be able to establish. If, however, you open with a four-card suit you have at any rate, even if you hold only the 2, 3, 4, 5 in it, a hope of some day holding the thirteenth card, and moreover even if your partner has no strength in the suit you make your adversary chary of leading out his winning cards in that suit for fear of establishing your 5, and, even if you sacrifice your partner's King, remember that it would almost certainly have been finessed against in any case. I cannot believe that it is ever sound to open a three-card suit in No Trumps. If your partner has doubled No Trumps you must lead your weakest suit. His doubling is a direct order to you to do so. Otherwise lead your longest suit however weak it may be. In choosing which card to lead of the four or more which you may hold, you should be careful not to part with the command

until the suit is established, unless you have another card of re-entry in your hand. For instance holding six Hearts to the Ace, King, and no other card above a nine, if you bang out the Ace, King, you cannot possibly get in again to make the little Hearts even if you establish them at the third round. Even if you have a card of re-entry you should retain the chance of getting in again, through your partner's winning a trick before he is exhausted of your suit and leading it to you.

Unless you have great strength in a suit, it is not necessary to lead a large card in order to bring out something substantial from the adversaries. If your partner's best card in the suit is a six, your chief hope must lie in keeping your big cards for a possible finesse, or for a certain guard if your partner is unable to return you your suit. Holding Ace, Jack, nine, eight, seven, you may think it sound to draw an Honour with the Jack, but there will be no soundness in it if the ten, Queen and King are all against you. With Ace, Jack, ten and others, you have three of the Bridge Honours, and should consider this great strength and lead the Jack originally. You may do but little in the suit if the nine, Queen and King are all against you, but if your partner has three to the six even, your suit must be established in two rounds. The general rule is—Do not lead a high card unless you hold three of the Bridge Honours in the suit which you are opening.

Whatever strength you hold in a suit, remember that your adversaries, having gone No Trumps, are almost certainly guarded in three suits out of the four. Holding King, Ace and two others, if you lead out the King and the Ace, you are possibly establishing five to the Queen adversely. It is not probable but it is possible. On the other hand if the suit is equally divided you will certainly make three tricks in it. If you cannot get in early enough to do so, you clearly could not have saved the game under any circumstances. Moreover the Queen may lie on your left, and your partner's Jack may make, to your great joy and profit. It is certainly at least three to one that the Queen is against you guarded.

Holding five to the Ace, King, you clearly cannot win these five tricks straight off unless your partner has the Queen, or unless he has four. The latter is most improbable and the former is a distinct argument in favour of not leading out the Ace, King. Even with five to the Ace, King, Jack, ten, the chances of catching the Queen are so remote, that the Jack should be led unless you have a sure card of re-entry with which to regain the lead if, having led Ace, King, it should take three rounds to draw the Queen.

With six to the Ace, King, Jack, it is far more probable that the Queen is guarded than that it is not guarded; because the adversaries having declared No Trumps, are probably guarded in the suit, and

the mathematical odds are three to one against your dropping the Queen if it is against you; if it is with your partner, you assuredly lose nothing by leading a little one. If, however, you have a sure card of re-entry with which to bring in your suit even if you fail to catch the Queen, you lose very little by trying for the chance of catching it. You can get the lead again and make all the little ones, and the chance of catching the Queen is just good enough to try for.

Without the Jack, I do not consider the chance worth taking. There is just a chance that your partner has three and that your adversaries have only two each, but this is an infinitesimal chance. The odds are certainly more than four to one against it, and are theoretically only two to one against his holding the Queen, favouring the lead of a small card.

With seven to the Ace, King, if your adversaries are guarded your partner probably has only one card of the suit, and will not be able to return it if you open with a little one in order to give him a chance of helping you. Therefore it is useless to do so, and the Ace, King should be led out, even if you have no card of re-entry.

With the Ace, Queen and little ones, for reasons similar to but even stronger than the above, lead a little one unless you have eight, or seven to the Ace, Queen, ten. Even with eight the chances against your catching the King are just over four to one.

With eight to the Ace, Queen only the chance of catching the King is just worth playing for if you have a sure card of re-entry to put you right if you fail to catch the King. Having caught the King you have still to catch the Jack, which is extremely improbable if you have only seven. But if you do fail to catch the Jack your partner probably had only one of the suit originally, and could not have helped you even if you had led a small card.

With seven to the Ace, Queen, Jack the chances against the catching of the King are seven to one, with six to Ace, Queen, Jack the chances are over ten to one; this risk is only worth taking if you have a sure card of re-entry—not otherwise.

With Ace, Jack, ten and others, the Jack should be led, in order to make it practically certain that even if your partner is very weak, the suit will be established with the loss of two tricks, and also to give yourself the chance of catching an adverse Queen on either side if your partner holds the King, thereby establishing the suit without the loss of a trick.

For similar reasons the ten should be led from Ace Queen, ten, nine and others. But with Ace and any number of little ones lead your fourth best; for, though you do not always desire your partner to count by the eleven rule and make a brilliant finesse with the result that he blocks you in the third round when you have five or six, you do want him to know how many of the suit you hold. It is of tremendous importance

to your partner to be able to guess whether your suit is better worth establishing than his own.

With King, Queen and two or even four little ones, if you lead the King you are no doubt certain of making one trick in the suit ; but one trick only in your long suit is of very little use to you. You are opening the suit in the hope of making three tricks in it at least. This can only be done with your partner's assistance. If you lead the King, the adversaries are almost certain to make both Ace and Jack if your partner has neither, whereas if he has either, your lead of a little one will establish your suit for you at once; if he holds the ten it is possible that that ten will draw the Ace. In any case it is theoretically five to four on your partner holding either Jack or Ace.

With the King, Queen, ten, however, and two or three others, it is not improbable that either Ace or Jack, if adverse, is only singly guarded; if your partner has the Jack you clearly lose nothing by leading the King. If Ace and Jack are both doubly guarded against you or in one hand with a small one, you are just as badly off if you lead the little one as you will be if you lead the King. With only four to the King, Queen, ten, there is not nearly so good a chance of finding either Ace or Jack only singly guarded, and there is a danger of losing all benefit of your partner's possible Jack or Ace. The King should only be led from the King, Queen, ten, and at least two others. After the first round you can see

whether to continue with the Queen or with a little one, according as your Queen will catch an exposed Jack or not. With seven to the King, Queen, your best chance of making tricks clearly is that the suit is evenly divided and will be established at once; therefore with seven to the King, Queen, lead the King.

With the King, Queen, Jack lead the King always. Continue with the Jack if you wish your partner to play out the Ace if he holds it, with the Queen if you wish him to hold it up. You can easily see which course will suit you best.

It is nearly always right to continue your suit to the bitter end. Do not change it unless disaster is more probable than not. Your adversary may be marked with five and disaster is then probable. But if the fall of the cards does not mark great strength with one of your adversaries, it is better to risk losing a trick in your original suit than to risk a holocaust in some unopened suit. Having gone No Trumps your adversaries are almost certain to be together stronger than your partner in any given suit.

With King, Jack, ten, the Jack should be led.

From the Queen, Jack and little ones you can do nothing unless your partner has either ten or King or Ace, therefore lead the fourth best. But with the Queen, Jack, ten, lead the Jack and make certain of establishing the suit in two rounds.

From the Jack, ten, nine and others lead the fourth



best. Otherwise your partner may assume great strength in your hand.

In all other cases lead your fourth best. It may be convenient to tabulate the leads.

### THE LEADS, WHEN THERE ARE NO TRUMPS.

From—

Ace -	{	Ace, King and five others - - -	Always.
		Ace, King, Jack, ten - - -	
		Ace, King, Jack, and three others -	Only if you have a sure card of re-en- try.
		Ace, Queen, and six others - -	
		Ace, Queen, Jack and two others -	
Ace, Queen, ten and three others -			

King -	{	King, Queen, Jack, &c.
		King, Queen, ten and two others or more.
		King, Queen and five others.

Queen - Ace King, Queen, &c.

Jack -	{	Ace, King, Jack, ten	} If you have no sure card of re-entry.	
		Ace, Queen, Jack, &c.		
		Ace, Jack, ten, &c.		
		King, Jack, ten, &c.		
		{	Queen, Jack, ten, &c.	

Ten - Ace, Queen, ten, nine, &c.

In all other cases lead your fourth best.

If No Trumps has been declared on your right a King is probably a sure card of re-entry. If the declaration has been made on your left a King almost

certainly is not a card of re-entry. A glance at this table will, I think, explain why I advise the Jack lead from King, Jack, ten ; Ace, Queen, Jack ; and Queen, Jack, ten. The mere fact of your leading an honour announces very great strength. Your partner after the first round will almost certainly know the exact strength. And it is of great importance to mystify the dealer as to your exact strength for the first round at least. If the Queen be led from two of the above Jack-lead combinations, you reduce the possible Jack-lead combinations to three, and make the lead an almost certain indication of your exact strength ; if the Jack be led, the dealer having only one Honour in his and Dummy's hands combined cannot tell whether the lead is from Ace, Jack, ten, or Ace, Queen, Jack, or Queen, Jack, ten, and is often in a quandary accordingly. The Jack tells your partner all that is necessary for him to know during the first round, and that is that his room is preferable to his company and he had better get out of the way.

### THIRD IN HAND PLAY.

Third in hand play is fairly obvious when the leads have been mastered.

### ORDINARILY ALWAYS PLAY YOUR HIGHEST.

*When the Ace is led*, get out of the way as quickly as you can. With Queen and one small or King and one small throw away the King or Queen. This is

absolutely necessary. You will get horribly in the way if you do not. But holding King and two others or Queen and two small, the King or Queen should be played to the *second* trick.

*When the King is led* your partner has either King, Queen, Jack, or King, Queen, ten and two others. If you hold Ace and one other, play the Ace and return the little one, unless you see the Jack and *two* small exactly in the exposed hand. In that event the suit clearly cannot be established and made use of unless your partner has a card of re-entry; therefore keep your Ace for the second round, and then fish for his card of re-entry. If the Jack and *three* small (other than the nine) lie in the exposed hand, it is better to put on the Ace and return the suit at once, thereby enabling your partner to establish his suit without parting with a precious card of re-entry. If the exposed hand holds the Jack, Nine and two others, however, the suit can only be established with the loss of two tricks; the Ace must be kept till the second round and (if you held originally the Ace and one other only) another suit must be opened. With Jack and one other only, throw away the Jack on the first round to King led, you will only get in the way if you do not. But with Jack and two others keep the Jack for the second round. With four unblock, and prepare to echo at the same time.\*

The objects of unblocking are firstly to enable your partner to continue without hindrance from

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\* See p 99.

yourself an established suit, secondly to enable your partner to continue his suit (without hindrance from yourself) until it is established. There is only one way of unblocking and that is to keep your smallest card of the suit. Play in the first round the smallest but one, in the second round the next higher, and keep the smallest in hand. Some people think they are unblocking more efficaciously if they play their biggest card first. This is a great mistake. The unblock is no more effective, and the play of the biggest of three to the first round will hopelessly confuse and possibly terrify your partner into abandoning his suit.

*When the Jack is led* there is very great strength in your partner's hand, and your room is preferable to your company. Holding King and one small, play the King and return the small one even though the Queen lies in the exposed hand, otherwise you may stop the suit on the second round and prevent its establishment. Holding King and two small play the King to the second round if the Queen lies in the exposed hand, to the first if it does not. Holding Queen and one other play the Queen to the first round; holding Queen and two others play the Queen to the second round. Holding Ace and one other, play the Ace if the King and *two* others lie in the exposed hand even if the King is not put on (otherwise you will prevent your partner establishing his suit); but play the little one if the King and only one other lie in the exposed hand and the King is not put on.

In all other cases play the lowest of cards in sequence in your hand that are also in sequence with other cards in Dummy's hand. For instance, if you hold King, Jack, nine, seven and five, and see the Queen, ten, eight in Dummy's hand play the seven. It is of equal power with the King for that particular trick.

With a small card led, play any reasonable finesse\* which may save a trick that must otherwise be lost. With Ace, Jack or Ace, ten in your own hand, and the King singly guarded in the exposed hand, finesse the Jack or the ten. The Jack or ten may make and save a trick and cannot lose one. But do not finesse with the Nine, Ace, as your partner cannot hold Queen, Jack, ten.

If the King in the exposed hand be doubly guarded, you gain nothing by your finesse. The King must make on the third round, unless you abandon the suit—a most unwise thing to do. Therefore with the King doubly guarded in the exposed hand play out your Ace and return your Jack or your ten in the hope that it may completely establish a long suit for your partner. There is always a chance of the Queen being single in the dealer's hand.

When the King, however, is so strongly guarded that it must be bad for you to return the suit, you

\* "By 'finessing' is meant playing an inferior card, though holding a higher one of the suit, not in sequence with the card played."

—"CAVENDISH ON WHIST," p. 73.

should make an enormous finesse as your only chance of doing anything with that suit. With the King, Jack and a little one, or the King, ten and a little one exposed finesse even Ace, nine; you *may* thereby establish the suit with the loss of one trick, and it clearly must cost you two tricks to do so if you put on the Ace.

With the Queen and one little one only exposed finesse nothing (except King, Jack of course); your partner can do the catching of an unguarded Queen for himself. But with Queen and two little ones exposed, the finesse of Ace, ten or King, ten may save a trick, and cannot lose one. Both Ace, nine, and King, nine are useless finesses against the Queen only, as your partner cannot hold either Ace, Jack, ten or King, Jack ten.

With the Queen and three others exposed against you, you must lose a trick in this suit, unless holding four cards yourself you change the suit in order to put your partner in and get a second lead through the Queen. This is a most dangerous thing to do. Therefore put on the Ace and return the Jack or ten with which you were tempted to finesse, unless one of the guards to the Queen is a ten or a Jack.

Should the Queen, Jack and two others, or Queen, ten and two others be exposed, if you put on the Ace and return the nine, you clearly have come to an end of all things in that suit—the Queen, ten or Queen, Jack are masters of the situation. Therefore finesse

the nine. You may establish a long suit at the cost of only one trick, and you clearly cannot by putting on the nine lose much as far as that suit is concerned. But remember the Eleven Rule, and apply it.

In all cases take advantage of Foster's Eleven Rule, which is "Deduct the pip on the card led from eleven, and the result gives the number of cards against the leader." For example, if an eight be led, the leader must hold all but three of the cards higher than the eight. If two of these cards lie in the exposed hand and the third in your own you know for certain that the eight cannot be beaten by the fourth hand. Again, if the seven be led and the Queen ten lie in the exposed hand and the King in your own, you know for certain that one card better than the seven must lie in the fourth hand.

Ordinarily, directly you get in, return your partner's suit. I have frequently seen the game lost by changing the original suit. It cannot be too forcibly stated that with No Trumps declared against you, your best chance of getting the odd trick is to establish one long suit. If you try to establish two long suits, you will almost certainly fail to establish either.

There are cases, of course, in which it would be clearly fatal to return your partner's suit. For instance, you may win the first trick with the Queen and see the Ace, Jack, ten in the exposed hand. You had better drop that suit like a hot potato. But if the Ace, Jack only are left in the exposed hand, do

not be afraid to return the suit. Your adversary will take good care to make two tricks in it by finessing in his own good time. It will take you two rounds to establish your partner's suit, but there is generally a good chance of its being worth establishing. If you, being afraid of that Ace, Jack, start off with another suit in which you have four to the King, it may take you four rounds to fail to establish that King. The case is different when you yourself hold a very strong suit, and can see from the exposed hand and the original lead that your partner's suit is a weak one or not nearly as strong as yours. The advantage of always leading the fourth best is here strongly apparent. If your partner has led the deuce, he can have held only four of that suit originally. Similarly if you know from the cards played in the first trick and those held in your own and the exposed hands, that your partner held originally no card smaller than the card he led, you know for certain that he held originally only four of the suit. If you have a strong suit of more than four, and can see that your partner's suit can only be established at a great sacrifice, you may then be forgiven if you try to establish your own suit. But you must be able to lay your hand on your heart and declare that you were morally certain of establishing your own suit in fewer rounds than your partner could possibly establish his. Do not, I pray you, abandon your partner's suit merely for the sake of leading up to weakness in



the exposed hand. You know not what appalling strength you may discover in the unexposed hand.

### SECOND IN HAND PLAY.

Ordinarily, second in hand, you play your lowest. But there are exceptions. When an Honour is led it should ordinarily be covered second in hand—particularly in the case set forth in the second “maxim” later in this chapter.

Holding cards in sequence, such as King, Queen, or Queen, Jack, you must judge for yourself by the cards exposed in Dummy’s hand, whether it is advisable to play a small card or one of the cards in sequence. If the cards in sequence must win the trick play one of them. But if the cards in sequence can be beaten by a card exposed on your left, or if there is no card higher than the cards in sequence exposed on your right, it is not generally advisable to play high.

With the King and one other the King should always be played second in hand if it is certain to win the trick. If held up it may be caught. With Ace and one other only the Ace should be played second in hand on Queen led, to give your partner a chance of holding up the King until the third round.

A Jack, ten, nine or eight should always be played second in hand if from the cards exposed it is seen that it will win the trick.

In other cases your smallest must be played, and take care that it is the smallest. As Cavendish says (p. 97), "If he afterwards plays the two and it turns out that he previously played the four *through carelessness*, his partner loses confidence, and gives up all hopes of drawing correct inferences from his play."

## DISCARDING.

In Whist when you are strong enough to get out all the trumps and retain the lead, your correct discard is from your weakest suit—so in Bridge your correct discard is from your weakest suit, when there are No Trumps and your partner has the lead. Guide him exactly to the suit which you want him to lead. There is a very great difference between the complexion which the game wears when your partner is leading out winning cards, and its complexion when your adversary is doing so. If your adversary has the lead, you dare not unguard even a Jack, and it is generally difficult to discard from a weak suit without unguarding it. Your only thought then, when your discard has to be made while the adversary has the lead, and is likely to keep it, is to keep weak suits guarded, and to avoid betraying your partner. Your only thought when your partner has the lead should be to guide him to the suit you want led. Your partner must draw no rigid inferences from discards made while your adversary is winning tricks, but must infer that your first dis-

card made while he is winning tricks is from the suit which you particularly wish him not to lead, and that the suit from which you do not discard while he is leading is the suit which you want him lead. A lot may be done by calling, for which see Chapter IX.

If you have to discard from all three suits, the suit which you discard from last is the suit which you want led.

Be very careful, when you are discarding to adverse tricks, that your discard does not betray your partner's hand. With the Queen, Ace of Hearts exposed to your right, if you discard three small Hearts to three adverse Spades you very likely inform your adversary that your partner's King is unguarded. Even if you only discard two of them you give the adversary a pretty broad hint that you cannot have the King. Likewise with King, Jack, ten of Hearts on your left if you discard all your Hearts to adverse Spades, you entirely betray your partner's strength or weakness as soon as the suit is led and you fail to follow suit. It is very, very seldom wise to discard your last card of a suit. If your partner has any strength you may want to lead that card towards the end of the game. If he has a guard in the suit his guard can be very much sat upon if you are found to be void as soon as the suit is led.

Likewise tell your adversary as little as possible by your discard. Your partner will not ordinarily lead a suit in which great strength is exposed, and you do

not tell him much by discarding from that suit. You may, however, very likely just tell your adversary what he most wants to know by discarding from Dummy's strongest suit.

#### THE GENERAL PLAY OF THE HAND.

There can be no conventions as to the general play of the hand from the sixth or seventh trick onwards. Each hand must be taken as a special case. The cards very often practically play themselves; if a man cannot see what he had better do when twenty-four cards have been played and fourteen others are visible, no amount of lecturing will keep him straight. The first thing to do is to save the game. Do not be tempted to try a coup which may give you the odd trick if it comes off, and lose you the game if it does not. Cards may very often be placed in the dealer's hand by the declaration made by him. If he left it he had not a No Trump hand, and if he has already played two Aces and a King he almost certainly has no more picture cards in his hand. If the dealer has been discarding Hearts he probably has not any strength in that suit. If he has left two little Diamonds in his partner's hand when he might have discarded them, he probably has two Honours in Diamonds. On the other hand, he may have discarded those Hearts in order to persuade you to lead up to his Ace, Queen, Jack, and have kept those two little Diamonds in order to make you think he has

two big Diamonds when his highest card of that ilk is the six. I might fill about ten pages with little tips of this sort, but as they do not always come off, it is as well to save my printer's ink and your time.

There are, however, a few hard and fast rules which I should have thought were obvious, but that I so often see them disregarded. The first is:—*Hold up the command of your adversaries' long suit as long as possible.* For instance, if the dealer goes No Trumps and Dummy puts down six or even five Spades to the King, Queen, Jack, and no other picture card, if you have been blessed with the Ace freeze on to it (if you can do so without revoking) until you know for certain that the dealer has no more of that suit with which to put his partner in again. If you part with the Ace before the dealer is exhausted, you are presenting him with two and perhaps three extra tricks in that suit.

Similarly if the exposed hand has gone No Trumps and the dealer plays out from it the Ace and then one of two little Clubs, being all he had in that suit, you may infer that in the dealer's hand are five or six Clubs to the Queen, and if you hold the King and two others you should hold the King up till the third round. Even if the exposed hand had only the Ace and one little Club, you should refrain from putting your King on the second round on the chance of your partner's making a Jack on a finesse, or holding the Queen single. The bottling-up process may be

carried to excess, but it is better to carry it to excess than not to practise it at all.

A corollary to the above maxim is:—*Hold up the guard to your adversaries' long suit as long as possible.* If you hold three to King and there are five to the Ace, Queen, Jack exposed on your right, Dummy will probably finesse. You should not take the first trick. If the dealer then puts himself in again for another finesse he very likely ruins his hand, and if he bangs out the Ace you can stop the suit on the third round, after which the dealer having none left will not be able to put his partner in. Even if there is still a card of re-entry in the exposed hand, you will find it far easier to discard with that big card out of the way than with it still there.

The second maxim is:—*If a finesse is certain to be made and certain to be fatal to you, sacrifice your big card, unless the sacrifice is obviously vain.* For instance, if there lie Ace, Queen and three little ones or Ace, Jack and three little ones to your left and the dealer leads the Jack or the Queen, holding yourself the King and two little ones or the King and one little one, you know that it is morally certain that Dummy proposes to finesse. Your only chance therefore of preventing the establishing of the suit is to put on the King and pray that your partner holds the ten. Even if the dealer holds the ten you lose nothing by playing the King as it would be caught on the third round.

Holding four to the King, it is not *de règle* to put on the King, but if one of the three young ones is the ten you clearly lose nothing by doing so.

Holding King and two others, the sacrifice is obviously vain if the ten also is in the exposed hand, for you establish the suit completely by putting on the King. All you can then do is to pray that the Queen or the Jack was the only card of that suit in the dealer's hand. But if you hold the King and one other only, the sacrifice is not vain. There is just a chance of your partner's holding four to the nine.

In judging of the certainty or uncertainty of a finesse, you must consider largely the personal equation of the dealer. Holding the Queen and two little ones, with Ace, King and others exposed, if the dealer leads the Jack, he may really be intending to finesse, or he may be only trying to frighten you. If you look deeply grieved and groan and pull out the Queen three or four times and then jerk it back again, he will almost certainly finesse, but if you play a little one without hesitation, he may very likely funk it at the last minute. If you know him to be a man who always finesses down to his boots, you had better put on the Queen, but if he is a man who very rarely finesses more than the customary Ace, Queen, you may almost always safely pass it. Playing with strangers, I should put the Queen on the Jack if there were only four of the suit in the exposed hand, and

pass it if there were five unless I held the nine myself. It goes without saying that a card played into a *fourchette* should always be covered, a "fourchette" being a pair of cards into which an adverse card led exactly fits.

For example, if a Jack be led, and you hold the Queen and the ten, these two cards are called a *fourchette*.

A third maxim is :—*If a successful finesse is your only chance, lead your best.* For instance, you know from the fall of the cards that in order to save the game you must make three tricks in Clubs. You hold the Queen and three little ones, and the King and two little ones are exposed on your left. Lead the Queen. You cannot make three tricks in the suit unless your partner holds Ace, Jack and ten. If he does not hold these cards the game must be lost anyhow, and the one trick lost by the lead of the Queen is not of great moment.

Fourthly, *never, never finesse across a gap in the exposed hand.* This is what is commonly called *finessing against yourself*. Yet time after time I see it done.

The word "finesse" explains itself. To "finesse" is to play dodgy. In Whist and Bridge the dodginess of a finesse consists in playing a card of less value than your biggest in the hope of afterwards catching an intermediary card lying in the hand of the right-hand adversary who plays next before you. Hold-



ing the Queen and Ace it is finessing or playing dodgy to put on the Queen in the hope of afterwards catching the King if it lies in the hand of the adversary who has to play next before you. But there can be no dodginess in trying to catch that King if you can see with your own eyes that that adversary does not hold him. And this is what I mean when I say, never finesse across a gap in the exposed hand.

Fifthly, *always take your partner's trick if it can do no harm, and may do some good.* This is especially necessary when the adversaries are holding up command; for an illustration of my exact meaning, study Game No. VII. You can see, by looking at the exposed hand, whether it is necessary to take your partner's trick; e.g., Holding five Hearts to the King, Jack, you lead a small one. Your partner takes the trick with the Ace and returns the Queen. If there were two Hearts originally in the exposed hand, the dealer must hold four to the ten, unless your partner held three originally. Therefore pass the Queen. But if there were three Hearts originally in the exposed hand, your Jack must drop the remaining cards in the suit however they lie, and your partner may not have another to give you. Therefore take the Queen with the King and continue with the Jack.

Sixthly, *when leading always play the highest of cards in sequence. When playing second, third, or fourth in hand, play the lowest card of a sequence.* The only exception to this rule is that, for the original lead of a

suit of four or more, you must play the fourth best.

Seventhly, *when in doubt as to what suit to lead, lead a suit in which Dummy has no high cards if he is on your right, or lead a suit in which Dummy has one high card or more, if he is on your left.*

Eighthly, *when opening a suit in which your partner by his discards has indicated strength, always lead your best.*

Ninthly, *do not assume that your adversary is a fool.* Do not abandon your suit merely in the hope that your adversary may lead up to your tenace. He is not in the least likely to do so.

Last but not least. *Never play a false card.* Your adversary will play false cards on every possible occasion. How is your poor partner to worry through if he has two men deceiving him? Moreover, a false card very often tells your adversary more than a true card would have told him.

For the rest the main things are to note each discard, and who made it, to count the number of cards in each suit remaining, and their value down to the two. If you can do half this, you need no sort of advice from me. If you cannot do more than a quarter, written advice will probably do you very little good.

#### ON THE PLAY OF THE DUMMY HAND.

In playing the Dummy hand there are probably only three important maxims. The first is to go for and peg away at the strongest suit, held either in

Dummy's hand or your own. The second is to hold up your Ace or commanding card of the adversaries' long suit as long as possible, unless you are sure of the game without a finesse. The third is never to finesse against the hand from which a lead will be fatal to you, unless it is absolutely necessary in order to get the odd trick. If there is no card of re-entry in the hand which holds the strength in the suit which you propose to establish, the commanding card must not be played from that hand until the suit is established.

One hand must not be allowed to get in the other's way. Temptation to get in the other hand's way is commonly offered when one hand holds five to the Queen, Jack, ten and the other the Ace and one other only. One is often tempted to lead the Queen and finesse against the King. This should very rarely be done. For the King is almost sure to escape. But if the Ace and two others lie in one hand and the Queen, Jack, ten in the other, the Queen should be led and a finesse made against the King. Be as chary as possible of the weak hand's strength, and nurse tenderly his cards of re-entry, and consider carefully in the early stages of the game where you will probably want the lead in the end stages. Do not play a big card second in hand unless you are obliged to do so in order that that big card may make. Knowing the conventional leads you can frequently guess whether to cover the Jack or not. It is generally not right to

do so on the first round, unless the card with which you would cover is likely to be caught on the second or third round. *Always finesse to the hand from which you want a lead to come.* With Ace, Queen, ten, finesse the ten unless an unsuccessful finesse is going to be fatal, for it is three to one on the second finesse being successful. Finesse in the second round of a suit in preference to the first, and finesse as much as you like when you have all the suits guarded, and not at all if there is a whole suit against you. These, I think, are all fairly obvious maxims ; there can be no conventions for the play of Dummy ; with very little practice even a beginner should be able to make all the certain tricks, and attempts to get more are very often disastrous. As I said before, the great thing to do is to note all the discards and count each suit down to the two.

*P.S.*—In No Trumps, always Echo when you have four of your partner's original lead. The Echo is a Call\* made by playing an unnecessarily high card followed by the lower card which would ordinarily have been played (*e.g.*, holding the seven and the five—play the seven to the first trick and the five to the second) either in the suit itself or in any other suit which gives you an earlier opportunity of making the Echo ; thus, if your partner is allowed two rounds of his suit, holding four of that suit you should make a Call in it ; but if your adversaries win the first trick, and start off with another suit, make your Call in the adversaries' suit. Your partner will know it is an Echo by which you are informing him that you held originally four of his suit.

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\* The Call is dealt with on p. 112.

## CHAPTER VIII.

*ON THE PLAY OF THE HAND WHEN  
THERE ARE TRUMPS.*

## THE ORIGINAL LEAD.

**W**HEN a suit, other than Spades, has been declared Trumps, it is certain that five and probable that six or seven tricks will be made by Trump cards. Aces, Kings, and Queens will account for either six or seven tricks in the other suits, leaving one or perhaps two tricks to be made by cards lower than a Queen, and these will nearly always be made by the dealer. Therefore the chief idea is to make all your high cards. Many first-class players are of opinion that the best way of putting this idea into practice is to wait until the suit in which they hold high cards is led to them. My own opinion is that your best chance of making your high cards is to lead at once the suit in which you hold them. You frequently see the weak-suit leaders waiting patiently for their tenaces to be led up to while the dealer eagerly discards all his holding in the suit. You also frequently see the strong-suit leaders losing tricks by leading into their opponents'

tenaces. I have watched this point very carefully for the past five years, and am satisfied that though a weak-suit lead looks very pretty when it comes off, the strong-suit lead does more good honest work. As other writers have given instances of the danger of the strong-suit lead, let me give an example of the danger of the weak-suit lead by suggesting the following distribution of the cards:—

H. A, K, Q, 6, 5.

D. Q, 6.

C. 9, 8, 7.

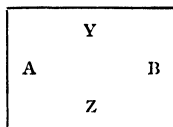
S. Q, 9, 5.

H. 10, 4, 3,

D. J, 5, 4,

C. K, J, 6, 4,

S. A, J, 8.



H. J, 9, 8.

D. K, 8, 3.

C. A, 5, 2.

S. K, 10, 4,

H. 7, 2.

D. A, 10, 9, 7, 2.

C. Q, 10, 3.

S. 7, 6, 3.

Z dealt and left it. Y declared Hearts. If A leads the Knave of Diamonds to the first trick A and B lose four by cards. If he leads the Four of Clubs A and B win the odd trick. Isolated instances prove nothing at all, as the bachelor said when he heard of two happy marriages. The blind lead is as big a lottery as matrimony, with this horror

added, that you are obliged to make a blind lead, whereas you are not obliged to get married if you really don't want to. The infinite combinations of thirteen cards make it impossible to lay down golden rules, but the following are at least of precious metal:—

The best blind lead is from an Ace-King suit; the next best from a King-Queen-Knave suit; the next best from a Queen-Knave-ten suit. The lead of any Bridge Honour from two Bridge Honours in sequence is good, irrespective of length in the suit. Ace from Ace and one other is good. Weak doubletons are bad. It rarely does harm to open a suit of five. A singleton, when good, is very good; when it is bad it is horrid. It is often bad, being nearly always detected forthwith and frustrated. A singleton trump through the declarer is often good. A trump up to the declarer is good if you have great strength in all the plain suits. If you have no combination which will give a really satisfactory blind lead, it is generally best to lead an Ace and see Dummy's hand. If you have no Ace, no suit of five, no two Bridge Honours in sequence, and no singleton, you must open your strongest suit and trust to luck.

With King, Ace only lead the Ace. With Ace, King and others lead the King. Your partner is rarely interested in the fact of your holding five or six of the suit; on the other hand he badly wants to know whether or not you can rough a third

round. If you lead the Ace and then the King, your partner knows that you can rough the third round. If your partner calls when you are leading out King, Ace, you know for a certainty that he can rough the third round. If he does not call (unless his second card is the Jack or Queen) you know for a certainty that he cannot rough the third round. Whenever you get the lead, either lead out winning cards or return your partner's suit, or give your partner a rough, or lead through Dummy's strong suits if you are on his right, and up to his weak suits if you are on his left. Lead through a weakly guarded King whenever you can, and do anything you can to prevent the weak trump hand making a trump by roughing.

*Above all things never lead a suit on which one of the adversaries (unless that adversary has failed in Trumps) can make a discard, and the other rough or play a winning card.*

The following are the principal leads when there are Trumps.

From—	Lead—
Ace, King and no other.	Ace then King.
Ace, King and one other to six others.	King then Ace.
Ace, King, Queen, with or without others.	King then Queen.
Ace, Queen, Jack and others.	Ace then Queen.
Ace, Jack, ten and others.	Ace then Jack.
King, Queen with two or more others.	King—If the King wins then lead a small one.



King, Queen with one other.	King then Queen
Queen, Jack and others.	Queen.
King, Jack, ten with or without others.	Jack.
Jack, ten with or without others.	Jack.
Ace and small others.	Ace.

The above leads should always be adopted whether the lead be made before or after Dummy's hand is exposed. It is nearly always inadvisable to open an Ace, Queen suit when the King is marked on your right, or King, Queen suit when the Ace is marked on your right. But the temptation to hold up an Ace, Queen suit must be withstood if the lead of the Ace will make certain of saving the game and there is any sort of danger of the suit being entirely discarded by the strong Trump hand.

When Spades are Trumps, you generally hope rather to make the odd trick, and probably not more than four Spades lie in one hand; you may hope to establish and bring in a suit of five to the Jack, and may, if you think fit, lead it. If your partner has doubled Spades, lead them cheerfully. He *must* want them out, holding either an excellent hand or six Spades. The only variation to this rule should be that you have a beautiful Queen, Jack, ten suit or King, Queen suit or Ace, King suit to which you would like to invite his attention, or a singleton on which you would like to make some little Spades. This cannot deceive your partner. He will assume, if you do not lead Trumps, or a King or a Queen or an Ace,

either that you have led a singleton or that you have no Spades.

### SECOND IN HAND PLAY.

Ordinarily play your lowest; but put on any card other than the Ace if it is certain to make a trick. More often than not a suit is roughed on the third round; the chance of making a trick should never be lost. Even the Ace should be played second in hand on the first round if the King does not lie in the hand on your right. When Honours in sequence are held second in hand it is always right to put on one of them, and that one must always be the lowest of the sequence.

### THIRD IN HAND PLAY.

Always play your highest, or the lowest of your best sequence, unless the card or cards between your highest and the next are exposed in the hand on your right. Do not finesse even Jack, Ace against King exposed, unless *the game is safe*.

### ON ROUGHING.

A trick should be roughed second in hand with three objects. Firstly, to win the particular trick roughed; secondly and thirdly, to win some future trick. The rule briefly is—Rough second in hand (*a*) if the Rough will win that trick with a trump that might not otherwise make a trick; (*b*) if the Rough

will prevent the third player from discarding a losing card; (c) if the Rough will enable your partner to make a trump.

For example:—

Y—Spades, 10, 9.  
Diamonds, 10.

A—Hearts, Ace, 10.	B—Spades, Queen, 7.
Diamonds, 7.	Diamonds, 9.

Z—Hearts, Queen, 6.  
Diamonds, King.

Hearts are trumps. B leads Queen of Spades. Z must Rough second in hand to prevent A from discarding the small Diamond.

Again—

Y—Spades, 10, 9.  
Diamonds, 10.

A—Hearts, Jack, 10.	B—Spades, Queen, 7.
Diamonds, 7.	Diamonds, 9.

Z—Hearts, Queen, 6.  
Diamonds, King.

Hearts are trumps. B leads Queen of Spades. Z must Rough with the 6 of Hearts to prevent the discard of the 7 of Diamonds. If the Queen is played second in hand A will discard the Diamond and make the last two tricks.

But—

Y—Hearts, 10.

Spades, 10, 9.

A—Hearts, Jack, 9.

Diamonds, King.

B—Spades, Queen, 7.

Diamonds, 9.

Z—Hearts, Queen.

Diamonds, 10, 7.

Hearts are trumps. B leads Queen of Spades. Z must trump with his Queen, and lead a Diamond so that Y's 10 of Trumps may make a trick.

It is almost always wrong to rough second in hand. if the third player must in any case play a trump, unless one of the above objects is in view.

For example :—

Y—Hearts, 10.

Spades, 10, 9.

A—Hearts, Ace, Jack, 5.

B—Spades, Queen, 7.

Diamonds, 9.

Z—Hearts, Queen, 6.

Diamonds, King.

Hearts are Trumps. B leads Queen of Spades. Z has no object in roughing second in hand.

But—

Y— Hearts, Jack.

Spades, 10, 9.

A—Hearts, Ace, 10, 5.

B—Spades, Queen, 7.

Diamonds, 9.

Z--Hearts, Queen.

Diamonds, King, 6.

Hearts are Trumps. B leads Queen of Spades. Z must rough to save Y's Jack.

And—

Y—Hearts, Jack, 6.

Spades, 10.

A—Hearts, Ace, 10, 5.

B—Spades, Queen, 7.

Diamonds, 9.

Z—Hearts, Queen.

Diamonds, King, 6.

Hearts are Trumps. B leads Queen of Spades. Z must rough with the Queen to enable both Y's Jack and 6 to make tricks.

Instances may be multiplied indefinitely, but they will be found almost invariably to come within the three headings of the rule given.

On the play of the Dummy hand when there are Trumps, little need be said. The only maxim I can

suggest is, Never risk the odd trick except for a chance of winning the game. Many a time and oft may one be tempted to play the *grand coup*, but in general it will be found that a simpler and more practical method of winning tricks might have been adopted.

The following instances of the Grand Coup may however be instructive:—

(a)

Y—Diamonds, Ace, King, Jack, 9.  
Spades, Queen.

A—Diamonds, Queen, 6, 4, 2.  
Spades, 5.

B—Diamonds, 8, 5  
Spades, Jack, 4.  
Clubs, Jack.

Z—Diamonds, 10, 4.  
Clubs, Queen, 10.  
Hearts, Queen.

Score—Y Z, 24.

Tricks—Y Z, 2.

A B, 26.

A B, 6.

Diamonds are Trumps. A leads 5 of Spades. Y Z require to make all the remaining tricks. Z should trump the Spade, lead the 10 of Diamonds, and finesse. It is seven to one against the Queen lying unguarded in B's hand.

(b)

**Y**--Hearts, King, Queen, 5.

Diamonds, 9, 4.

Clubs, 6.

**A**--Diamonds, 8.**B**--Hearts, Jack, 6.

Spades, Jack, 10, 4, 2.

Diamonds, Queen, Jack.

Clubs, 9.

Spades, Queen, 6.

**Z**--Spades, King.

Clubs, Queen, 8, 5.

Diamonds, 6, 5

Tricks and Scores immaterial.

Hearts are Trumps. **Z** to lead. **Z** should play King of Spades. **Y** should trump, take out two rounds of Trumps and lead a Club.

The rule to be observed when the Trumps lie all in two hands, with the major tenace in your own hand, is—Lose the antepenultimate trick.

Thus:—

**Y**—(Immaterial).**A**—Trumps, King, 10, 5.**B**—(Immaterial).**Z**—Trumps, Ace, Jack, 4.

**Z** should lose the eleventh trick. By playing the 4 and throwing the lead into **A**'s hand he makes sure of winning the last two tricks.

Similarly in No Trumps. Every suit but one has been exhausted, and the lead is with B. Score immaterial.

Y—Ace, Queen, Jack.

A—King, 9, 3.

B—8, 6, 2

Z—10, 7, 5.

B leads 8 of Spades. A should pass it. He must then make his King.

Similarly—

Y—King, Queen, 4.

A—Ace, Jack, 6.

B—10, 5, 3.

Z—9, 8, 2.

B leads 10. A should pass it and make sure of winning the last two tricks.



## CHAPTER IX.

*THE CALL.*

**T**HERE must be a place for the Call in Bridge. Cavendish used to say that the Call robbed him of a great part of his advantage in the game, by showing others when it would be sound to lead Trumps—a thing which he could generally guess for himself. This is fair testimony to its value. In Bridge a Call for Trumps would be ridiculous. If you are not strong enough to double, you are not strong enough to Call. A Call for Trumps, moreover, would entirely betray your strength, which it should be your object to conceal. Therefore the play of the high card followed by the low card should be utilized for some other purpose. When your adversaries are leading winning cards, it is already a Convention that your partner should attach no great importance to your discards. You have to keep your weak suits guarded, and it not infrequently happens that two discards are necessary from a darling suit. What possible objection can there be to your so managing those discards that your partner may know that you have great strength in the suit from which you are forced to discard twice? Perchance the adversary

may take advantage of the information thus gratuitously supplied. I take it that an adversary would be unworthy of a broken lance if he was in the habit of leading suits in which there was only one Honour between his own two hands. Again, it is often of vital importance that your discard should not betray a possible finesse. Though unguarded in a given suit a discard from that suit may betray the weakness of a partner's guard. Two discards from your strong suit would probably be of greater value to you, and there would, if the Call were a Convention,\* be a certain inducement to discard twice from your strong suit in order to bring it to your partner's attention, instead of a temptation to discard from weak suits and either betray your partner or unguard yourself. Lastly, you can have no great predilection for a suit of less than four cards; ordinarily your pet suit will have five or six. With the game going all against you, you cannot hope to bring in all the pet suit. With the game going your own way, if you have time for a Call you have time to direct your partner accurately to your suit by discards from the two other suits. The call need only be utilized when the lead is with your adversaries. But let it be always utilized when possible while the adversaries are playing winning cards. A Call is made by playing an unnecessarily high card.

*In No Trumps a Call is a command to lead the suit in which the Call is made.*

\* This Call is now a recognized Convention.

*A Call, when there are No Trumps, made in the suit originally led by your partner indicates five of that suit in your own hand.*

When there are Trumps it happens with great frequency that after the second round of a suit it is seen that someone must fail if a third round be attempted. If there be a *Call* conventional for these conditions, it will obviate leading on the off-chance of a rough (with the result perhaps that the weak Trump hand makes the rough and makes the game thereby), and make a certainty of a lead for a rough which might otherwise have been lost through fear of an adverse rough. If you have only two cards of a suit of which your partner starts off with King, Ace, it must be sound to give him by a call the absolute knowledge that a third round will make a third trick, and perhaps the absolute knowledge that the adversary will rough if you do not Call.

*Therefore, when there are Trumps, a Call indicates a certain rough in the suit in which the Call was made.*

If the suit in which the Call was made has never been led, and trumps are being rapidly eliminated, a Call will naturally mean a demand for that suit. Both in No Trumps, and when there are Trumps, a Call means a demand for a lead of the suit in which the Call was made.

I have submitted among the hands played three instances of these most valuable Calls.

## CHAPTER X.

*THE SINGLE DUMMY.**(For Three Players.)*

THERE are various rules under which Dummy Bridge is played. I do not think any particular set has yet received the commendation of the world, or become stereotyped, but I think the following are about the best :—

1. Dummy's hand is not exposed until a card has been led to the first trick. (Meaning throughout by Dummy the vacant chair.)
2. The player playing with Dummy never changes his seat. The first deal is Dummy's deal.
3. The player playing with Dummy looks first at the hand for which the deal was made. If he does not wish to make a declaration on the hand which he first looks at, he places that hand face downwards in front of himself, saying "Force make." The remaining hand then becomes Dummy's hand (*i.e.*, it is exposed opposite Dummy's partner as soon as a card is led by the adversary), the declaration being made

from it according to the following rule :—If Dummy has three Aces, he must declare No Trumps. If Dummy has not three Aces, he must declare Dummy's longest suit; if two suits are of equal length, the strongest must be declared, strength being measured by the addition of the pips on each card, Ace counting eleven, and any picture card ten. If two suits are of equal length, and equal strength, the more expensive must be declared.

4. When the deal is with Dummy's adversaries, Dummy's partner, if he wishes to double, must do so without looking at the hand placed on the right of the dealer. He must always lead to the first trick from the hand on the dealer's left without looking at the other hand. The dealer's partner's hand is also exposed and played by the dealer as soon as a card is led to the first trick.

5. If on the exposure of Dummy's hand it is seen that an incorrect declaration has been made, the card led may be taken up, and another card led as soon as the declaration has been corrected.

This is clearly a very different game from ordinary Bridge. If you are Dummy's partner you cannot leave the declaration to him in the hope of an intelligent declaration, or in the hope of his going No Trumps. If you have five cards with one Honour in any suit, it is wise to declare that suit. If you have no five-card suit, go either No Trumps or Spades

unless you hold either an Honour or three cards in each of the Red suits.

Go No Trumps if you have an average hand, Spades if you have not an average hand.

If you are one of Dummy's adversaries be very chary of going No Trumps. You lose the whole benefit of the No Trump declaration by the exposure of Dummy's hand, and Dummy's partner has the advantage of you inasmuch as he has the initial lead. The approximate strength on which No Trumps is possible for Dummy's adversaries is, I think, an Ace in excess of an average hand. Declare a red suit if you have four probable tricks in that suit, as your partner will rarely be able to declare No Trumps.

Dummy Bridge is generally a slow game, worked out by a tedious succession of odd tricks.

Double Dummy Bridge is not a bad game if there is absolutely nothing to do but to play cards.

The rules as to the declaration are the same as in Dummy Bridge. Each player always deals for himself, not on behalf of his Dummy. The player who sits to the right will always look at his Dummy's hand first when his adversary has dealt, and will lead a card from his Dummy's hand before looking at his own hand.

As in Dummy Bridge, you should generally make the declaration yourself. Dummy rarely shows any intelligence in his declaration. No Trumps should

only be ventured with great strength, as your adversary has the advantage inasmuch as he has the initial lead.

### CUT THROAT BRIDGE.

Cut Throat Bridge, which I may say, is a game of my own invention, is not bad fun for three players if you cannot get a four.

The variations from ordinary Bridge are not great, and it is more amusing than ordinary Dummy Bridge, as there is no sitting out and watching your partner make a mess of Double Dummy.

The three players cut. The lowest cut deals, the next sits on the dealer's left and the highest on the dealer's right.

After each deal the player on the late dealer's right moves one place to the right, and the player on the late dealer's left deals. The dealer always takes Dummy. If the Dummy's adversaries make the odd trick or more, they each score full value for each trick made.

The player who reaches 30 first scores a game, and marks 50 points above the line for each game won. If two players reach 30 as the result of the same deal, each scores 50 for so doing. The rubber consists of three games of 30, which are all played out, in order to give each player a chance of winning a game.

Honours are scored by the player holding them,

each Honour counting the value of a trick. When there are No Trumps, Aces count ten each. *E.g.*—A has two Aces, B has one, C has one. A scores 20, B scores 10, and C scores 10 above the line. Again, Hearts being Trumps, A has four Honours in his own hand, B has one Honour and C has Chicane. A scores 64, B scores 8, and C scores 16. Again, Hearts being Trumps, dealer has one Honour, Dummy has two Honours, B has one Honour, C has one Honour. Dealer scores 24, B scores 8, and C scores 8.

This makes a fairly amusing game. In fact it makes an excellent game except that occasionally it happens that a player by playing decently loses money by so doing. *E.g.*—A being 16 up, B being 0, C's Dummy has gone Hearts, and with decent play A and B ought to score two by tricks. It is a little hard on A if B deliberately only wins the odd trick, and a little hard on B if his good play is to count 50 to his adversary at the cost of himself. We, who play the game occasionally, have agreed that B is on his honour to play his best.\* If he does not do so, he incurs the odium of being considered either a knave or a fool. This is the only drawback to the game.

The score is reckoned in pounds, shillings and pence, by adding up the score sheet, and working out profit and loss as is done in Snookers.

\* Of course players may agree to play entirely for their own hand. Possibly this would add interest to the game.



*E.g.*

A's Dummy vii No Trumps .. ..  
 C's Dummy vi Dummy lost the odd  
   in No Trumps  
 B's Dummy v No Trumps (3 tricks)  
 A's Dummy iv Diamonds (3 tricks)  
 C's Dummy iii Spades (2 tricks) ..  
 B's Dummy ii Hearts (2 tricks) ..  
 A's Dummy i No Trumps (1 trick) ..

A	B	C	Result.
50	50		
50			
30	10	0	C pays A 210 = -21
20	10	10	C pays B 176 = -17
0	40	0	C
12	12	6	B pays A 34 = -3
0	2	8	B receives from
8	24	8	C 176 = +17
20	10	10	= +14
(i) 12	(ii) 16	(iii) 4	A receives from
(iv) 18			B 34 = +3
			Ditto C 210 = +21
	(v) 36		+24
(vi) 12	(vi) 12		C -38
(vii) 24			Result B +14 } +38
256	222	46	A +24

**ENVOY.**

Constant practice is better than preaching. Lose no opportunity of playing for low points, and play double dummy whenever you can get a reasonably proficient friend to play with you. If, in practice, you find that the methods here recommended result in occasional loss, remember the old Sundial's philosophy—

*Horas non numero nisi serenas.*

Store up only in your memory the occasions on which the theoretically correct declaration brought you comfort and joy, and forget the hands on which you might have made the odd trick in Hearts, because your partner had four to the Ace, and yet having only three probable tricks in your hand you made Spades Trumps and lost five by tricks doubled. Reflect only on the improbability of such a horrible thing happening again.

**NOTE.**

*These Games are intended to illustrate, and supply the means of practising, the principles advocated in the text. Z is always the dealer, and A the original leader. The card that wins the trick is underlined, and the one beneath this is the next lead.*

*It must be remembered that in real play as soon as the four cards composing a trick have been played the trick is turned over, and that no trick may be looked at again after it has been turned and quitted.*

# GAME No. I.

## BRINGING IN A LONG SUIT.

Score, 18 all. Z declares No Trumps

TRICK NO	A	Y	B	Z	SCORE	
					Y-Z	A-B
1	5 ♦	2 ♦	10 ♦	<u>J ♦</u>	1	0
2	4 ♠	3 ♠	<u>J ♠</u>	7 ♠	1	1
3	8 ♦	4 ♦	7 ♦	<u>A ♦</u>	2	1
4	<u>Q ♠</u>	5 ♠	2 ♠	8 ♠	2	2
5	<u>K ♦</u>	9 ♦	6 ♦	3 ♦	2	3
6	<u>Q ♦</u>	♣ 3	♣ 2	♣ 6	2	4
7	♥ 5	♥ 3	<u>♥ A</u>	♥ 4	2	5
8	♥ 8	♥ 7	♥ 2	<u>♥ Q</u>	3	5
9	♥ 9	♣ 5	♥ 6	<u>♥ K</u>	4	5
10	♣ 4	<u>A ♠</u>	K ♠	9 ♠	5	5
11	♣ 9	<u>10 ♠</u>	♥ 10	♣ 10	6	5
12	♥ J	<u>6 ♠</u>	♣ 8	♣ J	7	5
13	<u>♣ A</u>	♣ 7	♣ K	♣ Q	7	6

Y-Z win the odd trick and the game.

REMARKS —If the Ace of Spades is played from Y's hand before the third round of Spades, Y-Z must lose two by cards.



# GAME No. II.

## **ESTABLISHING THE STRONG SUIT.**

Score, Love all.

Z declares No Trumps.

TRICK NO	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	♥ 5	♥ 4	♥ J	<u>♥ Q</u>	1	0
2	♣ 2	♣ 3	<u>♣ Q</u>	♣ J	1	1
3	<u>♥ 9</u>	♥ 8	♥ 7	♥ 6	1	2
4	♥ K	5 ♠	♥ 2	<u>♥ A</u>	2	2
5	♣ 4	<u>♣ K</u>	♣ 6	♣ 7	3	2
6	2 ♦	♣ 6	<u>♣ A</u>	♣ 8	3	3
7	<u>A ♠</u>	6 ♠	2 ♠	3 ♠	3	4
8	<u>♥ 10</u>	3 ♦	8 ♠	6 ♦	3	5
9	<u>♥ 3</u>	7 ♦	4 ♦	Q ♦	3	6
10	10 ♦	J ♦	K ♦	<u>A ♦</u>	4	6
11	9 ♦	7 ♠	8 ♠	<u>♣ 10</u>	5	6
12	9 ♠	J ♠	5 ♥	<u>♣ 9</u>	6	6
13	Q ♠	<u>K ♠</u>	10 ♠	4 ♠	7	6

Y-Z win the odd trick.

REMARKS:—If the finesse at trick 2 had come off Y-Z must have won the game.

At trick 7, B rightly judges that Z would not have gone for the Clubs if he had held the Ace of Spades himself. If B, failing to see this, opens Diamonds Y-Z win two by cards.



# GAME No. III.

## *HOLDING UP COMMAND.*

Score, A B 6; Y-Z 6.      Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					A-B	Y-Z
1	6 ♠	10 ♠	<u>A ♠</u>	5 ♠	1	0
2	<u>J ♠</u>	2 ♦	9 ♠	7 ♠	2	0
3	Q ♠	3 ♦	4 ♠	<u>K ♠</u>	2	1
4	♥ 4	♥ 3	♥ 5	<u>♥ A</u>	2	2
5	♥ 6	♥ J	<u>♥ Q</u>	♥ 2	3	2
6	♣ J	<u>♣ Q</u>	♣ 2	♣ 3	3	3
7	♥ 10	<u>♥ K</u>	♥ 8	♣ 6	3	4
8	5 ♦	<u>♥ 9</u>	6 ♦	4 ♦	3	5
9	♣ 7	<u>♥ 7</u>	♣ 5	♣ 8	3	6
10	2 ♠	♣ 4	<u>♣ A</u>	♣ K	4	6
11	J ♦	<u>Q ♠</u>	7 ♦	9 ♦	4	7
12	3 ♠	<u>♣ 10</u>	♣ 9	10 ♦	4	8
13	8 ♠	8 ♦	<u>A ♦</u>	K ♦	5	8

Y-Z win two by cards.

REMARKS:—If at trick 2 the King of Spades is played from Z's hand, A-B must make two by cards. At trick 2 A takes the trick as it can do no harm to do so and B might not have had another. At trick 6 B is bound to lead a Club for, by unguarding the Queen of Diamonds in Y's hand, Z has shown that he himself holds the King.





# GAME No. IV.

## *HOLDING UP THE SECOND BEST.*

Score, love all. Z leaves it. Y declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	♥ 10	♥ 2	<u>♥ J</u>	♥ 4	0	1
2	3 ♦	6 ♦	5 ♦	<u>Q ♦</u>	1	1
3	7 ♠	5 ♠	<u>J ♠</u>	10 ♠	1	2
4	8 ♦	10 ♦	2 ♦	<u>J ♦</u>	2	2
5	K ♠	<u>A ♠</u>	2 ♠	9 ♠	3	2
6	<u>♣ K</u>	♣ Q	♣ 8	♣ 2	3	3
7	<u>♥ A</u>	♥ 3	4 ♠	♥ 6	3	4
8	♥ Q	♥ 8	6 ♠	<u>♥ K</u>	4	4
9	♣ 3	<u>8 ♠</u>	4 ♦	3 ♠	5	4
10	♦ 5	<u>Q ♠</u>	7 ♦	♥ 7	6	4
11	♣ 6	<u>A ♦</u>	9 ♦	♣ 4	7	4
12	♣ 7	<u>♣ J</u>	♣ 9	♣ 10	8	4
13	♥ 9	♣ 5	K	<u>♣ A</u>	9	4

Y-Z win three by cards.

REMARKS :—At trick 1 *B* can hold at most one other Heart. If he holds none he must open another suit, and any lead must be fatal to *A-B*. *Z* therefore leaves the lead with him. Even if *B* holds one other Heart *Y-Z* must win the odd trick and probably two by cards. If the King of Hearts is played from *Z*'s hand to the first trick, *Y-Z* cannot win more than the odd trick.



# GAME No. VI.

## **SAVE THE GAME BEFORE TRYING TO WIN IT.**

Score, Y-Z o. A-B 6. Z leaves it. Y declares  
No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y Z	A-B
1	♥ K	♥ 8	♥ 2	♥ 3	0	1
2	♥ Q	♥ 10	♥ 5	♥ 4	0	2
3	♥ J	♥ A	♥ 6	♥ 7	1	2
4	A ♠	K ♠	2 ♠	4 ♠	1	3
5	♥ 9	5 ♠	4 ♥	♣ 5	1	4
6	♣ 7	♣ 4	♣ 6	♣ K	2	4
7	7 ♦	J ♦	5 ♦	2 ♦	3	4
8	3 ♠	Q ♠	9 ♠	6 ♠	4	4
9	7 ♠	8 ♠	6 ♥	10 ♠	5	4
10	♣ 2	♣ 10	♣ 8	J ♠	6	4
11	9 ♦	K ♦	♣ 9	3 ♦	7	4
12	Q ♦	8 ♥	♣ J	A ♦	8	4
13	♣ 3	♣ Q	♣ A	10 ♥	9	4

Y-Z win three by cards.

REMARKS.—At trick 6 *B* calculates that if *A* should hold the King of Clubs, he will win the game by the finesse against *J*'s Queen, o. He should have reckoned that the seven must be *A*'s best, and that the King must be single in *Z*'s hand. *B* should, of course, have played the Ace and made certain of saving the game.

At trick 7 *Z* must make his finesse in Diamonds before leading out his spades, as he must discard a Club from *Y*'s hand to *Z*'s thirteenth spade, and with Clubs unguarded cannot dare a finesse.



# GAME No..-VII.

## **GAME LOST THROUGH CARELESSLY OMITTING TO TAKE A PARTNER'S TRICK.**

Score, Y-Z 20; A-B 0. Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	4 ♠	Q ♠	<u>A ♠</u>	5 ♠	0	1
2	2 ♠	6 ♠	<u>8 ♠</u>	7 ♠	0	2
3	♣ 4	♣ 2	<u>♣ Q</u>	♣ 3	0	3
4	♣ 9	♣ 7	<u>♣ J</u>	♣ 6	0	4
5	<u>♣ A</u>	♥ 2	♣ 5	♣ 8	0	5
6	3 ♠	<u>K ♠</u>	♣ 10	♥ 4	1	5
7	5 ♦	2 ♦	3 ♦	<u>K ♦</u>	2	5
8	J ♦	Q ♦	<u>A ♦</u>	10 ♦	2	6
9	♥ 10	♥ 5	♥ 3	<u>♥ K</u>	3	6
10	9 ♠	7 ♦	4 ♦	<u>8 ♦</u>	4	6
11	♥ J	♥ 6	♥ 8	<u>♥ A</u>	5	6
12	10 ♠	♥ 7	6 ♦	<u>♣ K</u>	6	6
13	J ♠	♥ 9	♥ Q	<u>9 ♦</u>	7	6

REMARKS:—Y-Z make the odd trick. If at trick 2 A had played the 9 and continued the suit, nothing could prevent A-B's winning three by cards.



# GAME No. VIII.

## *DOUBLING.*

Score, A-B 6; Y-Z 0. Z leaves it. Y declares No Trumps.

If A has a trick in his hand, A-B can make the odd trick easily if Diamonds are led.

If A has not a trick in his hand, A-B must lose the game unless Diamonds are established before B has to part with his Ace of Hearts. Reasoning thus, B doubles No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	4 ♦	7 ♦	<u>10 ♦</u>	5 ♦	0	1
2	2 ♦	9 ♦	<u>A ♦</u>	8 ♦	0	2
3	♣ 3	Q ♦	<u>K ♦</u>	5 ♠	0	3
4	♣ 6	8 ♠	<u>J ♦</u>	♥ 2	0	4
5	2 ♠	J ♠	<u>6 ♦</u>	♥ 3	0	5
6	♥ 4	♥ 6	<u>3 ♦</u>	♥ 5	0	6
7	♥ 7	♥ J	♥ <u>A</u>	♥ 10	0	7
8	♥ 8	♥ K	♥ 9	♣ 5	1	7
9	♣ 7	♣ K	♣ 2	♣ 8	2	7
10	3 ♠	♣ J	♣ Q	<u>♣ A</u>	3	7
11	4 ♠	♣ 4	7 ♠	<u>♣ 10</u>	4	7
12	Q ♠	K ♠	9 ♠	<u>♣ 9</u>	5	7
13	♥ Q	<u>A ♠</u>	10 ♠	6 ♠	6	7

REMARKS:—Trick 1, A leads his shortest suit.

If B had not doubled, A would have led a heart. Y-Z must have made five Clubs, two Hearts, and two Spades, and Y-Z would have won the game. By doubling A-B win the odd trick and the game.





# GAME No. IX.

## **SECOND IN HAND PLAY & PLACING THE LEAD**

Score, Love all. Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	♥ 5	♥ 10	♥ 6	♥ 4	1	0
2	4 ♠	3 ♠	6 ♠	J ♠	2	0
3	K ♠	6 ♦	2 ♦	J ♦	2	1
4	♥ 3	♥ 2	♥ 8	♥ A	3	1
5	4 ♦	8 ♦	7 ♦	Q ♦	4	1
6	5 ♠	9 ♦	A ♦	3 ♦	4	2
7	♥ 7	♣ 5	♥ 9	♥ K	5	2

REMARKS:—*B* should have abandoned Hearts. With all the Spades and Diamonds declared against him a Club lead was the only possible chance of saving the game. *Z* must hold the King of Hearts.

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

And Y-Z make three by cards in No Trumps.

This game occurred in actual play. I am doubtful about submitting it lest it should tempt players to leave the declaration on such a vile hand as *Y*'s. It is given however to illustrate the necessity of (1) putting on a big card second in hand (*e.g.* the play of *Y*'s 10 of Hearts) if there is no other possible chance of making it, (2) placing the lead in order to finesse (*e.g.* the play of *Z*'s Queen of Diamonds at trick 5 and Jack of Diamonds at trick 3), and (3) (from *B*'s point of view) of taking the only possible chance of saving the game, which in this case is that *B* has the King of Clubs.

The game also illustrates (a) the value of Tens and (b) the immense advantage of the dealer's position in the play of the hand when there are No Trumps.

I may add that in spite of the tremendous strength of *A*'s hand, the mathematical odds are seven to one against his getting the odd trick.



# GAME No. X.

## **BETRAYING A PARTNER'S HAND.**

Score, love all. Z leaves it. Y declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	7 ♦	8 ♦	<u>Q</u> ♦	4 ♦	0	1
2	<u>10</u> ♦	6 ♦	3 ♦	5 ♦	0	2
3	<u>A</u> ♦	♥ 2	5 ♠	9 ♦	0	3
4	<u>K</u> ♦	♥ 4	7 ♠	J ♦	0	4
5	<u>2</u> ♦	♥ K	9 ♠	3 ♠	0	5

B has betrayed A's King.

3	♣ 2	<u>♣ A</u>	♣ 8	♣ 3	1	5
7	K ♠	<u>A</u> ♠	♥ 5	4 ♠	2	5
8	♥ 3	<u>Q</u> ♠	♥ 6	10 ♠	3	5
9	♥ 9	<u>J</u> ♠	♥ 8	♣ 6	4	5
10	♥ 10	<u>8</u> ♠	♣ 9	♥ 7	5	5
11	♣ 5	<u>6</u> ♠	♣ J	♥ J	6	5
12	♣ 7	<u>2</u> ♠	♥ A	♥ Q	7	5
13	♣ 10	♣ 4	<u>♣ K</u>	♣ Q	7	6

Y-Z win the odd trick.

REMARKS:—It is immaterial what A leads to the 6th trick inasmuch as B having let Z know that the King of Spades is unguarded, Z is bound to make the odd trick whatever is led. If B had discarded three Hearts to the winning Diamonds, Z would have been obliged to let the Club come up to him in order to save the game. For (there being but little chance of finding the King of Spades single) he stands to lose the Ace of Hearts, the King of Spades, and King and perhaps two more clubs if he puts on the Ace of Clubs second in hand. The discard of the three Hearts from Y's hand is very good. Z, having three Spades himself, does not require a card of re-entry in Y's hand; he cannot leave the Ace of Clubs single, and he cannot part with any of his Spades.



# GAME No. XI.

## **BETRAYING A PARTNER'S HAND.**

Score, Y-Z o; A-B o. Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	♥ J	♥ 8	♥ 3	♥ <u>K</u>	1	0
2	2 ♦	<u>K</u> ♦	3 ♦	4 ♦	2	0
3	10 ♦	5 ♦	7 ♦	<u>Q</u> ♦	3	0
4	7 ♠	6 ♦	J ♦	<u>A</u> ♦	4	0
5	♣ 2	8 ♦	♣ 7	<u>9</u> ♦	5	0
6	♣ 5	<u>K</u> ♠	2 ♠	3 ♠	6	0
7	♥ 2	4 ♠	6 ♠	<u>8</u> ♠	7	0
8	♥ 5	5 ♠	Q ♠	<u>A</u> ♠	8	0
9	♥ 6	<u>J</u> ♠	♣ 10	10 ♠	9	0
10	♥ 9	<u>9</u> ♠	♥ Q	♣ 3	10	0
11	<u>♣ A</u>	♣ 4	♣ J	♣ Q	10	1
12	<u>♥ A</u>	♣ 6	♥ 7	♥ 4	10	2
13	<u>♥ 10</u>	♣ 8	♣ K	♣ 9	10	3

REMARKS:—If at trick 4 *A* had discarded a Club and at trick 5 another Club *Z* would very likely indeed have put on the Ace of Spades at trick 7, on the even chance of catching the Queen and, at the same time, making certain of the odd trick. It would almost certainly have been right to do so on the supposed discard of two Clubs by *A*. As it is, by discarding his only Spade, he is seen to be void in Spades at trick 6, and betrays his partner's hand.



# GAME No. XII.

## CALLING.

Score, love all. Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	♥ K	♥ 10	♥ 7	♥ 2	0	1
REMARKS:—B starts to call and unblock. Z holds up as A may have six and no card of re-entry. If he holds the six, five and three he must have six.						
2	♥ Q	2 ♠	♥ 5	♥ A	1	1
REMARKS:—B having shown five it is useless for Z to continue to hold up the Ace.						
3	♣ 2	♣ 3	♣ 4	♣ K	2	1
4	♣ J	♣ Q	♣ 5	♣ 8	3	1
5	♥ J	♣ A	♣ 10	♣ 6	4	1
REMARKS:—A wishes to see B's first discard before discarding from one of his guarded suits. B is marked with two better than the 7 of Hearts; these must be the 8 and 9 (the ten is out). Therefore A discards his Jack.						
6	3 ♦	♣ 9	7 ♠	♥ 4	5	1
REMARKS:—B dares not discard his single Jack of Diamonds for fear of betraying his partner entirely. Having to discard a Spade he prepares to show strength. A seeing that his fourth Diamond is useless (three tricks in Diamonds give Y-Z the game) discards a small Diamond.						
7	4 ♠	♣ 7	6 ♠	5 ♠	6	1
REMARKS:—B completes his call in Spades. The Ace is therefore with him and both Z and A unguard Spades without fear. But for the call in Spades A would probably have continued to unguard Diamonds, seeing that his partner is apparently keeping that suit guarded.						
8	5 ♦	2 ♦	J ♦	K ♦	7	1
9	10 ♦	A ♦	8 ♠	4 ♦	8	1
10	J ♠	3 ♠	A ♠	9 ♠	8	2
11	♥ 6	7 ♦	♥ 9	6 ♦	8	3
12	Q ♦	8 ♦	♥ 8	9 ♦	8	4
13	Q ♠	10 ♠	♥ 3	K ♠	8	5

Thus A-B save the game.

If at tricks 5, 6, and 7 A discards either two Diamonds or the six of Hearts, Y-Z must make the game as may be seen by playing the cards that way, and but for B's two calls it would have certainly been right for A to do so.





# GAME No. XIII.

## THE VALUE OF THE CALL AGAIN ILLUSTRATED.

Score, love all. Z declares No Trumps.

TRICK NO.	A	Y	B	Z	SCORE.	
					YZ	A-B
1	<u>♥ Q</u>	♥ 3	♥ 2	♥ 5	0	1
2	<u>♥ K</u>	♥ 4	3 ♦	♥ 6	0	2
3	<u>♥ A</u>	♥ 7	2 ♦	4 ♦	0	3
4	10 ♦	5 ♦	J ♦	<u>A ♦</u>	1	3
5	4 ♠	8 ♠	3 ♠	<u>A ♠</u>	2	3
6	5 ♠	Q ♠	<u>K ♠</u>	2 ♠	2	4
7	9 ♦	8 ♦	<u>K ♦</u>	♣ 6	2	5
8	♣ 2	♥ 9	<u>Q ♦</u>	♣ 10	2	6
9	♥ 8	♣ 4	<u>7 ♦</u>	6 ♠	2	7
10	♥ 10	10 ♠	<u>6 ♦</u>	7 ♠	2	8
11	♣ 3	♣ J	♣ 7	<u>♣ A</u>	3	8
12	♣ 5	♣ Q	♣ 9	<u>J ♠</u>	4	8
13	♣ 8	♥ J	♣ K	<u>9 ♠</u>	5	8

A-B make two by cards.

REMARKS:—Tricks 2 and 3. As soon as the cards are exposed B can calculate to an absolute certainty that to have gone No Trumps, Z must hold the three Aces. It would, therefore, be fatal to unguard either Clubs or Spades. Diamonds must be discarded. Therefore B calls in Diamonds. But for the call A would have been obliged to risk a Spade or a Club, either of which must result in Y-Z winning the whole of the rest of the tricks, so that without the call Y-Z must make four by cards.



# GAME No. XIV.

## CALLING FOR A CARD TO ROUGH.

Score, love all.      Z declares Hearts.

TRICK NO.	A	Y	B	Z	SCORE.	
					Y-Z	A-B
1	<u>♣ K</u>	♣ 6	♣ 9	♣ 3	0	1
2	<u>♣ A</u>	♣ J	♣ 5	♣ 8	0	2
3	♣ 2	♥ J	<u>♥ Q</u>	♣ 10	0	3
4	<u>A♦</u>	2♦	4♦	5♦	0	4
5	♣ 4	♥ 5	<u>♥ 6</u>	♣ Q	0	5
6	3♦	7♦	6♦	<u>K♦</u>	1	5
7	♥ 8	♥ 3	♥ 2	<u>♥ A</u>	2	5
8	♥ 9	4♠	2♠	<u>♥ K</u>	3	5
9	7♠	<u>A♠</u>	3♠	6♠	4	5
10	8♦	<u>Q♦</u>	9♦	5♠	5	5
11	♣ 7	10♦	J♦	<u>♥ 4</u>	6	5
12	9♠	J♠	8♠	<u>♥ 7</u>	7	5
13	K♠	Q♠	10♠	<u>♥ 10</u>	8	5

A-B lose two by cards only.

REMARKS:—Trick 2. B has called for a rough.

At trick 3 if A leads anything whatever other than a Club, Y-Z must make four by cards. Would A have dared to present the weak trump hand with a rough if he had not been certain from B's call that he could over-rough? I think not.

P.S.—Y-Z would have made four by cards in No Trumps, but Z was probably right to go Hearts.



# GAME No. XV.

## *FINESSING TO PLACE THE LEAD.*

Score, Y-Z 6; A-B 18. Z declares No Trumps.

TRICK NO.	A	Y	B	Z.	SCORE.	
					Y-Z	A-B
1	♥ 8	♥ 6	♥ Q	♥ <u>A</u>	1	0
2	9 ♦	<u>K</u> ♦	7 ♦	3 ♦	2	0
3	<u>J</u> ♠	10 ♠	4 ♠	3 ♠	2	1
4	♥ <u>K</u>	♥ 7	♥ 5	♥ 3	2	2
5	♥ 2	2 ♦	8 ♠	♥ <u>J</u>	3	2
6	7 ♠	2 ♠	Q ♠	<u>A</u> ♠	4	2
7	♣ 3	<u>9</u> ♠	♣ 4	6 ♠	5	2
8	♣ 9	<u>K</u> ♠	8 ♦	♣ 2	6	2
9	J ♦	<u>5</u> ♠	♣ 8	♣ 6	7	2
10	♥ 4	5 ♦	10 ♦	<u>A</u> ♦	8	2
11	♥ 9	♣ 5	<u>Q</u> ♦	4 ♦	8	3
12	<u>♣ A</u>	♣ 7	♣ 10	♣ J	8	4
13	♥ <u>10</u>	♣ Q	♣ K	6 ♦	8	5

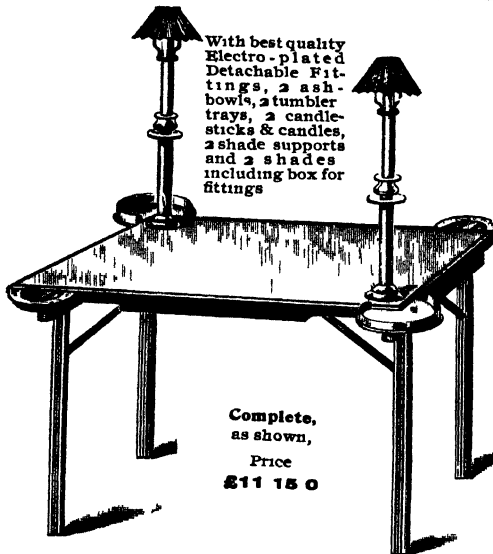
Y-Z win two by cards and the game.

REMARKS:—If Z allows B to get the lead with the Queen of Spades Y-Z must lose two by cards. It is immaterial whether B puts on his Queen second in hand or not, but it would clearly have been wrong for him to do so.



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Detachable Fit-  
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bowls, 2 tumbler-  
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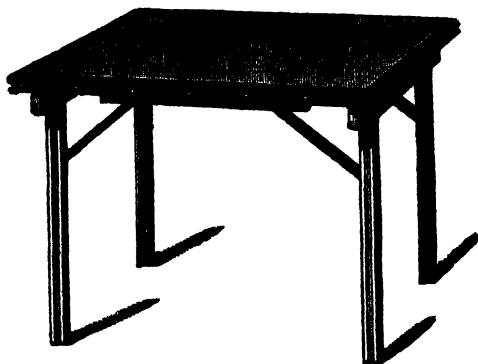


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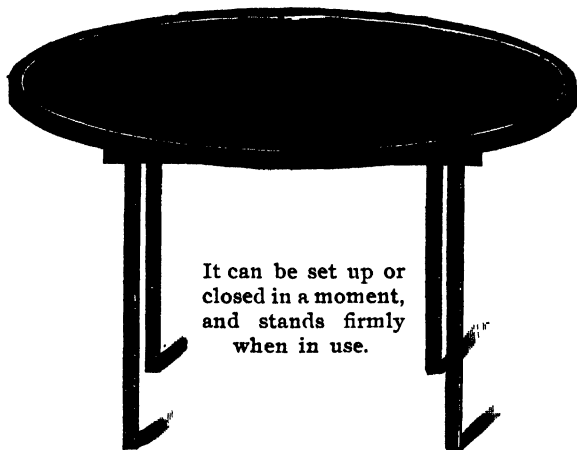
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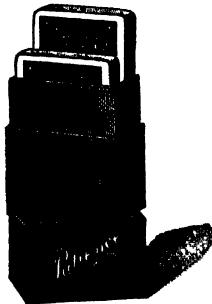
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Leather Box containing 2 Packs, 5/-;  
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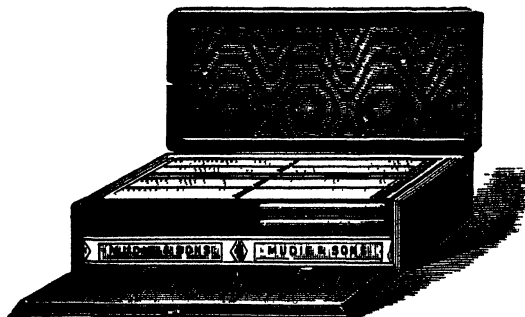
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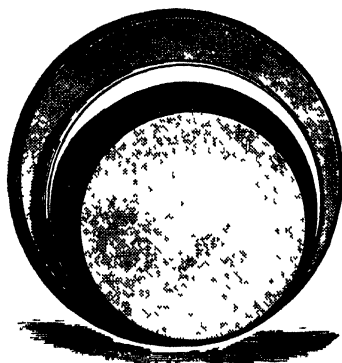
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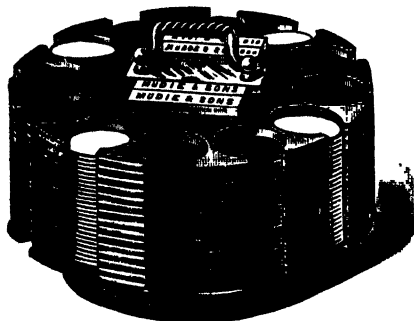
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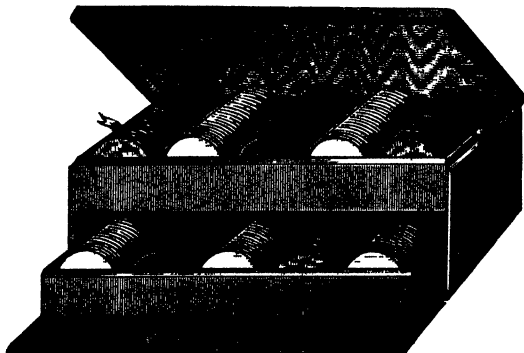
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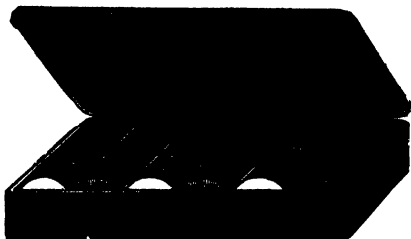


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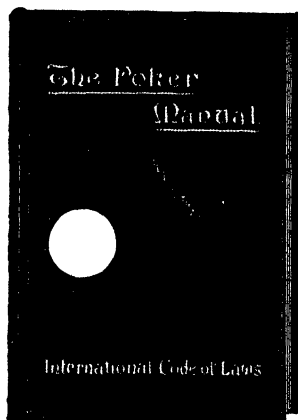
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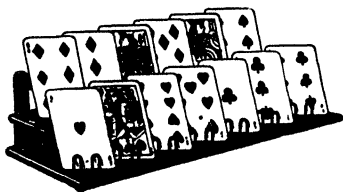
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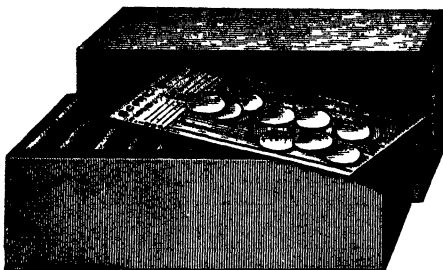
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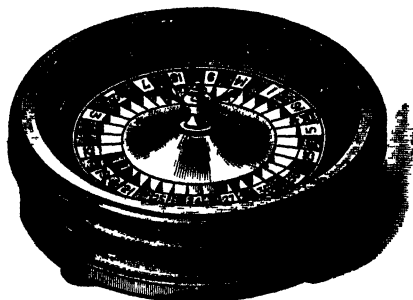
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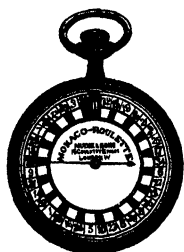
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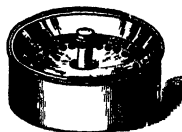
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