

What to bid-
How to play

Wilbur C. Whitehead
**AUCTION
BRIDGE
SUMMARY**

*The Principles of Bidding and Play for Beginners and
Advanced Students of Auction Bridge*



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by

Wilbur C. Whitehead

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BY

WILBUR C. WHITEHEAD

CODIFIED AND ARRANGED BY
G.FORTESCUE

Revised Edition

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INTRODUCTION

It is an easy matter to become a fair bridge player, but such a result should never satisfy any one. There can never be a perfect bridge player, for the possibilities of the game are infinite and the finite mind, no matter how remarkable, can never hope to solve its many puzzling points without more or less errors of bidding or play. It should be the object, however, of every player to improve his game as much as possible and one of the best ways to accomplish this result is by a careful study of a book on the game. To get the best results, get the best book, one written by the best known writer on the game. It is very fortunate that this advice can be followed, for in my opinion Mr. Whitehead and his latest book comply with all the requirements.

I have already said that there can be no perfect bridge player and, for the same reason, there can be no system of bidding or play that can be right all the time. All that any system can promise to its followers is that it will make them winning players, that is, that they will win more often than they will lose. In my opinion, the system that gives accurate information to partner, as often and as early in the bidding as possible, is the best system and that is exactly what Mr. Whitehead's system does. This is my opinion, not because I had a large share in its development, but because it has stood the test of time and a thorough analysis. It has been five years since "Auction Bridge Standards" was published and the system therein set forth is just as sound today as when published. In his present book he has reduced "Auction Bridge Standards" to its lowest terms and added some very fine sections on the play of the hand. The result is a short, snappy summary of the game and one that will enable the average player to improve his game in the shortest possible time. Mr. Whitehead's new book carries with it all the authority and prestige of "Auction Bridge Standards," and, in addition, the charm and novelty of a more concise and popular style. It certainly has my unqualified approval.

R. J. LEIBENDERFER.

NEW YORK,

April 5, 1926.

CONTENTS

INTRODUCTION

AUTHOR'S FOREWORD

1. HOW TO PLAY AUCTION BRIDGE
2. CARD VALUATION
3. THE OPENING BID
4. THE TWO-SUITER
5. PRE-EMPTIVE BIDS
6. THE DEFENSIVE BID
7. THE INFORMATORY DOUBLE
8. RESPONSE TO AN INFORMATORY DOUBLE .
9. THE SUPPORT OF A SUIT BID
10. THE SUPPORT OF A NO TRUMP
11. THE TAKE OUT BID
12. THE RE-BID
13. SECONDARY BIDS
14. THE BUSINESS DOUBLE
15. OPENING LEADS AGAINST A SUIT BID
16. OPENING LEADS AGAINST A NO TRUMP
17. THE RULE OF ELEVEN
18. THE ECHO
19. THE DISCARD
20. THE FINESSE
21. DECLARER'S SUIT PLAY
22. DECLARER'S NO TRUMP PLAY
23. DECLARER'S PLAY IN GENERAL
24. OPPONENT'S SUIT DEFENSE
25. OPPONENT'S NO TRUMP DEFENSE
26. OPPONENT'S DEFENSE IN GENERAL

AUTHOR'S FOREWORD

The present edition has been revised to conform with my new book, "Complete Auction Bridge." Necessarily the Summary can be no more than its title implies. It could well be added as a conclusion to the larger book as a summary of its contents.

The whys and wherefores and the shadings so vital to a thorough understanding of the more subtle aspects of the game, given in detail in "Complete Auction Bridge" are excluded here. Nor could they be included without destroying the reason for being of the Summary, of what is but a brief outline of card-values, minimum requirements for various bids, and the fundamentals of leads and play.

In the compilation I have been aided by Mrs.

G. R. Fortescue, who has worked with me for some time in my studio.

WILBUR C. WHITEHEAD.

Whitehead Auction Bridge Studio, New York.
March 15, 1926.

1.- HOW TO PLAY AUCTION BRIDGE

Auction Bridge is played by four players, two as partners playing against the other two as partners. A partnership is termed a side.

Drawing for Partners. Each player draws a card from a pack spread face downwards on the table. The two highest play as partners against the two lowest. The highest deals first and has choice of cards and seats. Should two players draw cards of equal value, Spades are high, Hearts, Diamonds and Clubs following in the order named.

Bidding. A bid of ONE is a contract to take seven tricks. The first six tricks are called the book. Tricks over the book are called odd tricks. Every bid designates the number of odd tricks the bidder contracts to take. Each odd trick in the different declarations counts as follows :—

No Trumps.....	10
Spades	9
Hearts	8
Diamonds.....	7
Clubs	6

Dealer bids first, declaring to win at least one odd trick, or passes; and then each player in turn to left bids, passes, overbids, doubles or redoubles. The same number of tricks of a greater value, or a greater number of tricks, regardless of value, overbids a previous declaration. The bidding continues until three players in succession have passed. If no bid is made, a new deal is necessary; the deal passing to player on left,

Playing. The side making the last, and necessarily the highest bid, contracts to win the number of odd tricks specified in the bid; the partner who first named that bid is the Declarer. The player to the left of the Declarer makes the opening lead. As soon as the first card is led, Declarer's partner places his cards face up on the table, and becomes Dummy. Declarer plays Dummy's cards as well as his own.

Scoring. The score is recorded in two columns

—the Trick Column and the Honor Column. Tricks can be scored only by Declarer, and then only when he has fulfilled his contract. A game consists of 30 (or more) points scored for tricks alone. The side first winning two games wins the rubber and scores a bonus of 250 points in Honor Column.

Honor Score. The honors are the Ace, King, Queen, Jack and Ten of the trump suit. At No Trumps, the honors are the four Aces. Each honor counts ten to the side holding the majority of the honors.

Suit Bid

Three honors score	30
Four honors	40
Five honors	50
Four honors in one hand . . .	80
Four in one hand and fifth in partners	90
Five honors in one hand	100

No Trumps

Three Aces count	30
Four Aces divided count	40
Four Aces in one hand	100

Bonuses: (for Declarer) . If the Declarer wins the number of odd tricks bid after having been doubled by opponent, he scores in Honor Column 50 points for fulfilling his contract, and 50 points for each additional trick above the contract. He scores in the Trick Column twice the value of the suit for each trick over the book. If he or his partner redoubles, he scores 100 for fulfilling his contract, and 100 for each additional trick; also four times the value of the suit for each trick over the book.

Penalties: (for Opponents) . When the Declarer fails to make his contract, the opponents score 50 points in their Honor Column for each trick the Declarer falls short in his bid. If doubled, 100, and if redoubled, 200.

Slam. A side winning all thirteen tricks scores 100 points in Honor Column for a Grand Slam.
A side winning twelve tricks scores 50 points for a Little Slam.

Total Score. The Trick Column contains points won by odd tricks. The Honor Column contains all other points. At the end of the rubber the total scores obtained by each side are added up, and the difference between the two scores is the number of points by which the rubber is won or lost.

2. CARD VALUATION

In Auction Bridge a player must know—first, how to determine the quick and probable trick value of his cards, and second, the minimum requirements for the various bids, re-bids, and doubles.

By Quick Trick is meant a card that should take a trick, regardless of what proves to be the final declaration.

By Probable Trick is meant a card that should take a trick, provided the hand is played at the declaration named.

All first round bids, whether opening, defensive or Informatory doubles, show quick tricks. Second round bids, whether re-bids or secondary bids, show probable tricks.

Quick Tricks

An Ace should always take a trick. Therefore it is worth one quick trick. A guarded King should take a trick half the time, so it is worth half the value of an Ace, or one-half quick trick. A guarded Queen should take a trick half as often as a King, so it is worth one-fourth quick trick.

Honors held in combination with other honors have an increased value. Holding both Ace and King in one suit, the King has the same value as the Ace. Holding both King and Queen, the Queen takes the value of the King.

Therefore we have the following table of quick trick values :—

Quick Trick Values

Ace-King-Queen	2 1/2
Ace-King-Jack	2 1/4
Ace-King Ace-Queen-Jack	2
Ace-Queen-Ten Ace-Jack-Ten King-Queen-Jack	3/2
Ace-Queen King-Queen-Ten	1 1/4
Ace King-Queen	1
King-Jack-Ten	3/4
King x Queen-Jack x	1/2
Queen x x	1/4

(X is any low card)

The basis of the quick trick valuation is against an adverse suit bid. The third round of a suit will average to be trumped one-half of the time. Therefore an Ace-King-Queen combination is worth but 2 1/2 quick tricks. A King alone or a Queen with but one small card of suit has no quick trick value.

Probable Tricks

Probable tricks at a suit bid are the sure and probable tricks held in the trump suit, and the sure tricks, unless trumped, held in the side suits.

The following hand, provided played with Spades as trumps, counting both its sure and probable tricks, contains in all SIX PROBABLE TRICKS.

Spades—Ace King x x x	(4)
Hearts—Ace x x	(1)
Diamonds—King x x	(1/2)
Clubs—King x	(1/2)

Two sure and two probable tricks in Spades, the trump suit, one sure trick in Hearts; one probable trick in either Diamonds or Clubs. A half trick is a possible trick, and two such half tricks are one probable trick. In estimating the probable tricks held in the trump suit, Spades, it is justifiable to assume that but three rounds of the suit will be required to exhaust the cards of the suit held by the other players. Therefore the last two cards of a five card suit, the last three cards of a six card suit, etc., are probable trick winners.

The following hand, with Spades as trumps, contains EIGHT PROBABLE TRICKS.

Spades—King Queen x x x x . .	(4)
Hearts—Queen Jack Ten Nine . .	(2)
Diamonds—King Queen Jack	(2)
Clubs—none	

One sure and three probable tricks in Spades; two sure tricks in Hearts; and two sure tricks in Diamonds. A sure trick in a side suit is a card that must win a round of its suit unless trumped.

Probable tricks in a No Trump are estimated in two different ways :—

1. If the hand contains a suit of five or more cards, its probable trick value is determined in the same way as outlined for a suit bid.
2. If the hand contains merely scattered high honors, and no suit of greater length than four cards, the probable trick value is determined by doubling its quick trick value.

3. THE OPENING BID

Auction Bridge is a partnership game. A complete hand is the twenty-six cards held between the two partners, not the thirteen held by one.

The object of bidding is to arrive at the best bid in those twenty-six cards for one of three purposes: to score game, to save game, or to score worthwhile penalties.

In spite of the higher value of a No Trump trick, it is as a rule easier to make game with a Major suit as trumps. The game going value of the various declarations are as follows :— The Major Suits, Spades or Hearts, requiring four odd (or ten) tricks for game.

No Trumps, requiring three odd (or nine) tricks for game.

The Minor Suits, Diamonds or Clubs, requiring five odd (or eleven) tricks for game, assuming in each case the full 30 points are needed to go game.

Opening Suit Bid

Every opening suit bid shows two things and asks for a response in one of three ways.

It shows that the suit bid is one of four or more cards with at least two honors, and that the hand contains at least 2 quick tricks played at any declaration, or 2 quick tricks and two probable tricks if played at the declaration named.

It asks partner to do one of three things :—

1. To change the bid if possible when holding but one or two small cards of suit.
2. To change a Minor suit bid if possible even when holding three or more cards of suit.
3. Not to change a Major suit bid when holding three or more cards of suit.

Dealer :—To bid one as an opening bid requires :— Five or more cards in suit with 2 quick tricks. (At least 1 quick trick, including two honors, in the suit bid.)

or

Five or more cards in suit with 3 quick tricks, if holding less than 1 quick trick in the suit bid. or
Four cards in suit with $2\frac{1}{2}$ quick tricks. ($\frac{1}{4}$ quick tricks at least in suit bid.)

Second Hand :—Same requirements as Dealer.

Third Hand :—To bid one, opening bid, requires :— Five or more cards in suit with $2\frac{1}{2}$ quick tricks divided in three suits. (1 quick trick, including two honors, in suit.) or

Five or more cards in suit with 3 quick tricks divided in two suits. (1 quick trick, including two honors, in suit.)

or

Four cards in suit with 3 quick tricks divided in three suits. ($1\frac{1}{4}$ quick trick in suit bid.)

Fourth Hand :—To bid one, opening bid, requires :— Five or more cards in suit with 3 quick tricks divided in three suits. (1 quick trick, including two honors, in suit bid.)

or
Five or more cards in suit with $3\frac{1}{2}$ quick tricks divided in two suits. (x quick trick, including two honors in suit.)

or
Four cards in suit with $3\frac{1}{2}$ quick tricks divided in three suits. (At least $1\frac{1}{4}$ quick trick in suit bid.)
These top values must be held even though suit is of greater length than five cards.

No Trump Opening Bid

The opening bid of a No Trump usually shows a fairly evenly divided hand, probably containing no suit of more than four or five cards, and with the high cards distributed among three or four suits.

The opening bid of a No Trump may also be made holding two three-card suits, with four quick tricks divided in those two suits.

Dealer :—To bid one No Trump, as an opening bid, requires :— 2 quick tricks with three suits stopped.
or
4 quick tricks in two three-card suits.

Second Hand :—Same requirements as Dealer.

Third Hand :—To bid one No Trump, as an opening bid, requires :— $2\frac{1}{2}$ quick tricks with three suits stopped. or
4 quick tricks in two three-card suits.

Fourth Hand :—To bid one No Trump, as an opening bid, requires :— 3 quick tricks with three suits stopped.
or
4 quick tricks in two three-card suits. A stopper in a suit is an Ace or any guarded honor.

4. THE TWO-SUITER

A Two-Suiter is a hand that contains two suits of five or more cards each. If both suits are of sufficient top strength to Warrant a bid, the TwoSuiter is the strongest type of hand in Auction Bridge. If played with one of the two suits as trumps (the one partner can best support) it is worth from two to four tricks more than when played at No Trumps.

As a general principle, the bidder should show both suits, bidding first the one of higher value, regardless as a rule of greater top strength or honors held in suit of lower value; then if necessary the lower. Bid in this way, partner can show his preference for either suit without increasing the contract. Bid in the reverse order denies that higher ranking suit subsequently bid was a sound original bid.

5. PRE-EMPTIVE BIDS

A pre-emptive bid is an initial bid of two or more No Trumps, three or more in a Major Suit, and four or more in a Minor Suit.

Pre-Emptive Suit Bid

A pre-emptive bid should be made only with a freak hand, containing a suit of seven or more cards, and with sufficient probable trick strength to go game with but average support from partner.

Pre-emptive bids are rarely advisable if holding side strength. Here it is usually better to encourage bidding. The information so obtained may be of great aid in the subsequent bidding and play of the hand.

Pre-Emptive No Trump Bids

Pre-emptive No Trump bids are rarely justified. When used they show a freak hand, the trick strength of which is practically massed in one suit with stoppers in two, preferably in all three other suits.

Pre-emptive No Trump bids deny desire for a possible take out by partner.

Two No Trump bids, if merely to advertise the holding of 100 Aces, are never advisable.

6. THE DEFENSIVE BID

An Original bid should not be made on less than minimum requirement. Yet once the bidding has been opened, a defensive bid may be made on less than that minimum. It is frequently more profitable to sustain a small loss than to allow the opponents to play the hand.

A Defensive bid shows at least $1\frac{1}{2}$ Quick Tricks.

A Defensive bid is a first round suit bid, over-calling a suit bid by either opponent, or overcalling a No Trump bid by opponent on left.

A suit bid overcalling an Original No Trump bid by opponent on the right is not a defensive measure. The best defense against a No Trump when in the lead is to pass or to make an Informatory Double. To make a suit bid here requires eight probable tricks in the hand with the suit bid as trumps. To make an Informatory Double requires $2\frac{1}{2}$ quick tricks.

To Make a Defensive Suit Bid of One or Two requires :— Five or more cards in suit with $1\frac{1}{2}$ quick tricks.

(At least $\frac{1}{2}$ quick trick, including two honors, in suit bid.)

or

Four cards in suit with $2\frac{1}{2}$ quick tricks, (At least $1\frac{1}{4}$ quick trick in the suit bid.)

or

Six or more cards in suit with 2 quick tricks if holding less than $\frac{1}{2}$ quick trick in the suit.

To Make a Defensive No Trump requires :— 2 quick tricks with three suits stopped, two stoppers at least in opponent's suit.

or

$2\frac{1}{2}$ quick tricks with three suits stopped if but one stopper in opponent's suit.

A stopper is an Ace or any guarded honor. Two stoppers are two guarded honors,

7. THE INFORMATORY DOUBLE

The Informatory Double is any double of one No Trump, or of one or two of a suit bid, made at the first opportunity, and when partner has not previously bid.

The object of an Informatory Double is to force partner to bid in order to arrive at the best bid between the combined hands.

To double, rather than to overcall an adverse No Trump bid shows support for a suit bid by partner in any one of at least three suits, and the ability to bid two No Trumps or to make a sound suit bid if partner bids Doubler's weak suit.

To double, rather than to overcall an adverse suit bid, shows support for any bid by partner other than the suit doubled; or if unable to support any bid, then the doubler was calling for a particular bid, and failing desired response, is prepared to make a sound bid of his own.

An Informatory Double is a bid. Moreover, it is an initial bid. All initial bids, of whatever nature, require and show definite supporting quick trick values.

There are three kinds of initial bids—Original, Defensive and Informatory Doubles.

An Original bid shows at least 2 quick tricks. A Defensive bid shows at least $1\frac{1}{2}$ quick tricks. An Informatory Double at least $2\frac{1}{2}$ quick tricks, An Informatory Double forces a bid by partner. Original and Defensive Bids do not. Consequently, to double informatively requires greater quick trick strength. A forced bid by partner is more often than not a weak or worthless fourcard suit.

To Make an Informatory Double of a One Bid in a suit or No Trump requires a No Trump hand, high cards amounting to $2\frac{1}{2}$ quick tricks in at least three suits. This may be shaded to 2 quick tricks if hand contains distributional values and strong intermediate cards, as Jacks, Tens, etc.

To Make an Informatory Double of Two in Suit Bid requires a stronger No Trump hand, at least 3 quick tricks distributed.

8. THE RESPONSE TO AN INFORMATORY DOUBLE

If the intervening opponent pass, the partner of the doubler must bid, unless he is strong enough to leave the double in and defeat the bid doubled.

When a No Trump is doubled, partner should bid :— First, a Major suit, preferably Spades, if holding a suit of four or more cards.

Second, a Minor suit, if holding no four card Major and too weak to leave the double in.

When a Suit Bid is doubled, partner should bid :— First, a Major suit as provided above. Second, a No Trump when holding two stoppers in opponent's suit. If only suit of four or more cards happens to be the suit doubled, partner may bid No Trump with but one stopper.

Third, a Minor suit, when holding no four card Major and too weak to bid No Trumps.

To leave in an Informatory Double turns it into a Business Double. To leave in, partner must hold at least three sure tricks.

If the intervening opponent bids, the partner of doubler is no longer obligated to bid.

If the intervening opponent redouble, the partner of doubler must bid.

9. THE SUPPORT OF A SUIT BID

Partnership bidding is based upon minimum requirements. To bid one in a suit declaration, Dealer requires but four probable tricks and a suit of four or more cards. Therefore, in that a bid of two is a contract to win eight tricks, to raise partner's bid of ONE to TWO requires four supporting tricks and three cards of suit.

Each additional raise requires one more supporting trick.

Supporting tricks for a suit bid are:

In Suit Bid by Partner:

Ace, King or Queen with one or more cards of suit (each).....I

Four or more small cards.....I

In Side Suits:

Ace-King.....4

Ace-Queen.....2 1/2

Ace, or King-Queen.....2

King, guarded.....I

Ability to ruff (trump):

Void suit.....2 1/2

Singleton.....1 1/2

Doubleton.....1/2

Thus, high honors in side suits are worth double their quick trick value in support of partner's bid. An Ace is worth two supporting tricks, one, its quick trick value, and one the probability it offers the Declarer to make another trick either through its use as an entry in the Dummy hand, or in establishing a lower card in the suit.

To raise partner's Initial bid of One, or Defensive bid of One or Two, requires four supporting tricks and three cards of suit. To raise initial bid by Third or Fourth Hand requires but three supporting tricks.

To raise partner's Two-Suiter requires but two supporting tricks and three cards of suit.

To raise partner's Re-bid of Two requires three supporting tricks and two cards of suit. To raise partner's Re-bid of Three requires two supporting tricks and one card of suit. To raise his Re-bid of Four requires but one supporting trick.

To raise partner's Pre-emptive bid of Three requires four supporting tricks, and two, possibly but one, card of suit. To raise his Pre-emptive bid of Four or Five requires three supporting tricks and but one card of suit.

10. THE SUPPORT OF A NO TRUMP

To raise partner's No Trump bid that has been overcalled with a suit bid by an opponent, the first requisite is to hold at least one stopper in the opponent's suit. Opponent will probably open his suit, and unless you are able to stop it, your high cards in other suits may never take a trick, because they may fall with the Declarer's high cards.

The second requirement is four supporting tricks, just the same number as are required to raise partner's suit bid.

Supporting tricks for a No Trump bid are:— Double the quick trick value of all high cards.

This gives the number of supporting tricks held.

To raise partner's Original No Trump bid, after an intervening bid, requires four supporting tricks and a sure stopper in the opponent's suit.

To raise partner's Defensive No Trump bid requires four supporting tricks. Partner, by bidding over the opponent, shows a stopper in opponent's suit.

To raise partner's No Trump Re-bid of Two requires three supporting tricks.

Each subsequent raise requires one more supporting trick,

Before supporting a No Trump bid by partner, it is well to consider the advisability of doubling the opponent's bid. The strength required to raise partner is the same as that required to double the adverse bid.

To double in this position shows strength in the opponent's suit, and leaves the decision to partner whether to continue his No Trump declaration or to leave the double in.

11. THE TAKE OUT BID

The Take Out bid is an overcall of partner's declaration when there has been no intervening bid by opponent.

It is made either to improve upon the gamegoing probability of your partner's bid, or to deny his bid.

As the objective point is always GAME, partners should not hesitate to continue over-bidding each other until they have fitted their two hands together at their combined best bid for game.

The first requisite in bidding a suit is that it shall have more than three cards, at least FOUR, preferably five or more.

The initial bid of a suit of four or five cards presuppose that the remaining eight or nine cards will be equally divided among the other three players, and that you, the partner of bidder, will hold your share, at least three cards, to insure the majority of the suit named being held between the two partners.

Therefore when you do not hold three small cards or their approximate equivalent, two cards headed by the Ace, King or Queen, you should deny your partner's suit by a take out in another suit or No Trump if holding as good as a Defensive bid.

Improving Take Out of Partner's Suit Bid.

Take out partner's Major suit bid with the other Major suit if holding better than an original one bid, even if holding three small cards of partner's suit.

Take out partner's Minor suit bid even if holding three or more cards of suit.

Denial Take Out of Partner's Suit Bid when holding two or less small cards of suit.

Take out with a Major suit if holding as good as a Defensive bid. (11/2 quick tricks.)

Lacking a Major suit bid, take out with one No Trump if holding 11/2 quick tricks in two suits other than partner's.

Lacking either a Major suit or No Trump bid, take out with a Minor suit if holding 11/2 quick tricks in that suit.

The 11/2 quick tricks necessary for a Denial take out may be shaded to 1/4 or 1 quick trick, dependent upon the length and top strength of the suit bid.

Take Out of Partner's No Trump.

Take out with any Major suit as good as an original bid. (2 quick tricks.)

Take out with any Major suit of six or more cards.

Take out if holding a singleton or void of a suit with any five-card Major or Minor suit as good as a defensive bid. (11/2 quick tricks.) If partner bids two No Trump, rest content.

Take out with any hand that contains two suits of five or more cards. If partner re-bids No Trump, bid second suit.

Take out with any six-card Minor suit headed by as good as a Queen-Jack if holding a singleton or void of a suit, but not otherwise. If partner bids two No Trumps do not re-bid. Re-bid only if partner doubles an adverse bid.

Take-out with any seven-card Minor suit and re-bid only in case suit and side cards are worthless.

Take out with any eight or more card Minor suit and re-bid regardless of strength or weakness of suit or side cards,

12. THE RE-BID

An original suit or No Trump bid of ONE by Dealer shows four probable tricks in hand if played at the declaration named,

Suit Re-bid

If assisted by partner, player may re-bid once

for each probable trick held in excess of the number shown by his previous bid.

For example: Dealer's first re-bid after receiving support from partner would show five probable tricks, a second re-bid would show six probable tricks, etc.

If not assisted by partner, player may re-bid

once for each two probable tricks held in excess of the number shown by his previous bid.

For example: A first re-bid by Dealer without support from partner would show six probable tricks, a second re-bid would show eight probable tricks, etc.

If holding a sound Informatory Double, player may re-bid by doubling.

No Trump Re-bid

If assisted by partner, player may re-bid once for each probable trick held in excess of the number shown by previous bid.

If not assisted by partner, player has two choices, either to bid two No Trumps, or to double opponent's bid.

To re-bid requires six probable tricks and two stoppers in opponent's suit, or an established suit of at least five cards and one stopper in opponent's suit.

To double requires three quick tricks and strong support for any possible weak bid by partner.

13. SECONDARY BIDS

A Secondary Bid is a bid made upon a second or some subsequent round of bidding that would not be justified upon the first.

First round, or primary bids, require and show both quick and probable tricks. Secondary Bids show only probable tricks.

Partner is always justified in counting upon two quick tricks in the hand of an original bidder, either to support a take-out bid by him, or a double. But partner is never justified in expecting any quick tricks in the hand of the secondary bidder.

This distinction between primary and secondary bids, if clearly understood, will avoid many unnecessary losses and recriminations.

14. THE BUSINESS DOUBLE

The Business Double is any double of two or more No Trumps, or of three or more of a suit.

A double made after partner has bid is a Business Double. If not made at the first opportunity, it is a Business Double. If player pass or over bid an adverse bid, and on the next round double, it is a Business Double, even though partner has not bid,

The object of Auction Bridge is to score game, to prevent opponents from scoring game, or to score worth while penalties. Business Doubles are made with this latter object in view.

A Business Double should be made, not with the hope, but with the definite expectation of defeating the contract doubled. Doubtful doubles are not only stupid, but can be very costly. The 50 points a trick that may be scored additionally by a double is small compensation for the losses that ensue from inadvised doubles.

In figuring the strength required for a Business Double, player should always consider that a double definitely locates to Declarer the position of the outstanding high cards and thus often enables him to make a contract he would otherwise not have made.

Holding at one and the same time a sound assist for partner and a sound business double, player should assist partner first and double on the next round if given the opportunity.

To Make a Business Double requires sufficient number of tricks in your own hand or together with those definitely shown by partner to defeat the contract doubled.

WHEN TO MAKE A BUSINESS DOUBLE

In the First Game

Do not double in preference to trying for game unless the double will surely net you 300 or more.

In the Second Game

When opponents are a game in, and you are nothing, double in preference to trying for game.

When you are a game in, and the opponents nothing, do not double in preference to trying for game, unless the double will probably net you 200 or more.

In the Rubber Game

Try for game in preference to doubling, unless the double will surely net you 400 or more.

When Partner Has Made a Business Double

Let the double stand, unless you are reasonably sure opponents will make their contracts and that a less loss will ensue by going on with your own or partner's bid.

When Partner Is Doubled

Do not attempt weak rescues. Your partner may be well able to make his contract.

15. OPENING LEADS AGAINST A SUIT BID

In opening against a suit bid, take in your quick defensive tricks as early as possible. Lacking quick defensive tricks, open a suit in which you have the least to lose.

Opening Partner's Suit

Lead the highest when holding three or less cards of suit,

Lead fourth best when holding four or more, except when holding the Ace, in which case lead the Ace.

Opening Own Suit

The lead of an honor shows at least another honor in sequence with the one lead.

The lead of a low card denies top honors in sequence.

HONOR OPENINGS

Lead the top card from a sequence of three except the Ace-King-Queen sequence when you lead the King. Lead the King from Ace-King and others. With Ace-King only, lead the Ace and follow with the King. This signifies "No more of suit." Lead the Queen from Queen-Jack-x, when holding but three or two cards of suit. Lead the Jack from Jack-Ten-x, when holding but three or two cards of suit.

LOW CARD OPENINGS. From any holding that does not permit of an Honor Opening.

Lead fourth best from any suit of four or more.

Lead low from any two or three card suit headed by an honor as good as a Jack.

Lead top of any worthless three or two card suit.

SINGLETON OPENING. A singleton is frequently a good opening. To be read by partner as a singleton, it should be led at once.

OPENINGS TO AVOID

Avoid leading from tenaces. (Ace-Queen or King-Jack.)

Avoid leading from Aces, If an Ace suit is opened, lead the Ace.

Avoid particularly leading from Kings. Avoid leading a singleton when holding four or more trumps.

HOLDING FOUR OR MORE TRUMPS, lead your longest suit, even if headed by tenace or King.

16. OPENING LEADS AGAINST A NO TRUMP

In opening against a No Trump declaration, your best defense is to open your longest suit; or, if partner has bid a suit, to open your partner's suit.

Open your partner's suit unless you have a suit that can be established in one or two rounds, and you hold re-entries; or unless you hold but one or two small cards of partner's suit, and to open your own suit offers as good or better defense.

Opening Partner's Suit

Holding four or more cards in partner's suit, lead the fourth best.

Holding three to an honor, lead the lowest.

Holding three without an honor, lead the high-est.

Holding two or less, with or without an honor, lead high.

Opening Own Suit

Lead the fourth best of your longest suit except when holding three honors in that suit.

Holding three honors in suit, lead the top honor of any two or three in sequence.

Exceptions:

Ace-King-Queen-x

Ace-King-Jack-x Lead the King.

Ace-King-Ten-x

Ace-Queen-Ten-x Lead fourth best.

ACE should be led from:

 Ace-King-Jack with six or more cards.

 Ace-Queen-Jack with five or more cards and a card of re-entry.

KING should be led from:

 Ace-King-Queen-x (or more)

 Ace-King-Jack-x (or more)

 King-Queen-Jack-x (or more)

 King-Queen-Ten-x (or more)

QUEEN should be led from:

 Ace-Queen-Jack-x (or more) and no sure reentry.

 Queen-Jack-Ten-x (or more)

 Queen-Jack-Nine-x (or more)

JACK should be led from:

 Ace-Jack-Ten-x (or more)

 King-Jack-Ten-x (or more)

 Jack-Ten-Nine-x (or more)

TEN should be led from:

Ace-King-Ten-Nine (or more)

Ace-Queen-Ten-Nine (or more)

Ace-Ten-Nine-x (or more)

King-Ten-Nine-x (or more)

Queen-Ten-Nine-x (or more)

17. THE RULE OF ELEVEN

Deduct the size of the fourth best card led from eleven. The difference is the number of cards of the suit, higher than the card led, which are held against the leader.

18. THE ECHO

To echo is to follow to the card led with an unnecessarily high card (one higher than the lowest held) on the first round, and on the second round of suit to follow with a lower card.

The Echo is a signal to partner to continue leading suit. It is also used to show a winning card of suit.

The Suit Echo

In a suit declaration, the echo usually shows partner but two cards of suit, and desire to trump third round.

The No Trump Echo

In a No Trump declaration, the echo shows partner four or more cards of his suit, or three to an honor.

19. THE DISCARD

To discard is to follow to card led with a card of another suit, when holding no more of suit led. Discards are either encouraging or discouraging.

The Encouraging Discard

To discard an unnecessarily high card shows top strength in suit discarded, and the desire to have partner lead suit at first opportunity.

The Discouraging Discard

To discard a low card shows weakness in suit discarded, or no pronounced desire to have suit led,

20. THE FINESSE

The Finesse is an attempt by Declarer to win a trick with a card lower than an unlocated card of the same suit held by one of the opponents. (Definition by Captain Cecil Moore.)

1. Holding ten cards of a suit between the two hands including the Ace-Queen, it is usually best not to attempt the finesse.
2. Holding nine cards of a suit between the two hands including the Ace and King, it is usually best not to attempt a finesse.
3. Holding Ace-Queen-x in one hand, small cards in the other, lead a small card and finesse the Queen if the King is not played.
4. Holding Ace-x-x in one hand Queen-x-x in the other, lead low towards the Queen.
5. Holding King-x-x in one hand and small cards in the other, lead low towards the King.
6. Holding Ace-Jack-x in one hand, King-x-x in the other, lay down the King and then lead a low card towards the Jack and finesse it if not covered by the Queen.
7. Holding Ace-Jack-x in one hand, Queen-x-x in the other, lead low and finesse the Jack.
8. Holding Ace in one hand, Queen-Jack-Ten in the other, lead the Queen and finesse it if not covered.
9. Holding Ace-Jack-x-x in one hand, Queen-x-x in the other and the Ten in either hand, lead the Queen towards the Ace-Jack.
10. Holding Ace-Queen-Ten in one hand and three small cards in other, lead small card and finesse the Ten on the first round, the Queen on subsequent round if necessary.

21. DECLARER'S SUIT PLAY

After the opening lead and the exposure of the Dummy hand, pause before playing to it. This is the proper moment to examine the trick possibilities of your twenty-six cards.

COUNT YOUR LOSERS. First in the trump suit and then in the side suits. For example:

Trump Suit. Holding eight cards of suit between the two hands, including the Ace-King-Queen, you should hold no trump losers. Holding Ace-King, Ace-Queen-Jack, or King-Queen-Jack, but one trump loser, etc.

Side Suits. Losers in side suits are losing cards that cannot be discarded on winning cards of another suit or be trumped in Dummy.

Holding Ace and two small cards of a suit one hand, and a singleton of the suit in the other, the suit contains no losers if the first round is won with the Ace and the second and third rounds trumped in the short hand. Or, holding Ace and three small in one hand, and but two small in the other, the suit contains but one loser, i.e., the second round, if the first is won with the Ace and the third and fourth round are trumped in the short hand, etc.

Cards that are only possible winners are counted as losers. Guarded Kings are only possible winners. Holding King and two small in one hand and three small in the other, you count three losers. Holding Ace-Queen and small in one hand and three small in the other, you count two losers, the finesse of the Queen being only a possible winner.

Having counted your losers, **SUM UP YOUR COUNT.** If your count show a sure game, be sure and make it. If short of game, consider in what way, if any, your losers may be reduced.

The first consideration is, have you a long established or establishable side suit upon which you can discard some losers? If so, with opponent's trumps exhausted, and the suit established, you have a sure means of reducing your losers,

Second, there is the finesse. A guarded King is not necessarily a loser; nor with three cards of a suit in one hand and Ace-Queen and small in the other, do you necessarily hold two losers. In one or both instances a finesse may win, Judicious finessing may easily convert losers into winners sufficient to go game.

Failing obvious methods, there remain the more subtle ones, the most common of which is termed "throwing the lead." By throwing the lead at a propitious moment, it is frequently possible to force an opponent to make a lead that will gain you a trick not otherwise possible.

With no established or establishable side suit, don't lead trumps. In exhausting opponent's trumps, you also exhaust Dummy's trumps.

With no side suits to protect, try to make separately the trumps held between your hand and Dummy. Lead trumps only when your winning cards may be trumped by opponents.

With a long established side suit, lead trumps at once. With an establishable side suit, establish suit first, and then lead trumps.

22. DECLARER'S NO TRUMP PLAY

COUNT YOUR WINNERS. Your winners are only those which are sure winners before you play your stopper or stoppers in opponent's long suit. If these count to nine tricks (game) be sure to make them before you lose control of the hand.

If your sure winners are short of nine tricks, then take any reasonable chance, such as finessing or playing for an even break, that will bring your winners up to the required number before you lose control.

Don't be hasty in playing your stopper in the adversary's long suit, unless game is on the table. By holding up your stopper until the third round of suit, leader's partner may hold no more cards of suit to return when in the lead, and leader may hold no side card of re-entry. This chance is always worth taking, especially as it leaves you free to finesse towards the partner.

With an established long suit in hand, don't necessarily run it off at first opportunity. It is usually better to set up first as many outside tricks as possible. Run it off only when the discards forced will embarrass the opponent's hands more than your own.

When one round of a long suit must be lost, lose the first. This not only gives you a re-entry in the suit itself, but keeps control of it, should a third round prove the suit to be badly distributed against you.

23. DECLARER'S PLAY IN GENERAL

Holding three honors in sequence divided in the two hands, always play first an honor from the double honor hand. This provides, should the occasion arise, for a possible finesse towards either hand.

Provide for re-entries in Dummy. Do not hastily win a round of suit in Dummy that may be won in your own hand. The re-entry in Dummy may be of utmost importance in the subsequent play of the hand.

Lead towards the higher cards of a suit, not from them. By this is meant holding King-Queen and others in one hand, small cards in the other, lead from the hand holding the small cards towards the honors.

If forced to discard on opponent's long suit, do not discard the same suit from both hands.

Watch opponent's discards. They are supposed to be informatory, and should prove as valuable to you as to your opponent.

Watch the score. Always have clearly in mind the number of tricks you require for game. The chances necessary to take with no score may not be necessary with an advanced score.

24. OPPONENT'S SUIT DEFENSE

Opponent's play is determined largely and in some cases entirely, by the bidding and the cards exposed in Dummy. Following the initial lead, the exposure of Dummy's cards may change entirely the original plan of defense,

In general, if you have opened a winning card in your long suit, you should not continue with your suit if to do so would set up a winning card in Dummy. If you do set up a winning card in Dummy, and your partner can trump it, force him to do so, even though he may be over-trumped by Declarer. This prevents Declarer from being able to use that winner upon which to discard a losing card of another suit.

If your partner has led a small card initially, he does not by this lead show any high cards in suit so opened. Therefore, if partner of leader, when you are in the lead, you should return partner some other suit, preferably one in which Dummy holds no honors, or but one honor, and particularly one in which Dummy holds no honor.

Watch carefully Declarer's plan of play. If he seeks to use his trumps in Dummy to trump some short suit in which you and your partner hold high cards, lead trumps at first opportunity to prevent it.

Sacrifice a trick at any time, if you can save two. If there is a long established suit in Dummy, and a suit card of re-entry, drive out the re-entry even though you may lose a trick in doing so. The side re-entry may be Declarer's only means of making his long suit after it has been established.

Save the game at all hazard. If in danger of losing game, take desperate chances that may save it.

With no definite attack of your own, your best defense is a counter-attack against Declarer's plan of play. Whatever he avoids you should attack; whatever he attacks, you should avoid.

25. OPPONENT'S NO TRUMP DEFENSE

After having opened your own or your partner's long suit, keep leading it at each time you get in, unless there exists a good reason why it should not be continued. If Declarer holds high cards in your suit, force him to make them while you have cards of re-entry in other suits.

As leader, shift to some other suit only when to continue the suit opened will not save game and an immediate shift to some other suit may save game.

As partner of leader, shift to another suit only when holding a better suit than the one opened.

Hold control of the Dummy suit as long as possible, especially if Dummy has no other card of re-entry.

26. OPPONENT'S DEFENSE IN GENERAL

In leading from honors in sequence, lead the higher. To lead the lower denies the higher.

In following suit with honors in sequence, follow with the lower. To play the higher denies the lower.

Don't cover an honor with an honor unless it will establish a trick in the suit in your own hand, or will probably do so in the hand of your partner.

"Second hand low" is good advice, provided you have nothing to gain by attempting to win the trick. It keeps the adversary in doubt and gives your partner a chance at the suit led,

"Third hand high" means that you should play your highest card to your partner's lead, unless a lower one would be equally effective.