

*Phas A. Horner's*

# BEGINNERS BRIDGE

BY HERBERT GILSON

# BEGINNERS

## FOREWARD

*If you are a novice, with a desire to play Bridge, you have, in this item, the necessary ingredients to learn how to play reasonably well. The important thing is that you will learn the "Goren Point Count System of Bidding." Armed with this natural system, you will be able to sit with proficient players anywhere and quickly gain experience and skill.*

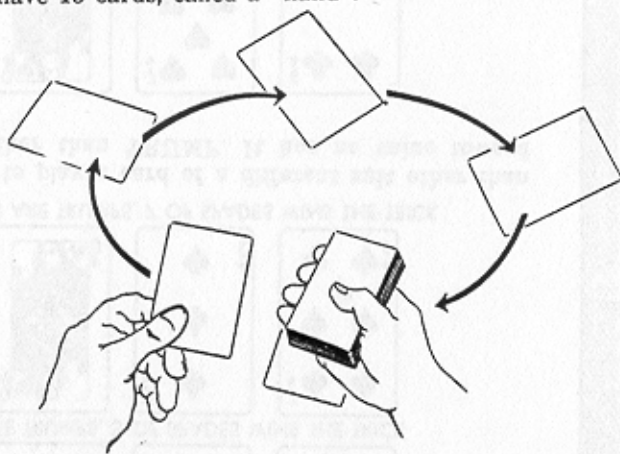
*The hands used in Beginners Bridge are typical hands, arranged to best illustrate the Goren system. As you progress in your knowledge of Bridge, you may see other ways of playing them but, to derive the maximum benefit, they should be played as Goren recommends.*

# BEGINNERS BRIDGE DIRECTIONS

Contract Bridge is a card game for 4 players. The 2 players sitting across from each other are partners and score jointly against the other 2 players.

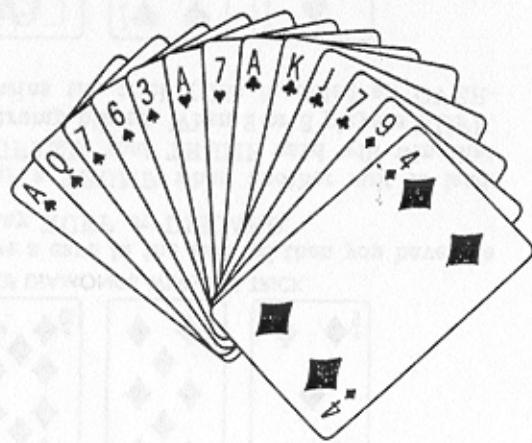
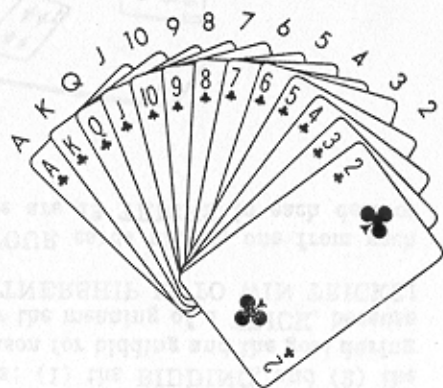


The 52 cards are always mixed-up (shuffled) then dealt out clockwise, one card at a time, to each player, face down, from the top of the deck, until the deck is exhausted. Each player will then have 13 cards, called a "hand".



Bridge is played with a standard deck of 52 cards which are divided into 4 SUITS: Spades (♠), Hearts (♥), Diamonds (♦), and Clubs (♣). Each suit has 13 cards, ranking from the Ace (A), as highest, next the King (K), Queen (Q), Jack (J), Ten (10), and so on down to the 2 (Deuce), which is the lowest ranking card.

Each player should sort his 13 cards into suits and separate the suits by color.

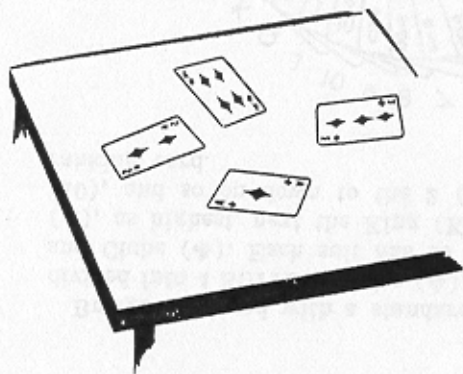




For reference purposes, we will call the players North, South, East and West. You, the Beginner, will be South during the entire use of the sample "hands". Your partner is North. East and West are your competition.

Bridge has two main parts: (1) the BIDDING, and (2) the PLAY. To understand the reason for bidding and the goal during the play, you must first know the meaning of a TRICK, because — the AIM OF EACH PARTNERSHIP IS TO WIN TRICKS!

A "TRICK" consists of FOUR cards played, one from each player's hand. Thus — there are 13 TRICKS in each deal or "hand" of the cards.



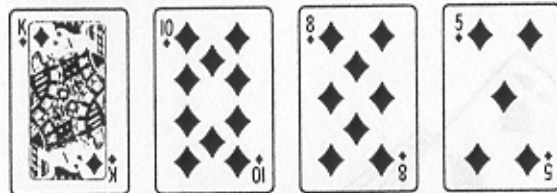
The starting player places one card, from his hand, face up in the center of the table. This first card is called the OPENING LEAD. (In Bridge, the player who leads first, is the player to the LEFT of the person who has WON THE BIDDING CONTRACT). Then the others, IN TURN CLOCKWISE, play one card from their hands. These 4 cards make a TRICK and the player whose card wins a trick, plays (LEADS) the first card for the next trick.

Several important factors determine how a TRICK is won! HIGH CARDS (such as Aces, Kings, Queens, Jacks) have a big trick winning potential. But ALL 13 cards in the TRUMP suit (even the deuce) rank higher than ANY of the cards in the other 3 suits! THE SUIT NAMED IN THE FINAL BID (the CONTRACT) IS TRUMP. For example, in a Contract of 4 Spades all the 13 cards in Spades, distributed around the table are TRUMPS, regardless of whose hand they may be in.

The following rules apply to WINNING TRICKS—

A — All players MUST follow suit, when possible, by playing a card of the same suit led.

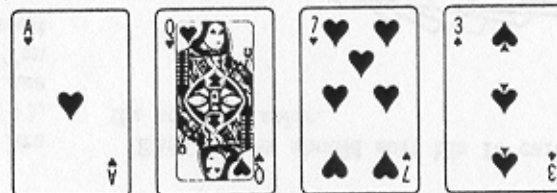
B — When all 4 cards are played and . . . all are of the same suit, the HIGHEST OF THE 4 WINS THAT TRICK!



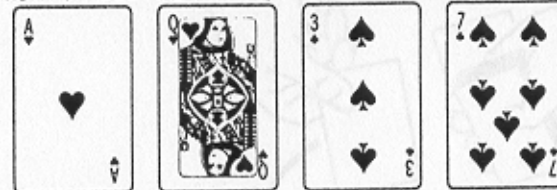
THE KING OF DIAMONDS WINS THE TRICK.

C — If you *do not* have a card in the suit led then you have one of two choices: you may RUFF or DISCARD.

To RUFF is to play a TRUMP when another suit is led. When a TRICK is RUFFED, that TRUMP card will win that trick if it is the *only* trump played. When 2 or 3 players RUFF, the highest TRUMP wins the trick (this is called an OVER-RUFF).

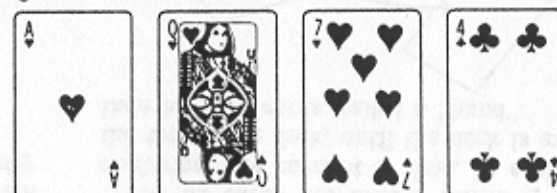


RUFF: SPADES ARE TRUMPS, 3 OF SPADES WINS THE TRICK



OVERRUFF: SPADES ARE TRUMPS, 7 OF SPADES WINS THE TRICK

To DISCARD is to play a card of a different suit other than the one led and other than TRUMP. It has no value toward winning that trick.



DISCARD: SPADES ARE TRUMPS, ACE OF HEARTS WINS THE TRICK

So far — these Bridge terms, TRUMP, FOLLOWING SUIT, LEADING, RUFFING, OVER-RUFFING, WINNING TRICKS and DISCARDING have been explained. Now, lets prepare for the Tutor to simulate a simple game of cards (with NO bidding as yet) to illustrate how these points are used in actual play.

### THE BRIDGE TUTOR

The Tutor was designed so that ONE person could play an actual FOUR handed game of Bridge by simply moving slides over a printed sheet containing a pre-arranged deal of the cards, called a "hand."



The hands in the TUTOR are numbered 1 to 49. Their numbers appear in the upper left corner. IT IS VERY IMPORTANT THAT THEY BE USED IN NUMERICAL ORDER!

The rest of the hands simulate actual play. These are used IN the TUTOR. Beginning with hand number 2, each Hand has an explanation section which designates the DEALER and explains the play for that hand. In that section, for brevity at times, we will refer to North as N, South as S, West as W and East as E.

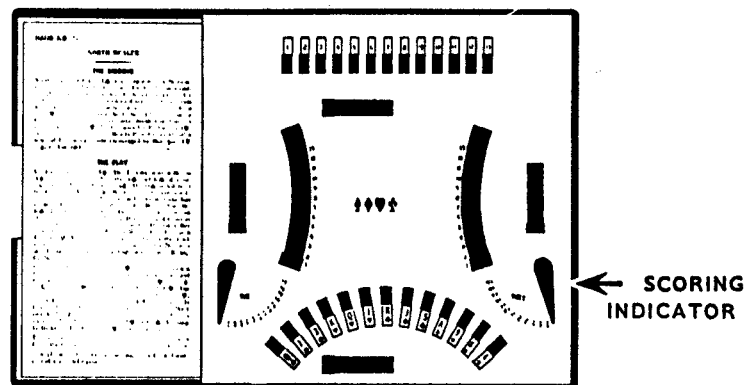
The top sheet (hand 1) in the TUTOR will help you get acquainted with a hand: TAKE IT OUT of the TUTOR and refer to it as you read the following.

In each hand, 13 cards have been dealt to the 4 players. You only see the symbol and numbers, such as 9♥, K♣ or A♠, that appear in the corner of a regular card. THE SMALL NUMBER ABOVE EACH CARD IN NORTH'S AND SOUTH'S HANDS INDICATE THE SEQUENCE OR ROTATION IN WHICH EACH OF THEIR CARDS IS PLAYED. For East and West, the plastic slides on the cover are moved up one space in turn, to disclose the cards they play for each trick. As you progress through this book you will be directed to the TUTOR to bid and play the hands.

### HOW TO SET THE BRIDGE TUTOR

AT THE BEGINNING OF EACH AND EVERY HAND:

1. Move the small slides for North and South on the Tutor cover, (see illustration), toward the CENTER of the cover.

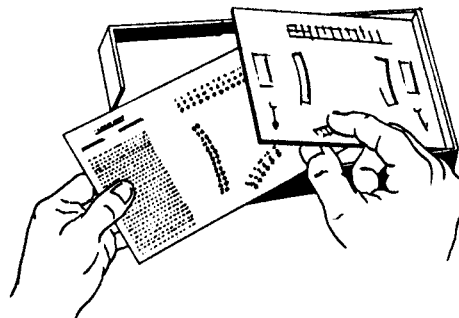


2. Move the East and West slides down to the BOTTOM of the curved slots.

3. Move ALL the BID slides to close the openings.

4. Set the WE and THEY scoring indicators to the empty space next to the number one. These are used to record tricks won by your opponents East and West (THEY), and you and your partner North and South (WE).

5. Lift one end of the Tutor cover and place the sheet under the cover. (At this point, turn the top sheet over, to hand number 2, and place it under the cover). Adjust the sheet so all the cards in South's hand are centered in the cover slots.



WHEN ALL THE SLIDES AND THE LESSON SHEET HAVE BEEN CORRECTLY SET IN THE TUTOR AT THE START OF A HAND, ONLY THE 13 CARDS IN YOUR HAND (SOUTH), THE NUMBERS SHOWING THE SEQUENCE IN WHICH NORTH'S CARDS ARE PLAYED, AND THE EXPLANATION FOR THAT HAND WILL BE VISIBLE.

Imagine you are set to play. The TUTOR is substituting for your opponents East and West and your partner, North. YOU play ALL the hands by moving the slides. For each trick, East and West slides are moved up one space, to disclose the cards they play. When the *correct* slide for North and South is moved, to designate the card played, the number above the card will be in trick sequence. For example:

For TRICK NO. 1 — East and West slides will be at the 1st space. The number above the correct cards played by North and South must be 1.

For TRICK NO. 2 — East and West will move to the 2nd space. The number above the correct cards played by North and South must be 2.

If the number above either of the North and South cards is not in correct trick sequence, that slide must be closed BEFORE you decide on another. It is important for the Beginner to play the correct cards in the correct sequence to receive full benefit from these lessons.

Hand 2 differs from regular Bridge in that there is no Bidding and no Dummy (these will be discussed later). For hand 2, assume that the first part of a Bridge game, the Bidding, is over and YOU, South, have won the Contract in Spades (SPADES ARE TRUMP). West plays the first card for the first trick (opening lead) since he is the player to the left of the Contract winner.

NOW GO TO THE TUTOR AND FOLLOW THE EXPLANATION FOR HAND NO. 2. BEFORE PROCEEDING ANY FURTHER IN THIS BOOK.

## THE BIDDING

Bidding is nothing more than ESTIMATING how many TRICKS a partnership can WIN! In the bidding process, partners use Bridge language to convey a message to each other. The final (hence the highest) bid on a hand is called the CONTRACT. When partners BID intelligently, they will arrive at a CONTRACT and, if played correctly, they should MAKE THAT CONTRACT! THUS, THE AIM IN BIDDING IS FOR PARTNERS TO CONVERSE IN BRIDGE LANGUAGE SO THEY CAN ARRIVE AT THE BEST CONTRACT!

BRIDGE LANGUAGE is simple! The BID is made in a MINIMUM of words — a NUMBER and a SUIT. For example: "ONE SPADE", "TWO HEARTS" etc.

To understand the meaning of a BID, you must first be introduced to another Bridge term — BOOK. The Contract winning team must win a minimum number of tricks in playing that hand. THE FIRST SIX TRICKS THEY WIN IS A BOOK AND DO NOT COUNT TOWARD THE CONTRACT! So — a bid of "ONE SPADE" means the bidder estimates his team could win SEVEN TRICKS (or 6 tricks for the Book plus 1 as the BID) with SPADES AS TRUMP. The bid "Four Hearts" is an estimate toward winning TEN TRICKS with HEARTS AS TRUMP.

A BID could also be made in NO TRUMP. This means the Bidder wants NONE of the 4 suits as TRUMP to make all suits equal in trick winning value. A bid of 2 NO TRUMP is an estimate toward winning 8 TRICKS without any TRUMP.

If a player does not wish to Bid, he may PASS. He may have another opportunity to bid again if other bids are made.

The lowest number which can be bid is ONE (7 tricks) and the highest is SEVEN (13 tricks.)

BIDDING is actually an AUCTION for a CONTRACT and as in a typical auction, each BID made must be HIGHER than the previous BID. For this purpose, each suit has a different RANK.

## RANKS OF SUITS IN BIDDING

- ♣ Clubs is the lowest ranking suit.
- ♦ Diamonds ranks next.
- ♥ Hearts ranks next.
- ♠ Spades is the highest ranking suit.
- NT No Trump, while not a suit, ranks higher than Spades.

For example: Let's assume all 4 players make a BID (no one Passes). You, South, Bid 1♣. West would have to Bid at least 1♦, then North would have to Bid at least 1♥, and East would have to Bid at least 1♠. If you continued Bidding, your minimum Bid would have to be 1NT. If the Bidding continued further the number 2 (as 2♣, 2♥, etc) would have to precede the suit, then 3, etc.

The opportunity to Bid starts with the Dealer, then proceeds, clockwise, around the table. Each player must either make a Bid higher than the previous Bid, or Pass (P).

The FIRST BID made is the OPENING BID and has a significant meaning (to be discussed later).

When 3 successive Passes are made — the Bidding ends! The last Bid is the CONTRACT!

The player (of the partnership who bought the contract) who FIRST BID THE SUIT (OR NT) NAMED IN THE CONTRACT IS THE "DECLARER" AND MUST PLAY THE HAND WITHOUT ANY FURTHER HELP FROM HIS PARTNER!

If all four players Pass, without making an Opening Bid, the cards are reshuffled. The next player, to the left, becomes the Dealer for the new hand.

### EXAMPLES OF BIDDING SEQUENCE

(South Dealer — read in sequence, starting at South and going to right)

BID SEQUENCE				COMMENTS
S	W	N	E	South was the original bidder in ♣. South is the Declarer in the 2♣ contract.
1♣	P	2♣	P	
P	P			
S	W	N	E	Note that ♦ ranks ♣, allowing North to overbid at the level of 1, and East to overbid North at the level of 1♠. South, in turn, had to bid 2♦ to overbid East. West bid 2♠, raising his partner's suit to arrive at the contract. East will play the hand because he bid the contract suit first.
P	1♣	1♦	1♠	
2♦	2♠	P	P	
P				

S	W	N	E
P	1NT	2♣	P
P	2♥	P	3♥
P	P	P	

The call of 1NT required any following bid to be at the 2 level. East's raise in ♥ showed a confidence in that suit of his partner's bid. Contract is 3♥, played by West as Declarer.

### HOW TO DETERMINE WHAT TO BID

Without a great deal of experience in playing, it is difficult to judge the value of a hand. Over the years many "systems" have been devised to evaluate hands in an effort to avoid excessive underbidding or dangerous overbidding. The system that has been universally accepted as the standard method for estimating hands and communicating between partners is the GOREN POINT COUNT SYSTEM. It proved to be the easiest and most accurate! To use this system, a player merely counts point values of certain cards in his hand and uses the total of these points as the BIDDING GUIDE!

### GOREN POINT COUNT

In Lesson 2, you were shown the trick-winning importance of the high cards ACE, KING, QUEEN and JACK. In Goren's System these important high cards are given values —

- ACE — Counts 4 Points
- KING — Counts 3 Points
- QUEEN — Counts 2 Points
- JACK — Counts 1 Point

Add 1 Point for possession of all 4 Aces

The first step is to add the point values of the high cards in your hand!

The other factor to consider is the DISTRIBUTION or — the number of cards you have in each suit! This is important because of the RUFFING action that could happen. In Goren's System, DISTRIBUTION is given values —

- A DOUBLETON (a two card suit) is worth 1 Point
- A SINGLETON (a one card suit) is worth 2 Points
- A VOID (no cards in a suit) is worth 3 Points

Thus, the factors to consider in determining the strength of your hand is — HIGH CARDS AND DISTRIBUTION! Form the habit of adding the point count of your hand BEFORE YOU BID!

## EXAMPLES OF COUNTING POINTS

### HAND NO. 1

♠ A Q 4 2	2 A = 8 Points
♥ A K J 10	1 K = 3 "
♦ 6 4 3	1 Q = 2 "
♣ 8 2	1 J = 1 "
	1 DOUBLETON = 1 "

High Card Count	— 14 Points
Distribution	<u>1 Point</u>
Total Count	15 Points

### HAND NO. 2

♠ A Q 4 2	3 A = 12 Points
♥ A K J 10	1 K = 3 "
♦ 6	1 Q = 2 "
♣ A 10 5 4	1 J = 1 "
	1 SINGLETON = 2 "

High Card Count	— 18 Points
Distribution	<u>2 Points</u>
Total Count	20 Points

### HAND NO. 3

♠ A Q 9 3 2	1 A = 4 Points
♥ 10 7 6 4	2 Q = 4 "
♦ (None)	
♣ Q 6 5 3	
	1 VOID = 3 "

High Card Count	— 8 Points
Distribution	<u>3 Points</u>
Total Count	11 Points

## OPENING BID

The first player to make a bid (not Pass) is the OPENING BIDDER. This is an especially important bid, in that it is supposed to show a definite minimum Point Count strength. This information is taken into account by the Bidder's Partner (and the Defenders). It determines the strategy of all subsequent bidding.

Since the deck contains 40 HIGH CARD POINTS (10 for each suit), an average hand would have 10 points. To open the bidding, a player should hold a BETTER than average hand because his minimum OPENING BID is ONE (Suit or NT) which is an estimate for winning SEVEN TRICKS (6 for the BOOK and 1 for the BID). To win more tricks than the Defenders, the Bidder and partner must, generally speaking, have a greater point count.

### OPENING SUIT BID —

How much better than average should the Opening Bidder be? In general, he should possess at least 13 points. There are other factors to consider but, in Point Count alone, a 13 point count hand MAY be opened. IF A HAND CONTAINS 14 POINTS IT SHOULD ALWAYS BE OPENED!

The SUIT in which to bid should also meet certain requirements. It should have at least 4 cards AND contain at least 4 High Card Points. For example: a 13 point hand, having the following cards in a suit, is biddable in that suit — A 9 7 6; K Q 3 2; K J 9 6.

These suits are NOT biddable: Q 10 8 4; J 10 7 6; A K J.

If the suit contains 5 cards or more, regardless of its point count content, it is biddable.

### NO TRUMP OPENING BID

The 1NT OPENING BID requires a very different hand. Since the meaning of NO TRUMP is a BID to play the hand with NO suit as Trump, the hand must have certain requirements.

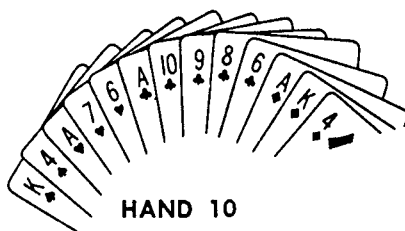
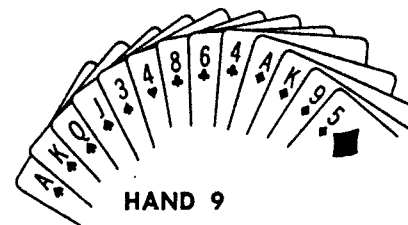
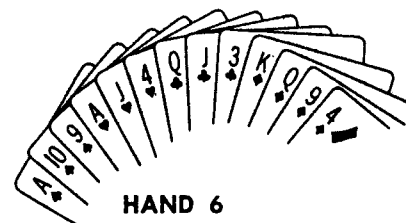
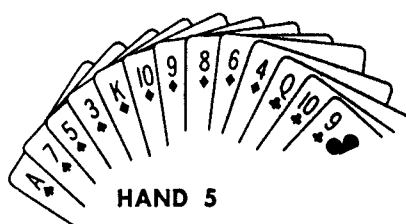
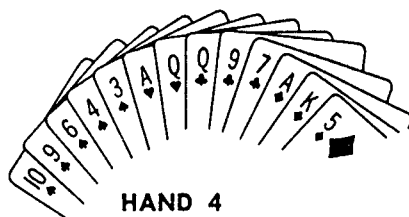
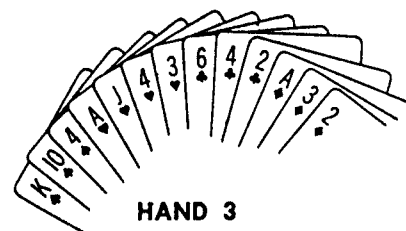
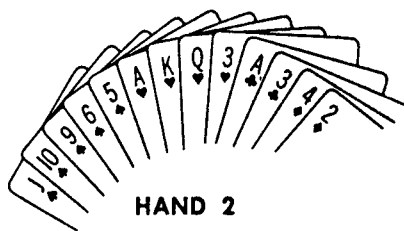
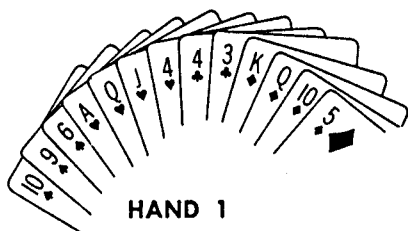
1. It must hold at least 16-18 points COUNTING THE HIGH CARDS ONLY. DISTRIBUTION POINTS ARE NOT COUNTED IN NO TRUMP.
2. IT MUST BE A BALANCED HAND. By a BALANCED hand we mean it must have NO VOIDS, NO SINGLETONS and at most, ONE DOUBLETON.
3. The distribution should be 4-3-3-3, 4-4-3-2 or 5-3-3-2. In addition the Doubleton, if present, MUST contain a high count card, a QUEEN OR BETTER. Whenever this kind of hand is held, the 1NT Opening Bid should be made rather than a suit bid.



## QUIZ NO. 1 — OPENING BIDS

For each hand shown:

- a. Give the Point Count as High Cards and Distribution
- b. What should be your Opening Bid?



### Answers

- |  |  |
|--|--|
| <ol style="list-style-type: none"> <li>1. a. <math>12 + 1 = 13</math> Points<br/>b. Bid <math>1\heartsuit</math></li> <li>2. a. <math>14 + 2 = 16</math> Points<br/>b. Bid <math>1\spadesuit</math></li> <li>3. a. <math>12 + 0 = 12</math> Points<br/>b. Pass</li> <li>4. a. <math>15 + 1 = 16</math> Points<br/>b. Bid <math>1\spadesuit</math></li> <li>5. a. <math>9 + 3 = 12</math> Points<br/>b. Pass</li> </ol> | <ol style="list-style-type: none"> <li>6. a. <math>17 + 0 = 17</math> Points<br/>b. Bid <math>1NT</math></li> <li>7. a. <math>13 + 4 = 17</math> Points<br/>b. Bid <math>1\spadesuit</math></li> <li>8. a. <math>12 + 0 = 12</math> Points<br/>b. Pass</li> <li>9. a. <math>17 + 2 = 19</math> Points<br/>b. Bid <math>1\spadesuit</math></li> <li>10. a. <math>18 + 1 = 19</math> Points<br/>b. Bid <math>1NT</math></li> </ol> |
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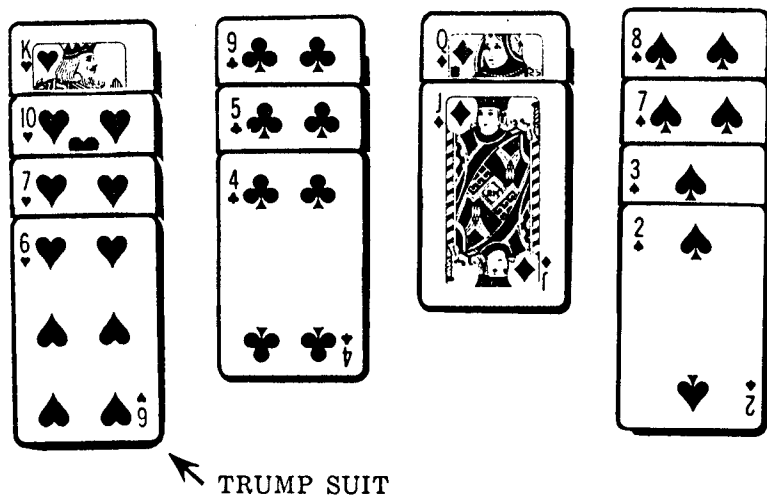
## HOW A HAND IS PLAYED

Thus far, you have learned the mechanical, basic rules for playing a bridge, and have played a hand in the TUTOR to illustrate these rules. You have been introduced to Bidding and the GOREN Point Count System of determining the Opening Bid. Before going on to the more advanced stages of bidding to determine the Final Contract, certain other basic rules for playing and terms commonly used should be understood.

1. After a final bid has been made and the contract awarded to the team, the DECLARER (the one who made the FIRST bid of the Final Contract) must play the hand. The Declarer's partner becomes the DUMMY and does NOT take part in the play. For example: If South is the Declarer, North would be Dummy. The East-West players would be the DEFENDERS who try to DEFEAT THE CONTRACT.

2. The first step in the play is for the player to the LEFT of the declarer to make the OPENING LEAD by playing one card from his hand, FACE UP in the center of the table.

3. After the opening lead is made, the Dummy's hand, (all 13 cards) is laid on the table FACE UP. All cards of each suit are kept together, in vertical rows. Overlap the cards with the highest of a suit at the top, next highest over it and so on. Place the TRUMP suit (if there is one) on the Declarer's LEFT. An example of how the dummy hand would look is shown below.



4. The Declarer plays the Dummy hand, removing the desired card and playing it in normal clockwise rotation for each trick. WHEN A TRICK IS WON BY A CARD FROM THE DUMMY, THE LEAD FOR THE NEXT TRICK MUST ORIGINATE FROM THE DUMMY.

5. All tricks won (whether by the Declarer or from the Dummy hand) are counted for the Declarer. All tricks won by either Defender are counted for the Defender partners. In our TUTOR, the tricks won are accounted for by the 2 scoring dials. "WE" for North and South (the Declarer) "THEY" for East and West (the Defenders).

We will next direct you to the TUTOR to play some hands. Hand No. 3 is the first one where you will be BIDDING and playing. This hand will give detailed comments, requiring BOTH sides of the sheet to complete the hand.

WHEN USING the TUTOR, follow the instructions on page 3, "HOW TO SET THE BRIDGE TUTOR," 1 through 5.

IT IS SUGGESTED THAT FROM HAND 3 ON, THE BEGINNER TRY TO BID THE SOUTH HAND AS BEST HE CAN WHILE FOLLOWING THE BIDDING SEQUENCE WITH THE SLIDES.

THEN, EXPOSE NORTH HAND AND READ "THE BIDDING" COMMENTS.

AFTER THIS, PLAY THE HAND OUT AND THEN READ "THE PLAY" COMMENTS.

NOW GO TO THE TUTOR TO PLAY HANDS 3, 4 AND 5.

## BIDDING MORE THAN ONE SUIT

After an Opening bid has been made, quite often an Opponent or your Partner will bid another suit. This may be at the same Level, when it is a higher ranking suit, as 1♠ over 1♦, or at a higher Level, as 2♥ over 1♠. This is done for many reasons. In hands 2, 3 and 4 your partner North gave you a raise in the same suit. In hands 5, 6, and 7 which you are about to play, one of the Defenders is the Dealer and the Opening Bid is made by East. In all these lessons you bid another suit, still at the same (1) level. Notice that AFTER AN OPENING BID HAS BEEN MADE, A PLAYER DOES NOT NEED 13 or more POINTS IN HIS HAND TO BID. This will be discussed later in the book.

GO TO THE TUTOR TO PLAY HANDS No. 6 to 11.  
READ THE EXPLANATIONS CAREFULLY AS YOU GO ALONG.

## RESPONSES

After a player has made an Opening Bid, his partner has an opportunity to bid. This bid is called a RESPONSE. The GOREN POINT COUNT SYSTEM has laid down some guide lines to follow for this important step in arriving at the best contract.

When your partner makes an Opening Bid his point count may be anywhere from 13 to 21 points (or even more). If you hold a weak hand and Pass along with the Defenders (3 Passes), the bidding will be over. If your partner also held a weak opening hand, it would not matter, but if he had a powerful hand, you would have missed an opportunity for a good score. Therefore, an effort must be made to keep the bidding open for at least one more round. The proper response will also give information to the opening bidder as to the relative strength of the hand.

Normally, the players try to determine (early in the bidding) whether they have sufficient strength to "GO TO GAME." This involves an understanding of the scoring system of Contract Bridge WHICH WILL BE DISCUSSED LATER. At this point, it is sufficient for you to know that "GAME" consists of bidding and making a Contract scoring a minimum of 100 points. The GAME Contracts are: 3NT, 4♠, 4♥, 5♦, or 5♣. Note that it takes the least tricks (3) to make GAME in NT, more (4) in ♠ or ♥, and the most tricks (5) in the ♦ and ♣ suits. For this reason, we refer to the ♠ and ♥ as MAJOR SUITS and the ♦ and ♣ as MINOR SUITS.

If possible, the partners should prefer to make a GAME Contract in a NT or MAJOR SUIT, because it usually is easier to make a contract of 3 or 4 than 5. The point count, distribution, and relative strengths in each suit, however, will determine the final contract, keeping the GAME possibilities in mind.

Briefly, to bid a GAME CONTRACT, the following guide is used:

- A. To bid a game contract of 3NT, 4♠ or 4♥, the two partner's hands should have at least 26 points between them.
- B. To bid a game contract of 5♦ or 5♣, the two hands should have at least 29 points between them.

In discussing the RESPONSE to the opening bid, we will keep the GAME possibilities in mind. The Responder will try to show his partner, the Opening Bidder, how strong his hand is by his Response, in order to let his partner decide whether the combined point count has GAME possibilities. The response can be divided into three categories, "PASS," "LIMITED" and "UNLIMITED."

### PASS

The Responder should pass if his hand holds LESS THAN 6 POINTS. With a hand this weak, no encouragement should be given to the opening bidder as the possibility of a game hand is very unlikely. With few exceptions, these hands should be "Passed."

### "LIMITED" RESPONSE TO AN OPENING SUIT BID

The opening bidder is not forced to bid again (he may pass) if his partner has Responded with a limited bid. The limited Responses are either a Single Raise in the suit of the opening bid or a bid of 1NT over partner's opening suit bid.

A. **THE SINGLE RAISE: THIS BID (A RAISE TO 2 IN OPENING SUIT) DESCRIBES A HAND OF MEDIOCRE STRENGTH CONTAINING SUPPORT FOR PARTNER'S TRUMP SUIT. IT SHOULD CONTAIN 7-10 POINTS, INCLUDING HIGH CARDS AND DISTRIBUTION.**

1. Trump support is either of the following minimums:
  - a) Four small trumps
  - b) Three trumps headed by an "Honor" (A, K, Q, J, or 10).

2. Recount the points in your hand AFTER your partner's suit bid as follows:

Doubleton — 1 point in any other suit

Singleton — 3 points in any other suit

Void — 5 points in any other suit

ADD 1 point if holding K, Q, or QJ, in Trump suit.

SUBTRACT 1 point for only 3 Trumps

SUBTRACT 1 point for 4-3-3-3 distribution

### EXAMPLES OF SINGLE RAISES

Partner's Opening Bid: 1♥

Your hand holds: (x means a non-honor card)

♠ — x

♥ — Kxxx

♦ — Q 10xx

♣ — xxxx

9 points

Response — 2♥

Your hand holds:

♠ — xx

♥ — Kxx

♦ — A 10xxx

♣ — xxx

8 points

Response — 2♥

B. THE 1 NT RESPONSE: THIS BID DESCRIBES A HAND CONTAINING HIGH CARD COUNT OF FROM 6 TO 10 POINTS. IT MAY OR MAY NOT HAVE BALANCED DISTRIBUTION.

### EXAMPLES OF 1 NT RESPONSES

Partner's Opening Bid: 1♥

The hand holds:

♠ — xxx

♥ — xxx

♦ — Axxx

♣ — Kxx

High Card Count 7 Points

Response — 1 NT

The hand holds:

♠ — Jxx

♥ — x

♦ — Qxxxx

♣ — A 10xx

High Card Count 7 points

Response — 1 NT

### "LIMITED" RESPONSE TO 1 NT OPENING BID

The 1 NT Opener is a special case for Response, since this is a precise opening bid (16-18 high card points with balanced distribution). The responder can determine, by simple arithmetic, whether the combined hands have game possibilities (26 point total). Thus the Responder, in one bid, can tell his partner whether to try for Game or not.

If Responder wants to LIMIT the bidding to UNDER Game —

1) With 6 points or less — pass

2) With 7 points and a good 5 card suit — bid 2 of the suit

3) With 8-9 points and uneven distribution — bid 2 NT

All the above are "limiting" bids, requesting your partner, the opener, to pass, closing the bidding at the level of the response.

### UNLIMITED RESPONSES

The Responder may use certain bids to show that he holds a GOOD "helping" hand and that these may be possibilities of a GAME contract. These bids are an "invitation" to the opener to bid once more so that the Responder may have another opportunity to evaluate the opener's strength.

A. The ONE-OVER-ONE Response. This means a bid in a NEW suit at the level of ONE. For example, with an opening bid of 1♦, the ONE-OVER-ONE Response would be 1♥, or 1♠. This Response may be used with a rather weak hand of 6 points to a strong hand of as many as 18 points. In general, it is trying to force the opener to REBID so the responder can determine his next step in the bidding.

B. The TWO-OVER-ONE Response. This means a bid in a NEW suit at the level of TWO. For example, with an opening bid of 1♥, the TWO-OVER-ONE Response would be 2♣, or 2♦. This response requires at least an average hand of 10 points and may show up to 18 points. It also forces the opener to bid at least once more.



## CHOICE OF RESPONSES

When partner opens the bidding, the Responder often finds himself faced with a choice of possible responses. The guides to Responding as outlined above show that there may be more than one Response possible for a certain range of point counts and distribution. The possible situations are numerous and it is beyond the scope of this book to discuss all of them. In general, however, the Bidder and Responder should try to arrive at the bid which will give them the easiest Game Contract. A review of Game Point Count requirements will serve as a guide:

Game Bid	Recommended Point Count	Relative Difficulty
4♥ or 4♠	26	Easiest
3 NT	26 (High Cards)	Next Easiest
5♣ or 5♦	29	Most difficult

From this it is concluded that the first thing the responder should be looking for is a possible MAJOR SUIT FIT.

A. If the opening bid is 1♣ or 1♦, the Responder should look for a biddable major suit (Q x x x or better) in preference to bidding the 1NT or raising the opener minor suit. If he has no biddable major suit, his next choice would be 1NT, and the raise of the minor suit opener is reserved for weak, unbalanced hands.

### EXAMPLES WHERE PARTNER OPENED 1♦

The hand holds:

♠ — xxx  
♥ — Q Jxx  
♦ — xxx  
♣ — K Jx

Response — 1♥

The hand holds:

♠ — Qxx  
♥ — Kx  
♦ — xxxx  
♣ — Q Jxx

Response — 1 NT

B. If the opening bid is 1♥ or 1♠ (major suits), the Responder should prefer a raise if a major suit is available. With a weak hand of balanced distribution, however, the 1NT is recommended.

### EXAMPLES WHERE PARTNER OPENED 1♥

The hand holds:

♠ — xx  
♥ — Kxx  
♦ — Axxx  
♣ — Jxxx

Response — 2♥

The hand holds:

♠ — Kxxx  
♥ — xxx  
♦ — Axx  
♣ — xxx

Response — 1♠

The hand holds:

♠ — Kxx  
♥ — xxx  
♦ — Axxx  
♣ — xxx

Response — 1 NT

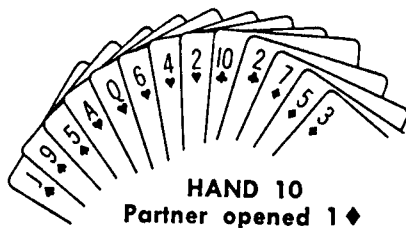
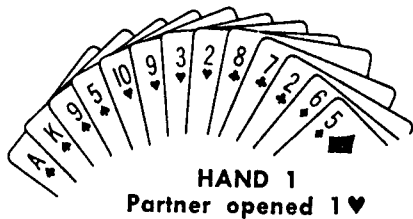
C. General guides to suit choice are:

1. Bid the longest suit first — unless the hand is weak and the bidding level would have to be higher (such as 2 of a suit).
2. With two five card suits, the higher ranking is usually shown first.
3. With four card suits, bid the one that can be shown most cheaply. That is, try to stay at the same trick level in the response or in the lower bid ranking suits if a trick level must be raised.

NOW TAKE "QUIZ NO. 2 — RESPONSES" ON PAGE 12.  
AFTER THAT, GO TO THE TUTOR FOR HANDS 12 TO 17.

## QUIZ NO. 2 — RESPONSES

- For each hand shown:
- a. Give Point Count as High Cards and Distribution BEFORE Partner's Opening Bid.
  - b. Give Response to Partner's Opening Bid.



### Answers

- |  |  |
|--|--|
| <ol style="list-style-type: none"> <li>1. a. <math>7 + 1 = 8</math><br/>b. Bid 2♥</li> <li>2. a. <math>6 + 2 = 8</math><br/>b. Bid 1♠</li> <li>3. a. <math>13 + 1 = 14</math><br/>b. Bid 1♠</li> <li>4. a. <math>9 + 1 = 10</math><br/>b. Bid 1NT</li> <li>5. a. <math>12 + 1 = 13</math><br/>b. Bid 2♣</li> </ol> | <ol style="list-style-type: none"> <li>6. a. <math>7 + 2 = 9</math><br/>b. Bid 1NT</li> <li>7. a. <math>7 + 2 = 9</math><br/>b. Bid 1♠</li> <li>8. a. <math>15 + 2 = 17</math><br/>b. Bid 1♠</li> <li>9. a. <math>12 + 1 = 13</math><br/>b. Bid 2♣</li> <li>10. a. <math>7 + 1 = 8</math><br/>b. Bid 1♥</li> </ol> |
|--|--|

## OPENING BIDS OF 3 IN A SUIT

There will be instances when a player will be dealt a hand having less than 13 or 14 points and still be able to OPEN. If your hand contains 10 OR LESS POINTS IN HIGH CARDS ONLY AND A SUIT WITH AT LEAST SEVEN CARDS, YOU SHOULD OPEN WITH 3 IN THE LONG SUIT.

It does not denote a strong hand. Instead, it tells your partner you have a weak hand (10 points or less) BUT a 7 (or more) card suit. If your partner has a strong hand that blends with yours, his Response will enable you to bid again and score higher. If his hand is weak and your Opponents remain silent, you could conceivably fail to make your Bid.

However, if you did not bid, your opponents would have likely opened the bidding and scored highly with no opposition from you.

If the hand contains 11 OR MORE HIGH CARD POINTS AND THE SEVEN OR MORE CARD SUIT, IT SHOULD NOT BE OPENED WITH A WEAK 3 BID. SUCH HANDS CAN BE OPENED WITH A BID OF ONE IN THE LONG SUIT!

Here are some examples of when to Open with a bid of 3:

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

## RESPONSE TO OPENING 3 BIDS

If your partner Opens with a 3 Bid, you should Pass unless you possess 3 or 4 high cards capable of winning a trick the first or second time a suit is led. Unless you have exceptional strength in other suits, you should Respond with a limited raise in your partners suit.

NOW GO TO THE TUTOR FOR HANDS NO. 18, 19, AND 20 FOR SOME EXAMPLES OF OPENING 3 BIDS AND THEIR PLAY.

## DRAWING OUT TRUMPS

By this time you have seen that the normal strategy plan of the Declarer is to try to get the lead early in the hand and then to play his trumps until both opponents' hands are void in that suit. This prevents the Defenders from being able to "Ruff" and take an otherwise winning trick away from the Declarer. While this plan of play is not always the best, the novice should usually attempt to "draw out" trumps early in the play of the hand.

Simple arithmetic will determine when this has been accomplished. Since there are 13 cards for every suit, adding the total trump cards in the Declarer's hand and the dummy, then subtracting from 13 will tell how many trump cards are in the combined hands of the Defenders. Example: If South has 5 Trumps and his dummy shows 3 Trumps (8), then the Defenders have 5 Trump cards between them. As the Declarer leads trumps, he simply counts how many trumps fall on each trick until a total of 5 are played by the defenders. In the above example, if 3 leads of trump are made and 4 fall on the first trick, 4 on the second, and 3 on the third, then the Defenders are out of Trumps. They had held 3 in one hand and 2 in the other.

The experienced bridge player extends this method of accounting to all of the suits. Hand 19 in the TUTOR was an example of counting a key suit other than Trumps.

## THE FINESSE

This term is used to describe one of the most common and most important plays in bridge. The finesse has been mentioned in several previous hands in the TUTOR. It is a play which may prevent an opponent from winning a trick with one of his high cards. It is best explained by an actual example.

Let us assume that the declarer, South, holds Q J 10 7 5 of Trumps and his Dummy, North, holds the A 6 3 of Trumps. This would mean that the Defenders would hold K 9 8 4 2 in their combined hands. The "split" would usually be 3 in one hand 2 in the other. Unless one defender held the K as a singleton, the lead of the A would NOT cause the K to fall — resulting in a trick taken by the Defenders later. By means of the finesse, the K may be prevented from taking a trick. If the K is in the West hand, the finesse is possible.

Assuming that the K is in the West hand, the four hands would look like this:

	(North)	
	A 6 3	
(West)		(East)
K x		x x x
or		or
K x x		x x
	Q J 10 7 5	
	(South)	

The finesse play would be to lead the Q from South's hand and, if the K does not fall from West, play low from the Dummy. South then leads again with the J and, if West does not play the K, play low again from the Dummy. The third lead from South's hand (if necessary) should be low (5) because the K now MUST be played by West and will be covered by Dummy's Ace.

This finesse would be successful ONLY if the K is in West's hand and only if as K x or K x x. If the K is in East's hand, it would take a trick. Also, if either hand is K x x x, the finesse will not work.

The finesse has many possible variations, too numerous to illustrate here. In general, the finesse improves the player's odds in catching key cards. Often a finesse must be attempted and be successful in order to make a difficult contract.

Thus far we have discussed Opening Bids and Responses with rather normal hands. Occasionally a hand will be so good that it requires an unusual signal in bidding to show the partner that the bidder strongly feels that "game" or better is indicated. In effect, these bids say to the partner, "I have a great hand and I DEMAND that you keep the bidding going until we can find the best suit to make game — or more." We will not go into the many subtle ramifications of the various types of forcing bids, but will discuss three rather clear-cut situations where such bids are indicated: the DEMAND OPENER, JUMP RAISE, and the JUMP SHIFT.

THE DEMAND OPENER

The demand opener is TWO OF A SUIT. This bid of TWO (where one would suffice) is an alert to the partner that the opener has enough strength to go to game even if the partner has a poor hand; therefore the partner MUST respond.

MINIMUM REQUIREMENTS FOR OPENING 2 OF A SUIT

- 25 Points with a good 5-card suit
- 23 Points with a good 6-card suit
- 21 Points with a good 7-card suit

EXAMPLES OF HANDS CALLING FOR DEMAND OPENER

1. ♠—A K J 10 4 ♥—A K Q 10 5 ♣—A J ♦—3 Open 2 ♠
2. ♠—A K Q 6 4 2 ♥—9 ♣—A Q ♦—A K Q 4 Open 2 ♠
3. ♠—None ♥—A K 6 2 ♣—A Q 4 ♦—A K Q J 10 4 Open 2 ♦
4. ♠—A K Q J 10 2 ♥—A Q J ♣—A 5 ♦—K 2 Open 2 ♠



## THE DEMAND OPENER (Continued)

The 2NT Opening Bid is not quite a DEMAND to the partner to give a Response. The partner holding LESS THAN 4 POINTS should pass. It is, however, a strong opener which urges partner to keep the bidding open.

### MINIMUM REQUIREMENTS FOR 2 NT OPENER

22-24 High Card points and all suits "stopped", that is J x x x, Q x x, K x, or better in all suits.

NOTE: If the hand contains 25 (or 26) high card points and all suits stopped, an opener of 3 NT may be used, which partner may pass with less than 7 points.

### A TYPICAL 2NT OPENING HAND

♠—A J 4  
♥—A K Q 3  
♣—K 8 2  
♦—A K 5

What does the responder do after his partner has made the demand opener? It is difficult to cover every situation possible, but if he has a very poor hand (under 6 points) he must show this with a 2NT response (or 3NT if the opener was 2NT). Otherwise, he should follow the normal responses as previously discussed. If he has a strong hand (over 9 points) but no long suit or no support in the opening suit, a 3 NT rather than the weak 2 NT is recommended.

## THE JUMP RAISE

When the partner has opened with ONE (1) of a suit, and the Responder has a strong hand with support in the opening suit, the response should be THREE (3) of that suit. This is the JUMP RAISE as it is MORE than necessary to keep the bidding open. This response forces (or demands) that the opener keep the bidding going to a game contract, preferably in that suit.

### REQUIREMENTS FOR THE JUMP RAISE:

13-16 points and at least 4 Trumps

### EXAMPLES OF HANDS CALLING FOR THE JUMP RAISE

Partner opened with 1♥. Each of the following hands qualifies for a jump raise to 3♥.

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

NOTE — Sometimes a special jump raise (a DOUBLE JUMP to 4 of the suit) is indicated if the hand has less than the 13-16 point count, but has very good trump support of 5 or more cards along with a singleton or void in another suit. This indicates that the bidding should stop at the 4 level.

## THE JUMP SHIFT

This describes a response in which the partner "JUMPS" to another suit. That is, the responder bids HIGHER than necessary in ANOTHER suit. For example, if North opened with 1♥, and South responded with 2♠, this would be a JUMP SHIFT. It is recommended that the Jump Shift be made if the responder holds 19 points or more as high cards and distribution count. The Jump Shift also forces (or demands) that the opener keep the bidding going to a game contract (or more).

### EXAMPLE OF A HAND CALLING FOR THE JUMP SHIFT

Partner opened with 1♥, the responder holds:

♠—4    ♥—K 8 7    ♣—A 9 4    ♦—A K Q J 7 3

The response should be 3♦, a Jump Shift.

NOW TAKE "QUIZ NO. 3 — FORCING BIDS" ON PAGE 16. AFTER THAT, GO TO THE TUTOR FOR HANDS 21 TO 27.

## QUIZ NO. 3 — FORCING BIDS



### Answers

- |   |  |
|---|--|
| <ol style="list-style-type: none"> <li>1. Open — 1♠</li> <li>2. Open — 2♠ (Demand Opener)</li> <li>3. Open — 1♠</li> <li>4. Open — 2♠ (Demand Opener)</li> <li>5. Open — 2NT</li> </ol> | <ol style="list-style-type: none"> <li>6. Response — 3♥ (Jump Raise)</li> <li>7. Response — 2♠ (Jump Shift)</li> <li>8. Response — 2♦</li> <li>9. Response — 3♥ (Jump Raise)</li> <li>10. Response — 4♥ (Double Jump Raise)</li> </ol> |
|---|--|

Hand 27 has been an example of a contract which falls into the really "big league" of bidding — the SLAM. It is not the province of this BEGINNERS BRIDGE booklet to go into depth with unusual bidding or play situations, but a brief definition of the "SLAM" is in order at this time.

What is a SLAM? There are two kinds. The LITTLE SLAM is a Contract of SIX (12 tricks) — 6 Spades, for example. The GRAND SLAM is a Contract of SEVEN (all 13 tricks) — 7 Spades, for example.

Why is a SLAM important? Because of the difficulty of making such a contract, extra points are awarded in the Scoring for making a slam Contract (more for the Grand Slam, of course). We will discuss Scoring later in the book, but for now it is sufficient to know that, if possible, a slam contract (6 or 7 bid) is highly desirable to obtain, if the cards warrant that bid.

For a guide:

33 points (in your and your partner's hand) will normally produce a small slam.

37 points will normally produce a grand slam.

Sometimes a partnership hesitates in bidding a Slam (even though the count may suggest one) because one or both partners fear that the opponents might have two Aces. This would usually make the small slam impossible. In order to determine the exact number of Aces (and Kings) held by the partner, the "BLACKWOOD CONVENTION" was devised. It goes as follows:

1. After a series of bids (i.e. 1♠—P—3♠—P), a bid of 4 NT asks partner to respond as follows:

If he holds NO Aces	—	Respond	5♣
" " " 1 Ace	—	"	5♦
" " " 2 Aces	—	"	5♥
" " " 3 Aces	—	"	5♠
" " " 4 Aces	—	"	5 NT

2. If the player then desires to try for a Grand Slam, a bid of 5 NT asks partner to respond as above, using 6♣ for NO Kings, 6♦ for 1K, etc.

It is important that the 4 NT bidder (or 5 NT as in 2 above) places the final contract for only he knows the number of Aces (or Aces and Kings) in the combined hands.

GO TO THE TUTOR FOR HAND NO. 28 WHICH SHOWS AN EXAMPLE OF "BLACKWOOD CONVENTION."

An overcall is a bid made AFTER an OPPONENT has already made an opening bid. For example: you are South, and West, the dealer, passes; North (your partner) passes; East OPENS with 1 Diamond and it is now your turn to bid. If you bid (1♥ or 1♠, etc) this is an OVERCALL bid.

Overcalls require special consideration. The reason is that once an opponent has made an opening bid, you know that he has at least a fair hand, making the chances for your partner holding a good helping hand for you rather limited. You should not be entirely discouraged, however, for it is possible that there may be a good suit fit or combination of cards between you and your partner's hand to allow you to go to game, or at least to complete a less than game contract. The Overcall can also help to inform your partner what suit you hold in strength so that if the opponents do get the contract, your partner will know what suit to lead to your hand. You must be careful, however, in making an Overcall in that it might serve to warn your opponents that they would be in trouble if they bid too high.

Certain general guide-lines have been established to help a player who is in possession of a good hand but the opponents have opened the bidding first. The previously established "Opening Bid" requirements do not hold exactly. The most important factors to consider are as follows:

1. You may have less than 13 point count, but rarely less than 9 or 10.

2. STRENGTH and LENGTH in a suit (preferably a major suit) is the most important consideration in a suit overcall. The suit should be at least 5 cards (6 if a minor) and the strength in high cards should assure not more than 2 trick losses in this suit, even if partner has poor trump support.

3. With no long, strong suit BUT a high card count of 16-18 points AND stoppers in the opponents' opening suit bid will allow the 1 NT overcall.

Normally, the Overcall bid indicates a strong suit rather than high point count. The Response from the partner should take this into account. Unless the responder has a good helping hand in point count, he should pass. A raise in the Overcall suit is advised provided the point count is at least 10 points even though the trump support may seem poor (Qx or xxx).

A partner responding to an overcall with better than a single raise indicates that his hand is strong enough to try for game. The responder in this instance usually should have at least 12 points.

## EXAMPLES OF OVERCALL SITUATIONS

1. The opponent has bid 1♥, you hold as follows:

♠—K J 10 8 4    ♥—A 6 2    ♣—5 2    ♦—7 4 3

Your bid — 1♠.

This suit is strong enough to make an overcall even though the total point count is only 9.

2. The opponent has bid 1♥, you hold as follows:

♠—A J 6 5 2    ♥—7 5 4 3    ♣—K 5    ♦—A 4

Your bid — Pass.

The Spade suit is too weak in strength. The opponents could take more than 2 Tricks in Spades (K, Q, 10 9 etc.). Note that this hand could be opened, but it is not advised to make an overcall with it, even with the 14 points.

3. The opponent has bid 1♥, you hold as follows:

♠—10 7    ♥—3    ♣—A K J 10 9 7    ♦—K 10 9 3

Your bid — 2♣.

The Club suit, though a minor, is very strong. The 14 point count is good. With the singleton in the opponent's opening suit, it can be ruffed after one lead.

4. You should not overcall immediately when you are strong and long (4 cards or more) in opponent's suit bid. Wait for developments.

NOW GO TO THE TUTOR FOR HANDS 29, 30 AND 31.

The instructions in this book and the TUTOR lessons have carried the beginner through a basic introduction to Contract Bridge. We have covered:

Basic rules and mechanics of bidding and play  
Introduction to the GOREN Point Count System  
Opening bids, and responses  
Basic play strategies — "Drawing Trumps" and the "Finesse"

A special bidding situation — "3 opener"  
Forcing bids — The "Demand Opener," "Jump Raise," and "Jump Shift"

"Slam" bidding and "Blackwood Convention"  
The "Overcall" bid

NOW TRY "QUIZ NO. 4 — GENERAL REVIEW" ON PAGES 19 AND 20.

If you have patiently and carefully followed this book and the hands, you would qualify as a good novice who should be able to hold his own in average 4 handed competition. It is recommended that you take every opportunity to play with others as that is the best way to learn more and put what you have learned into practice.

Later we will give a "Glossary of Bridge Terms" so that you can talk the correct language. Also we will give an outline of how to SCORE. We have not yet gone into a detailed explanation of scoring because it is not as important to the beginner as learning how to bid and play the hands.

But FIRST, we would like you to play out more sample hands. These will give you more practice in bidding and playing a wide variety of hands. Please read the commentary for a review of what you have learned (we hope) and additional pointers for good bridge.

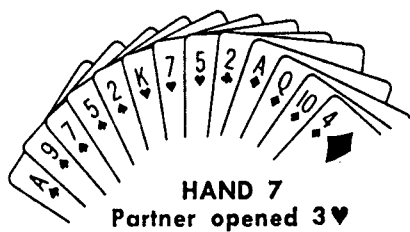
A NOTE TO THE EXPERIENCED PLAYER — The hands in the TUTOR are samples or illustrations of actual play situations. We realize that any bridge hand can be played in many different ways by both the declarer and the defenders. Experienced players may want to bid and play the hands different from what we have shown — possibly better. We have selected the hands and directed the sequence of play to help illustrate specific points to the beginner and to give him practice in playing hands. We are not trying to challenge the expert!

NOW GO TO THE TUTOR FOR HANDS NO. 32 TO 49.



## QUIZ NO. 4 — GENERAL REVIEW

Give the Response indicated according to each hand



### Answers

- |            |            |
|------------|------------|
| 1. Bid 1♠  | 6. Pass    |
| 2. Bid 1NT | 7. Bid 4♥  |
| 3. Bid 1♥  | 8. Pass    |
| 4. Bid 1♠  | 9. Bid 6♥  |
| 5. Pass    | 10. Bid 4♥ |

## QUIZ NO. 4 — GENERAL REVIEW

Give the Response indicated according to each hand

(After this Quiz, go back to page 18)



**HAND 11**  
Partner opened 1♠



**HAND 12**  
Partner opened 1♠



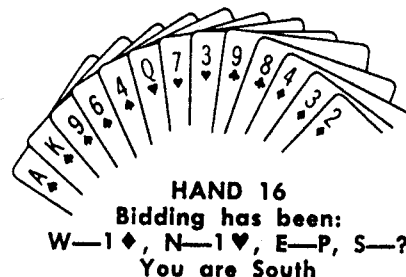
**HAND 13**  
Partner opened 1♠



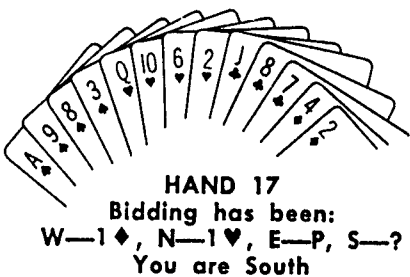
**HAND 14**  
Partner opened 1♠



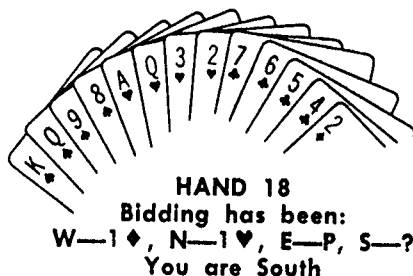
**HAND 15**  
Partner opened 1♠



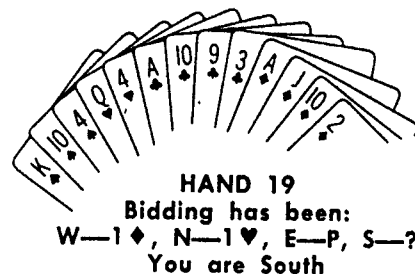
**HAND 16**  
Bidding has been:  
W—1♦, N—1♥, E—P, S—?  
You are South



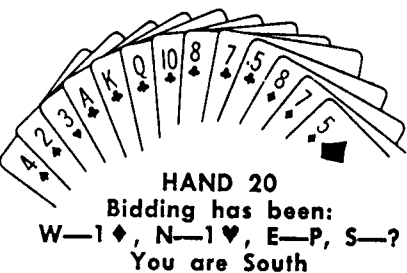
**HAND 17**  
Bidding has been:  
W—1♦, N—1♥, E—P, S—?  
You are South



**HAND 18**  
Bidding has been:  
W—1♦, N—1♥, E—P, S—?  
You are South



**HAND 19**  
Bidding has been:  
W—1♦, N—1♥, E—P, S—?  
You are South



**HAND 20**  
Bidding has been:  
W—1♦, N—1♥, E—P, S—?  
You are South

### Answers

- 11. Bid 1 NT
- 12. Bid 2♣
- 13. Bid 3♣
- 14. Bid 2♣
- 15. Pass

- 16. Bid 2♥
- 17. Pass
- 18. Bid 3♥
- 19. Bid 2 NT
- 20. Bid 2♣

## GLOSSARY OF BRIDGE TERMS

### FOR THE PLAYERS:

DECLARER .....	The player who, for his side, first bid the Suit named in the final contract.
DEFENDERS .....	The opponents of the declarer.
DUMMY .....	Declarer's partner.
OPENING LEADER .....	The person to the left of the declarer.
OPENING BIDDER .....	The person who first bids on each deal.
RESPONDER .....	The partner of the opening bidder.

### FOR THE BIDDING AND PLAY:

AUCTION .....	The process of bidding.
BID .....	An offer to take a specified number of tricks.
BOOK .....	First 6 tricks taken by declarer.
CALL .....	A bid, double, redouble or pass.
CONTRACT .....	The final bid indicating the number of tricks which must be won and the trump suit.
DEAL .....	To distribute the cards one at a time to the four players in rotation. The word deal is also used to describe the complete action on a hand, including the bidding and the play.
DEFEAT THE CONTRACT .....	To prevent the declarer from winning the number of tricks bid for. Also called "SET", such as "SET the contract," or "SET the hand."

DISCARD .....	A player discards when he is unable to follow suit and also fails to use a trump. The card played is called a discard. Also called "SLUFF", or "THROW OFF".
DOUBLETON .....	A holding of two cards in a suit.
FULFILL THE CONTRACT .....	To win the number of tricks bid for. Also called "MAKE the contract" or "MAKE the hand."
LEAD .....	To play the first card of a trick—or—the first card played to a trick.
MAJOR SUIT .....	Hearts or Spades.
MINOR SUIT .....	Diamonds or Clubs.
OPENING BID .....	The first bid of any auction.
OVERTRICK .....	Each trick won in excess of those contracted for.
PASS .....	A refusal to enter the auction.
RESPONSE .....	A bid made in answer to your partner's bid.
RUFF .....	To play a trump on a plain suit when you are unable to follow suit. After someone has "ruffed", to play a trump higher than one already played is called an "OVER-RUFF".
SINGLETON .....	A holding of one card in a suit.
TRICK .....	Four cards, one from each player's hand.
TRUMP SUIT .....	The suit named in the final contract.
VOID .....	A holding of no cards in a suit.

## SCORING OF CONTRACT BRIDGE

The main objective in scoring is to be the first side to win "TWO GAMES," in other words, the best two out of three possible games. This is called a "RUBBER". For example, if North-South won the first game and East-West the second, the winner of the third game would win the RUBBER. Of course, it is possible (and desirable for extra points) to make a RUBBER by winning two games in a row.

There are two ways of getting points:

1. TRICK POINTS for bidding and making the contracts.
2. BONUSES and PENALTIES. The *bonuses* are made by the declarer side for making their contracts or overtricks, etc. The *penalties* are earned by the side defeating (or setting) the opposing contract.

### HOW THE SCORING IS SET UP:

WE	THEY
Place for entering <i>Bonuses and Penalties</i>	("above the line" scores)
(Place for entering TRICK SCORES)	("below the line" scores)

### SCORING GAME

A GAME is won by scoring 100 POINTS (or more) as TRICK POINTS. These points may be obtained by scoring obtained from one hand — a *game contract*, or by two or more hands of "less-than-game-contract" which total 100 points. The "less-than-game" contracts are called "partial scores". All trick points are entered BELOW THE LINE on the score sheet.

The TRICK POINTS for the suits of the contract are:  
 Clubs and Diamonds (Minor) — 20 points for each trick  
 Spades and Hearts (Major) — 30 points for each trick  
 No Trump — 40 points for the FIRST trick and 30 points for each additional trick

Score for any OVERTRICKS, that is, tricks made over and above the bid, are entered ABOVE THE LINE as bonus score and DO NOT COUNT for game scoring.

From the above, it can be seen that the GAME CONTRACTS for each Suit would be:

- 3 NT — 100 points
- 4♠ or 4♥ — 120 points
- 5♣ or 5♦ — 100 points

When a side has won one game, it is VULNERABLE. This means it can get greater penalties or bonuses. Both sides could be VULNERABLE if each has won a game towards the RUBBER.

### Examples of scoring Trick Points

1. North-South has bid a contract of 2♣. They made 3 tricks. The scoring would be entered as follows:

WE (North-South)	THEY	
20		(Overtrick Bonus of 1♣ = 20)
40		(Contract of 2♣ is 2 × 20 = 40)

2. North-South, after example 1, has bid a contract of 3♦ and has made it. The scoring would NOW show the following:

WE (North-South)	THEY	
20		(Previous overtrick bonus)
40		(Previous partial score)
60		(Score for 3♦ made)

This means that North-South has scored a GAME and they are VULNERABLE. When game is scored, a line is drawn below it to signify a game has been made and the scoring for the next game is to be started below that line.

### The DOUBLE and REDOUBLE:

When a contract has been DOUBLED, it has the effect of doubling the trick points. Thus, a contract of 2♥, if made, would score 60 trick points, but if DOUBLED, it would score 120 trick points below the line.

When a contract has been Doubled (by the opponents) and then REDOUBLED (by the declarers), it multiplies the trick scores by 4.

The Double and Redouble also increases the bonuses or penalties according to the charts given below.



## BONUSES

(entered "above the line")

### RUBBER BONUS

The rubber bonus goes to the side first winning two games as follows:

If won in the first two games.....	700 points
If won in three games.....	500 points

### HONORS BONUS

The "HONOR" cards in any one suit are the A, K, Q, J, and 10. To score the *honors bonus*, the declarer (or his dummy) must have the following honor cards in ONE HAND, (either his or the dummy) AND they must be in the TRUMP SUIT.

for 4 honor cards in the trump suit all in one hand —	100 points
for 5 honor cards in the trump suit all in one hand —	150 points

If the contract is in NO TRUMP —  
for ALL FOUR ACES IN ONE HAND ————— 150 points

If the 4 or 5 honor cards are divided between the declarer and Dummy hands the Honors Bonus does NOT apply.

NOTE: "Honors" may be held by an opponent, in which case he and his partner score the bonus.

### SLAM BONUS

	Not Vul- nerable	Vul- nerable
Small slam (a contract of 6 — bid and made)	500	750
Grand Slam (a contract of 7 — bid and made)	1000	1500

## DOUBLED-REDOUBLED BONUSES

Bonus for making contract if doubled or redoubled 50  
Bonus for making OVERTRICKS if doubled or redoubled—

	Not Vul- nerable	Vul- nerable
For each overtrick if doubled	100	200
For each overtrick if redoubled	200	400

## PENALTIES

(entered "above the line")

Penalties are scored by the *opponents* for defeating the contract.

	Declarer Not Vul- nerable	Declarer Vul- nerable
For each trick UNDER Contract .....	50	100
If <i>Doubled</i> —for FIRST TRICK under .....	100	200
for each additional Trick under ....	200	300
If <i>Redoubled</i> —for FIRST TRICK under .....	200	400
for each additional trick under....	400	600

AT THE CONCLUSION OF THE RUBBER: All points earned both above and below the line are totaled for each side and the side with the greater number of points is the winner.

On page 24 is an example of a complete rubber played and scored.

## SAMPLE OF A COMPLETE RUBBER SCORING

Hand 1. WE bid 2♠ and made 3♠. (Enter 60 below and 30 above for WE)

Hand 2. WE bid 2♣, it was doubled. We got set by 3 Tricks. (Enter 500 above for THEY)

Hand 3. THEY bid 6♥ and made 6♥. Declarer held A K J 10 of Hearts in his hand. (Enter 180 below, 500 above for slam bonus, and 100 for honors bonus — for THEY). THEY are now *Vulnerable*, having won a game.

Hand 4. THEY bid 2NT and got set by 1 Trick. (Enter 100 above for WE)

Hand 5. WE bid 2♥ and made 4♥. (Enter 60 below and 60 above for WE)

Hand 6. THEY bid 3♣ and made 3♣. (Enter 60 below for THEY)

Hand 7. WE bid 1NT and made 1NT. (Enter 40 below for WE). WE are now *Vulnerable*, having won a game.

Hand 8. THEY bid 4♠ and were set 1 Trick. (Enter 100 above for WE)

Hand 9. WE bid 3♦ and were doubled. WE made 3♦. (Enter 120 below, 50 above for making doubled contract, and 500 for RUBBER bonus)

WE		THEY	
9	500		
9	50		
8	100		
5	60	3	100
4	100	3	500
1	30	2	500
1	60	3	180
5	60	6	60
7	40		
9	120		
WE Total: 1120 Points		THEY Total: 1340 Points	

This ends the RUBBER. The total points show THEY to be the winner.