STREET ON AUCTION
By Charles Stuart Street
STREET ON AUCTION

A Conservative, Practical and Profitable Method of Playing the Greatest of Modern Games

BY

CHARLES STUART STREET

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"Concise Whist," "Whist Up-to-Date,"
"Bridge Up-to-Date," "Good Bridge"
"Outlines of Auction Bridge" and
"Sixty Bridge Hands"

NEW YORK 1912
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BY

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STREET ON AUCTION
Sent on Receipt of Price,
$1.25 Net.

ADDRESS: CHARLES S. STREET,
240 East 51st Street,
New York City.

$1.25

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NO. 1
To my friend

HARRY H. WARD,

in appreciation of his suggestions and kind collaboration, this book is gratefully dedicated.
PREFACE

In this book it is presupposed that the student of Auction knows the principles and general rules of the game of Bridge. Therefore, to insert here chapters upon Second or Third Hand Play, Management of Trump Hands, Holding Up, Unblocking, etc., would be but an idle repetition. The author has covered all that ground in his last book on Bridge entitled Good Bridge. The present volume is devoted to an exposition of the principles of Auction, and has been purposely delayed in the writing until the game, which for a long time has been chaotic has at last crystallized into a reasonable and recognized system. This system as shown here is natural, conservative and reliable. It begets confidence between partners, and when followed by good players
not only insures them a fair meed of success, but also, and above all, arms them against great and disproportionate loss. The author has no fads or fancies to advance; his sole aim has been to set forth in a clear and comprehensive way the best method of playing this most delicate and complex game.
STREET ON AUCTION

CHAPTER I.

THE SCHEME OF AUCTION.

Most players, even those who have played a long time, have an entirely wrong idea of the game of Auction. They think that they must bid all the time, that it is somewhat of a disgrace to say nothing, that they must make a constant effort to show their partner something, and that they aren't having any excitement at all unless they bid up to two or three on some make and either get doubled or double some one else. And it is easy to see that if all four players play this same kind of game the hands are thrilling and the losses offset each other. But place a careful and conservative player at that table and with average cards his success is astounding, because the secret of success at Auction is to avoid large losses.
Your opponents simply cannot win a huge rubber unless you deliberately pile up a big score for them in their honor column. If you never say anything but "one spade" and "no" they may win the rubber in two successive games, which, with the honors and the 250 points bonus, may run the total up to above 400. But rubbers of 800 or 1,000 are the fruits of sky-rocket bidding, either founded on false initial bids or carried to ridiculous heights by players who either cannot or will not count their hands.

Auction was evolved to prevent good hands being wasted and to allow any player having such a hand to play the dummy as if he had been the dealer at Bridge. And all bidding should be directed at finding out if you and your partner between you have a hand with which you can go game; or if not, if you can prevent the adversaries from going game; or if game is not possible for either side, if you can make a moderate score without taking chances for a disproportionate loss.
Most of the time there should be but little bidding. It is only when two good hands occur at the same time, or when the rubber is at some critical stage, that there is much competition. The idea of trying to outbid good hands with poor ones is suicidal. There never yet has been a game where poor cards will beat good ones if they have to be played out. The bluff is successful at poker only because the cards may be thrown down, but hands at Auction always come to a showdown. The good poker player never goes into nor tries to win every pot. He waits until he has a fair chance. In Auction you can't expect to play every hand or win every rubber. You can't take away every bid always; the opponents will hold and must play some good hands, and it is madness not to recognize that fact.

With good hands you can bid up to the limit of their possibilities, and even a trick beyond when the opponents' bid looks dangerous; but moderate hands, hands a shade above the average, you should treat with extreme
caution; while as for poor hands, it is well to recognize at the start that you have nothing to say and nothing to do.

What you should aim at is to win the game, taking as little risk as possible while you are waiting for the proper hand to do it with, and losing, if you must lose, only small rubbers.

Nearly all games at Auction are won, when they are won, in a single hand. All the 8's and 12's and 16's you make rarely help much towards a game. In a minute or two there comes along a big heart hand or a no-trumper, which alone wins the game. Not that small scores are to be despised. Every score you make above or below helps swell your profits or diminish your losses. But these small profits are not worth big risks.

Your first bid is usually a suggestion to your partner, after which the opponents venture some bid. Some one may hold a good hand, or there may be two big hands out against each other, in which case the bidding may go on, becoming more and more danger-
ous each step that it advances. But often you can see that you can’t go out and that probably the adversaries also cannot win, so that it ceases to be a question of the game for either side; *then let them play the hand unless your make is pretty sure.* Let them take the chance to lose 50 or 100. What do you care if they do score 16, or even 24; your chance to go out next time is as good as theirs; *every deal is your deal in Auction.*

High bids are nearly always bad risks. The player who bids three diamonds is trying for 18 points and taking chances to lose 50 or 100. The gain and the loss are not equivalent. Bear in mind that what you are after is the game, the game, *first and last, the game,* and shape all your bids to that end.

The history of Auction shows a persistent progress toward conservatism. Among good players there is much less bidding and *very much less doubling* than formerly. A loss of 300 or 400 is extremely rare, and when it occurs it is usually the result of some terribly adverse combination of circumstances.
CHAPTER II.

THE INITIAL BID.

The game of Auction is built on three foundation stones: these are a sound initial bid, a correct increase by partner, and a careful continuation by the original bidder. Let any one of these three elements be weak and your structure is liable to collapse.

The most important of the three is the initial bid. As dealer you have no choice; you cannot pass as in Bridge, but must make some bid, bearing in mind the one salient fact that the declaration you make will probably not be the ultimate one at which the hand will be played, unless you have unusually strong cards. More often than not it will be changed.

The idea of your initial bid is distinctively informatory and should show the character
of your hand; it should tell not necessarily that you intend, or especially want, to play the hand at your declaration, but rather that at such a declaration your hand will work the best. Except for the defensive bid of one spade, your first bid should tell your partner where you can take tricks, no matter what the final bid may be at which the hand is played. Your bid must show high cards, winning cards, aces and kings. If you bid one no-trump you practically say that you have high cards scattered in three or four suits. If you bid one heart or one diamond or one club you say that you have high taking cards in that suit; and, as one spade is simply a passing hand, so the bid of two spades shows high taking cards in spades.

It has been repeatedly said that Auction is a game of aces and kings, and this from the very nature of the game must be true. Your bid, to be of any real worth, must show cards of permanent value, and these are aces and kings. There are eight aces and kings in
the pack, and unless two fall together they are good for eight tricks, and all the queens, jacks and tens must skirmish for the remaining five. When you bid one diamond, holding ace, king and two others, you tell your partner you can take two tricks probably no matter what the final trump may be. But if you bid one diamond on six to the queen, jack, ten, you make a false bid, as you can take tricks only when diamonds are trumps, and, as has been said before, they probably won't remain trumps. In the first case, with your ace king suit, you give your partner precise, definite, valuable information; in the second, with your queen jack ten suit, you say what is not true, you lead your partner astray and you often bring about a cruel loss. Again, with your ace king suit you have two of the eight high cards, your average, but with only a queen jack ten suit you haven't a trick in your hand. Make this your test; when you sort your hand don't look for long suits, look for aces and kings. If you have three of these
eight cards you are better than the average and probably have a bid in your hand; if you have two, you have just your average and may possibly have a bid; but with only one your hand is below the average and probably contains no bid.

Remember that your success depends largely upon you and your partner arriving quickly at a good understanding. Auction is intensely a partnership game. If you and your partner could withdraw to the next room and show each other your hands you could quickly decide upon your best plan of action. But instead, all this must be arrived at speedily in the bidding. Don’t for a moment lose sight of the fact that you should think more about your partner in your bidding than about your opponents. When your opponents outbid you, you have only to resign and usually no harm is done. But if you begin by giving false information to your partner, and he, always relying upon you for an available two tricks, goes ahead and bids
up his hand or doubles the adversaries', you have involved both him and yourself in a coil which is purely your fault, and you are powerless to undo. And if this can happen with a sound and careful partner, just think to what disasters you may be swept by a partner who is obstinate, sanguine or hot-headed.

An ace king suit is the ideal one to bid on; here are your two probably assured tricks ready to support your partner in any bid he may attempt. In fact, the first thought that should enter your mind when your partner bids a heart, a diamond, or a club, is that he has an ace king suit. But as one unfortunately has not always such a suit, the natural query arises, "What other combinations are valuable enough to show?" And the answer is, "All that will stand the following test:" As your partner counts on you for the ace and the king of your suit, when you haven't them both you must have compensation elsewhere.
It is sound to bid on a suit of four or five to the ace king, but not on five to the ace queen, as if your bid is changed you may have but one trick. But it is all right to bid on five to the ace queen, if you have another trick outside, like the ace of clubs or the king, well guarded. You have not what you advertise in your suit, but you offer an equivalent, a trick elsewhere. But that trick must be quickly available, an ace or a well-guarded king; nothing else counts, not even a queen jack ten combination; that is too far off and takes too long to materialize.

This then is the tale your initial bid tells: "Partner, I may have a hand I want to play at my declaration, or I may be trying to give you some information which will help you in a bid of your own; but whichever it is, I have at least two quickly available tricks in my hand which will be good on either the first or the second round of the suit, no matter what may be the trump."
There is, however, one class of sound declarations not covered by the foregoing, and that is long red suits (six or more), headed by ace, by king and queen, or by king, jack and ten, not lower, and with no other ace or king. These suits will be of no value unless they are trumps, they are not good to help other makes with, being especially dangerous in no-trump hands, and yet will probably win you the odd card if you are left in with the bid. Such a bid naturally deceives your partner and may lead him to venture another declaration; but your defense is this, you must not let his bid stand, you must outbid him and change back to your suit. For example, you bid one heart and he bids one no-trump, counting on you for two tricks in hearts or an equivalent elsewhere. If now you say two hearts you sound a note of warning, in fact, you really say this: "I have my two tricks, but they will be tricks only if hearts are trumps." In other words, your hand is good enough to bid on and probably to win with, but it has not
an adjustable value. The hearts are not the right kind of hearts to help a no-trump, but as trumps, with the high cards in a no-trumper for assistance, they will probably win out.

*But such bids are good only in the red suits.*

With no other ace or king in the hand, no black suit should be shown originally unless headed by ace king, by ace queen jack, or by king queen jack. King jack ten suits are good only with an outside trick. All black bids must be considered as invitations to your partner to make some higher and more costly bid, usually no-trump, and are designed to coax him into some bid he *would not otherwise make*. If his hand is strong enough to bid on unaided, your bid is not necessary and it would be better to save your strength to help him with later if he should be outbid. If his hand is not strong enough for a bid you are simply tempting him on to some venture which may prove desperate. See to it, therefore, that the material you offer him is sound and serviceable.
It may seem reasonable at first glance to bid one club on seven to the queen jack ten, even with no other high cards, but the bid will almost surely be changed, and if your partner bids one no-trump, counting on your clubs, he probably won’t take a trick in your hand unless he has ace, king and a small club; but if he has those cards, your bid was certainly useless, and in fact may prove disastrous, as he will say: “My partner could not have bid one club on a queen-high suit without compensation elsewhere;” and therefore he bids his hand up and up, and if an expensive catastrophe occurs it is your fault.

Therefore, let your original bid be sound and accurate, showing high cards of value or long, good red suits which you mean to insist upon although your partner changes your bid.

Don’t be led astray by the desire to show your partner something when you haven’t the right kind of cards to show. Fix it in your partner’s mind that you can be depended upon. It is better far to have more than you have
promised than to have less. You thereby become a more popular partner and a more respected antagonist. But don’t carry this idea too far; don’t lie in wait and make a weak make when you have a stronger one in your hand. That was the first idea of the game and has been thoroughly threshed out and found to be false. Declare the strength of your hand at once. If you have a no-trumper don’t begin with a spade or a diamond and give the adversaries a chance to show their suits and combine to defeat your no-trumper when you later launch it. Bid it at once and put the onus on them of bidding two on some suit while still in the dark as to each other’s cards.
CHAPTER III.

THE DEALER'S MAKE.

NO TRUMP.

With two exceptions (see sub-head 3, "Two Aces," below) all no-trump declarations which were good in Bridge are good in Auction, but as the first bid is so likely to be changed, you can also venture certain informative initial bids in Auction which you would not make in Bridge, as in Bridge you would be forced to play them, while in Auction they probably will not stand. In fact, that should be in your mind when you declare one no-trump. You do not say that you necessarily have a fine no-trumper which you are anxious to play, you simply say that at present that is the character of your hand; if your partner prefers to change to some other make you can assist him with some high cards. If your no-trumper is really good you can go back to it.
All no-trumpers are properly estimated according to the number of aces they contain and are therefore here listed on that basis.

1. FOUR ACES.

While this is naturally an ideal and attractive make at the start, yet it often must be abandoned later in the face of a strong attack by the adversary, or a warning change by partner.

2. THREE ACES.

With three aces, no matter how bad the rest of the hand may be, you should always declare one no-trump unless the hand contains a good heart make or you are declaring to a score, in which case one diamond, or even one club, may be preferable.

3. TWO ACES.

To declare one no-trump with two aces you have to have only one other trick, such as a guarded king, or a queen, jack and low.

There are two good two ace hands, however, in which it is better to declare a suit make rather than no-trump. The first is a
solid black suit and another ace. In Bridge this was a no-trumper, but in Auction it is unnecessary to take useless chances with two missing suits; it is better to bid three spades or two clubs and feel your way along toward a no-trumper, if it exists, and at the same time protect yourself against loss if your partner has a bad hand. Also with two ace king suits, again a Bridge make, it is better to declare one of the suits first. If one of the suits is hearts, with four or five in suit, bid one heart. But if not, bid the weaker of the two first and have the other to come forward with if you are out-bid, and thus give your partner a chance to make a no-trumper.

4. ONE ACE.

One ace no-trumpers are always dangerous. With three aces you at least have 30 to offset a possible loss; when you have but two aces your partner will have one ace two out of three times, while even if he has none, the honors can never lie against you. But with only one ace your partner is not likely to have more
than one, and sometimes will not have that, which of course makes your loss more probable, besides increasing it by 30. To venture upon a one ace no-trumper you must have extra strength in your hand. There are three cases where such a make is sound:

(a) You can make it no-trump with one ace when you have all suits protected. But they must be well protected, not all queen jack suits or jack ten suits. A good test for a doubtful hand is not to make it unless you hold a queen above the average. If you hold one ace, one king, one queen, one jack and one ten you have exactly an average hand. To make it worth a no-trump bid you should hold at least another queen. Such a bid will win more often than it will lose.

(b) You can make it no-trump with one ace when you also have another long suit that can readily be cleared and a third suit protected.

(c) You can make it no-trump with one ace and one unprotected suit when your hand
is unusually strong in the other three suits; here again you must have a queen above the average.

5. NO ACES.

A no-trumper without an ace should be made only when you have high honors in all the suits, with at least three kings. But remember unless you can stop twice the suit they open against you, you may have to ruin your hand by discarding.

EXAMPLES OF SOUND NO-TRUMP MAKES.

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<tr>
<td>4 3</td>
<td>A 7 5</td>
<td>A 9 8 6 4</td>
<td>Q J 2</td>
</tr>
</tbody>
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Practically the same as number one.
A good example of all suits protected in a one ace no-trumper which contains a queen above the average.

No. 4.

\[ \begin{array}{l}
\heartsuit & 7 \\ 
\diamondsuit & A \\ 
\spadesuit & Q \\
\clubsuit & J \\
\end{array} \]

A one ace no-trumper containing a good suit and a third suit protected. If the clubs were headed by the king ten, or the queen jack ten, the make would not be sound.

No. 5.

\[ \begin{array}{l}
\heartsuit & 9 \\ 
\diamondsuit & A \\ 
\spadesuit & K \\
\clubsuit & J \\
\end{array} \]

In spite of the weak hearts the rest of the hand is strong enough to make it a no-trumper.
A no-trumper without an ace, but holding three kings and three queens. Yet this hand may work very badly if your partner has a poor hand and you lose the king of hearts at once and have to discard while they make that suit.

**EXAMPLES OF UNSOUND NO-TRUMP MAKES.**

No. 1.
- ♠️ K Q 3
- ♠️ K Q J 2
- ♦️ Q J 5
- ♥️ K 8 6

The jack ten suit certainly contains a possible trick, but it is too remote. Save your two aces to help any make your partner may have; if he has no make you won’t go far at no-trump. Bid one spade.

No. 2.
- ♠️ J 10 9 3
- ♦️ Q 5 3
- ♥️ A 4 2
- ♦️ J 10 7 5

Just an average hand; one not worth a bid. Bid one spade.
This is a bad no-trumper, as the suits are all too thin and there is no support. You would better save your kings for your partner's help. Bid one spade.

Although you have three aces you will probably do better at hearts, as you are likely to lose the ace of diamonds at once and then will have to clear the hearts or spades.

Better here to bid two spades and have your diamond bid in reserve for the second round.
Better here to bid two clubs. This will coax your partner into a no-trumper if he has only moderate help.
CHAPTER IV.

THE DEALER'S MAKE.

HEARTS OR DIAMONDS.

One heart or one diamond should be bid with the following combinations:

1. \( \text{A} \text{K} \text{Q} \)
   \( \text{A} \text{K} \times \times \)
   \( \text{A} \text{Q} \text{J} \times \times \)
   \( \text{K} \text{Q} \text{J} \times \times \)
   \( \text{K} \text{Q} \text{10} \times \times \)

   even though you hold no other aces or kings in the hand.

2. \( \text{A} \text{Q} \times \times \)
   \( \text{K} \text{J} \text{10} \times \times \)

   with another ace.

3. \( \text{A} \text{Q} \text{J} \times \)
   \( \text{K} \text{Q} \text{J} \times \)
   \( \text{K} \text{Q} \text{10} \times \)

   with one ace, or one king guarded, outside.

\( \text{A} \text{Q} \times \times \times \)
\( \text{A} \text{J} \times \times \times \)
\( \text{K} \text{Q} \times \times \times \)
4. A 10 x x x

with another ace, or with two guarded kings, or with two good tricks in another suit, especially if it is a suit of five cards.

5. K J x x x

with both an ace and a king, or with another suit good for two quick tricks.

6. K 10 x x x

only with a very good four or five card side suit, or another ace king suit.

Any red suit of six cards headed by ace, by king queen, or by king jack ten, should be declared originally. This declaration you must continue with; if your partner goes to no-trump you must bid two in your suit.

An original bid of two hearts or two diamonds is rarely advantageous with an established suit, as you might prefer to bring it in
against an opponent's no-trumper. But such a bid is often profitable with a very long un-established suit that would be good neither to assist a no-trumper by your partner nor to bring in against one by the enemy. But remember when you bid two you not only demand to play the hand, but you also promise to succeed with the average help of one trick from your partner.

EXAMPLES OF SOUND RED MAKES.

Note—The bid here illustrated is always hearts, but it would be equally sound in diamonds were the suits reversed.

♥ A Q 6 3  ♥ A K J 5 2  ♥ A K J 5 2
♦ 4 2  ♦ A 7 5 4  ♦ A 8 6  ♦ A 8 6
♣ 9 8 3  ♣ A 7 3 2  ♣ 4
♠ 4  A Q 5 3 2  K Q J 5
♦ K 9 5  6 4
♣ 8 6 4 2  8 7 3
♠ K 10 8 5
♥ A J 7 5 3  K 10 8 6 4
♦ A 8 6  ♦ 7 5
♣ 5 4 3  ♣ A K 6 3 2
♠ 3 2  ♠ 9
EXAMPLES OF SOUND RED MAKES.

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

♥ K J 10 7 6 4 3
♦ 7 4
♣ A Q J
♠ 3

This last is a sound example of a two-heart bid.

EXAMPLES OF UNSOUND RED MAKES.

Note—Equally true when the suit is diamonds instead of hearts.

♥ A 6 5 4 3 ♥ K J 8 6 5
♦ 9 2 ♦ A 7 6
♣ 8 5 4 ♣ 9 3 2
♠ K 7 6 ♠ 8 4

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

In the last two cases a heart bid is good on the second round. Begin with one spade.
CHAPTER V.

THE DEALER'S MAKE.

CLUBS.

At no score all original club bids are designed to coax your partner into a bid he would not otherwise make; therefore they must show positive tricks.

One club should be bid with the following combination:

1. A K Q
   A K x x
   A Q J x x
   K Q J x x
   K Q 10 x x
   } even with no other ace
   or king in your hand.

2. A Q x x
   A J x x x
   K Q x x x
   } with an outside ace.
3. A Q J x
   K Q J x
   K Q 10 x
   A Q x x x
   \{ with an outside ace
   or king.

4. A 10 x x x
   \{ with an ace king suit
   or with two kings.

5. K J 10 x x
   \{ with an ace and a king
   outside.

Length in clubs without the high cards is no excuse for bidding, as you cannot continue and go to three clubs if your partner tries a no-trumper.

An original bid of two clubs should be made only with a solid club suit. You are luring your partner into a light no-trumper and must have five or more tricks ready for him when he gets in.

EXAMPLES OF SOUND CLUB BIDS.

♥ 5 3 2
♦ 8 6
♠ K Q J 7 5
♣ 8 5 3

♥ 8 6 4
♦ A 7
♠ A Q 6 2
♣ 8 6 5 4
EXAMPLES OF SOUND CLUB BIDS.

♥ A 6 2  ♣ K 3 2  ♠ 7 5  ♠ 7 5
♦ 7 5  ♦ A K 4 3  ♦ A 10 9 6 3  ♦ 7 5
♣ K J 10 7 6  ♣ A 10 9 6 3

EXAMPLES OF UNSOUND CLUB BIDS.

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

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

This last is very alluring to the novice, but as the bid will certainly be changed, you, by declaring clubs, have told your partner you can take tricks in clubs and you haven’t one in your hand.
CHAPTER VI.

THE DEALER'S MAKE.

SPADES.

As a one spade declaration simply shows a poor hand, and really tells nothing about the spade suit, so the bid of two spades is now universally recognized as showing strength in spades and should never be made with a weak spade suit. Such a bid was formerly used for an invitation to a no-trumper with a fair hand that had poor spades in it, but that was an arbitrary convention and the idea of it has been found to be false. The bid of two spades to-day, among players of note, means strength in spades and a hand usually worth three tricks, at least two of which should be in spades.

The ideal two spade make is a solid spade suit. If the suit is not solid or has only two
tricks in it there should be another ace, or king guarded, in the hand. Two spades should be bid with the following combinations:

1. A K Q → alone or with others.

2. A Q x x x K Q 10 x x → with another ace.

3. A K x x
   A Q J x
   K Q J x → with another ace, or king guarded.

4. A J x x x K J 10 x x → with an outside ace
   king suit so short that you do not care to declare it.

Two spades should practically never be bid with a spade suit queen high.

A two spade bid usually, therefore, shows spades alone or strength in spades and in one other suit. With three suits protected it is nearly always a no-trumper.
STREET ON AUCTION.

EXAMPLES OF ONE SPADE BIDS.

\[\begin{array}{c}
\heartsuit & Q 10 6432 \\
\diamondsuit & K 5 \\
\clubsuit & 8 62 \\
\spadesuit & 7 4 \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & 9 743 \\
\diamondsuit & A J 765 \\
\clubsuit & J 632 \\
\spadesuit & ___ \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & 9 75 \\
\diamondsuit & 3 \\
\clubsuit & K J 96432 \\
\spadesuit & 3 2 \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & 6 543 \\
\diamondsuit & 5 4 \\
\clubsuit & 8 5 \\
\spadesuit & A Q 764 \\
\end{array}\]

EXAMPLES OF SOUND TWO SPADE BIDS.

\[\begin{array}{c}
\heartsuit & 7 3 \\
\diamondsuit & 8 63 \\
\clubsuit & A K 76 \\
\spadesuit & A J 92 \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & A 64 \\
\diamondsuit & 7 32 \\
\clubsuit & 4 2 \\
\spadesuit & K Q J 76 \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & 8 7 \\
\diamondsuit & 97643 \\
\clubsuit & 8 5 \\
\spadesuit & A K Q 3 \\
\end{array}\]

\[\begin{array}{c}
\heartsuit & 3 \\
\diamondsuit & K Q 64 \\
\clubsuit & 765 \\
\spadesuit & A Q 983 \\
\end{array}\]
EXAMPLES OF UNSOUND TWO SPADE BIDS.

♥ 8 4
♦ A Q 7
♣ 7 5
♠ Q J 10 7 3 2

♥ J 8 7 5
♦ 5 3 2
♣ A Q J 6 5 4

♥ Q J 6
♦ 7 5
♣ 4 2
♠ A J 9 8 6 3

♥ 5 2
♦ 7 6 5
♣ Q 8 7
♠ K Q J 5 3
CHAPTER VII.

MAKES TO THE SCORE.

When you are 12 or more on the game you have more latitude in bidding and are entitled to declare any suit with which you think you have a fair chance to win the game. Here long suits in diamonds, and even in clubs, leap into prominence. Therefore your partner, with the score constantly in mind, must not credit you with quite the same material that you would have to have at a zero score. Nor must he make a desperate effort to change your make into something higher, but more doubtful, when he has help for your bid. The point of winning the game is the vital thing. It is absurd to imperil a good chance to do so by trying to make twenty or thirty points more on the score. Between a certain club make and a dubious no-trumper, be content to insure the game with the more modest club and not indulge in a doubtful venture for inadequate returns.
As second bidder you have a choice of three courses of action:

1. **YOU CAN DOUBLE THE BID ALREADY MADE.**
2. **YOU CAN PASS.**
3. **YOU CAN DECLARE SOME NEW SUIT.**

**1. DOUBLING THE BID ALREADY MADE.**

If you can take two quickly available tricks in any *black bid* which they have made you can double, even though short in that suit. The proper combinations to double black bids with are A K, A Q J, K Q J, K Q 10, alone or with others. Original black bids are probably going to be changed anyway, and if the bid was one spade your double is a helpful suggestion to your partner towards a no-trumper. Also, if the original bid was two spades or one club the dealer has invited his partner to make some higher bid, usually no-trump,
counting upon him for that suit. But by doubling you at once tell your partner not to be afraid of that suit in his bidding because you can take two tricks in it.

No matter how strong you may be it is unwise to double a bid of one no-trump, one heart, or one diamond, as such a double simply drives the adversary into another declaration. A good axiom is this: *If the adversary's bid suits your hand don't disturb it.*

2. PASSING.

If you cannot double a black bid and have no *thoroughly good* bid of your own to make, you should pass. Remember you are not compelled to bid, you can always pass. Don’t try to make any declaration unless you have a really strong suit, one that is worth trying for the game with, or contains valuable high cards which you want to offer your partner.

Especially should this be observed after a one spade bid. Too many players are prone to bid after the initial declaration of one spade; they do not seem to realize that by passing they often place the third bidder in
a most awkward position. He is apt, whether justifiably or not, to make some desperate effort to take his partner out of the one spade bid, and often declares some suit which you or your partner can double with magnificent results. To bid anything after a one spade bid you should have a hand stronger than ordinary, one that looks towards game.

3. DECLARING SOME NEW SUIT.

As stated in the preceding paragraph, after a one spade bid you must have a really strong declaration to bid on any new suit.

After an original bid of two spades or one club, which are both rather tentative invitations to the partner for a no-trump make, second hand can often bid on some long suit with a fair hand as an indication to his partner of what to lead him if the adversary beyond does make no-trump.

It is often proper and reasonable to outbid some suit with a declaration of higher value when you have a good bid, but you must be chary about attacking a no-trump with a bid of two in some red suit. If either one of the
opponents happens to be long in your suit, and they choose to drop their bid and double yours, you probably will have no chance to escape and will incur a material loss.

Remember that it is pretty hard to get two odd against a no-trump make unless your partner has good help for you; that if he has such help and if you get your two you are still a long way off from game; and that with such help from him you will probably be able to beat the no-trumper for larger profits than your make will net you. The 12 or 16 you are trying for counts little on the rubber, but 50 or 100 in the honor column is always an anchor to windward. The idea of bidding two on some red suit to push the opponents up to two no-trumps, thereby making them an easier prey for you, was a most delightful scheme as long as they accepted your challenge and were pushed, but your opponents may have had some trying lessons and may decline to be pushed, with the result that you have relieved them of a losing contract only to assume it yourself.
CHAPTER IX.

THE THIRD BIDDER.

As third bidder you have heard from your partner and therefore have a choice of four courses of action:

1. **YOU CAN DOUBLE ANY BID THE SECOND BIDDER HAS MADE.**
2. **YOU CAN PASS.**
3. **YOU CAN BID A NEW SUIT.**
4. **YOU CAN INCREASE YOUR PARTNER'S BID.**

**1. DOUBLING.**

If your partner has bid one spade, you as third bidder can practically never double a bid made second hand; if such a bid suits you, your best plan is to keep silent and hope it will be played. But after a strong bid by your partner, especially no-trumps, if second hand attacks with two of a suit, you at third hand can double when strong in that suit.
The opponents will have difficulty in escaping and you are giving your partner the option of letting the double stand or continuing with his no-trump if he thinks he can go game.

Also, after your partner's heart or diamond make, if second hand goes no-trump, you can double with a very strong hand, as they can probably not change their no-trump bid without getting into worse difficulties.

But in doubling try to figure out where your profits will be the largest, and remember that the double is not final, that the suit can be changed, and if such a change seems probable it may be wiser to let the bid stand.

2. PASSING.

After your partner's bid of one spade, if second hand has bid some suit, you must be unusually strong to venture any bid, as you cannot expect much help from a one spade hand.

If second hand has passed you would better let the one spade stand unless you have a very good bid of your own. Your maximum loss
at one spade is 100, and you can’t tell what you may lose if any poor bid you make is doubled. *Don’t feel compelled always to take your partner out of a one-spade bid.* With poor or moderate hands it is better to face a limited loss than to invite a catastrophe. Passing after any other bid of your partner has been attacked by second hand shows one of two things; either that you have but one trick at most and can’t increase his bid, or that you like the opponent’s bid and prefer to try to beat him.

But passing when your partner’s bid has not been attacked shows nothing; you may have untold riches in reserve ready to announce when you are needed. Yet many players who have been outbid by fourth hand after second hand and partner have both passed, say, “My partner cannot have much, as he said nothing.” But he had no need to say anything. Your make may have suited his hand beautifully. It is only when second hand has bid and partner has passed that his hand can be judged.
3. **BIDDING SOME NEW SUIT.**

If your partner bids one spade you should not bid on any other suit unless you think your loss on that suit will not exceed 100 points. As a rule it is useless making informative bids after your partner has bid one spade, so you are restricted to bids on which you are trying for the odd, or at least to lose not more than one. Your loss on the one spade bid is limited and you have that protection.

If your partner bids two spades or one club, or even one diamond, he is inviting you to make some higher bid if possible, usually no-trump. After such an invitation you should go to no-trump with a fair hand if the second bidder has passed, or even if he has bid, if you can stop his suit. Even when you cannot stop his suit you can make it no-trump with a good hand. He probably will not make a seven-card suit against you; such suits are exceptional and players holding them will usually bid on them twice, not knowing how dangerous the no-trump may prove to be.
Sometimes after an invitation bid by your partner you cannot make it no-trump, but can, in your turn, show your partner some suit. For example: He bids one club, second hand passes, you have a good strong spade suit and little else, so you bid two spades; fourth hand bids a diamond, and your partner, with a stop in diamonds, can bid one no-trump, as the hearts, not having been heard from, are apt to be evenly divided.

You can change any lower bid of your partner to one heart or one no-trump, as that is a move in the right direction and you are trying to win the game with fewer tricks. But usually you should not change his heart bid to no-trumps unless you have good strength in all the other suits, and hearts which are short and weak; practically never if you hold ace or king of hearts unless the rest of the hand is wonderful, and never with a short and unprotected black suit.

All the above are progressive bids. But there is another class of bids which are in the nature of a retrograde movement, like chang-
ing a no-trump or a heart bid to a suit of lower value, although second hand has said nothing. As you are deliberately changing his bid to another with which it will be more difficult to win the game, such a declaration must be regarded as a danger signal that should be heeded. For example: Your partner bids one no-trump, second hand passes, you hold five hearts to the queen, ten, and nothing else, so you bid two hearts. You have no help at all for a no-trump unless your partner has ace and king of hearts with one low one, but if this is the case you have an excellent heart make, and if not you probably will never take a trick for him at no-trump, and thus leave him to take seven tricks unaided. But by overbidding him with hearts, although you increase the contract by one, you can probably take two or three tricks in hearts and really make on the change. When you bid two hearts he must understand that you are telling him that you have the wrong kind of hearts for a no-trumper. If you had had five hearts to the ace king, that
would have been the right kind of help and you would have said nothing. After your bid of two hearts, if he has a hand worth the game, or one which is very strong elsewhere and weak in hearts, he can change back to two no-trumps and no harm is done. But often he is thankful to be relieved of the danger of playing a light, informatory no-trumper with a bad dummy, and many times the heart make suits his hand splendidly and a big score or a game is won, where at no-trump only one odd, or perhaps a loss, would have resulted.

Occasionally you may have a hand where you have strong hearts and another good five-card suit, with the two remaining suits conspicuously weak. This kind of hand it is always better to play at a trump make, so here again you should take away your partner's no-trump bid. But whether you are outbidding him from strength or from weakness no confusion should result. You simply say that you feel sure the hand will work better at a trump make.
So, too, with a long, poor diamond suit you must take away your partner's no-trumper, or even his heart make, if you are weak and short in hearts.

But for all these take-out bids you must have at least five cards, headed by king or queen or jack. With a top card lower than jack you might just as well let him struggle along with his own make; he probably won't lose more on his bid than you will on yours.

With any six-card red suit you should outbid his no-trumper, except with a diamond suit headed by ace and king.

These danger signals are applicable only to bids of hearts and no-trump. To overbid an informatory bid like a club with two spades, or a diamond with two clubs, is simply giving information and showing strong suits headed by good cards.

4. **INCREASING PARTNER'S BID.**

As this case may occur not only with the fourth bidder, but with every bidder after the first round of bidding, it is explained at length in the next chapter.
CHAPTER X.

INCREASING PARTNER'S BID.

When your partner makes his bid he does not expect to find your hand a perfect blank; he expects an average number of queens, jacks and tens, and also one distinct trick. The tabulated analysis of hundreds of hands shows that eighty-nine times out of one hundred your partner's hand will contain at least one trick. Therefore, if you are the partner and your hand has an ace or a king guarded, and a few scattered queens, jacks and tens, you have exactly what your partner presupposes you to have; that has already been counted into his make, and has been discounted beforehand. Therefore, to increase his liability, to undertake to make another trick you must have another trick besides the one he credits you with. The logical conclusion is that you have no right to increase your partner's bid unless
you can supply him with *two tricks*. In a declared trump hand such tricks must be aces, kings, singletons and missing suits, and the queen of trumps with at least one other. No other queens or jacks should be counted as tricks. A missing suit with at least two trumps is good for two tricks and can be counted as an increase. So also a singleton ace counts as two tricks and can be used for an increase.

Be careful about increasing your partner's trump make when you have a singleton or chicane in trumps. Although you may have two tricks outside, your hand must be stronger than usual to make the increase reasonable.

Avoid the folly of increasing your partner's trump bid just because you have four or five more trumps. He probably doesn't want more trumps; what he wants is side cards that will take tricks. The ace or the king of trumps of course counts for a trick; also the queen of trumps with one guard, as it usually takes three rounds to exhaust trumps. But the jack
of trumps, even with four others, is of little value unless there is also some singleton or missing suit in the hand, whereupon the singleton or the missing suit is really the reason for the increase and not the five trumps. Yet the idea is persistent and prevalent that unless you have strength in trumps you ought not to help your partner, and that four or five more is just what he wants the most. There is hardly a player of Auction who has not suffered from this mania, when his partner has carried his bid up and up and after the deadly double has been administered by the opponent, has proudly laid down a poor, evenly divided hand containing five trumps with the remark: "There, partner, that ought to help!" It usually does help the opponent to 200 or 300. And yet this kind of player never seems to learn and is always bewailing his hard luck. There is such a disease as "trumpitis"—the holding of too many trumps and not enough else. It is well to become immune to that early in the battle; a very light attack should suffice.
In no-trump hands where singletons and missing suits are of no avail you have a little more latitude. If your increasing cards were limited to aces and kings only, you could seldom bid. The no-trump maker is likely to have two, probably three, of these eight high cards; the opponent who has outbid him has probably one or two. So here a well-guarded queen or jack in the adversaries' suit can be counted as a trick. Therefore in no-trump hands you can increase with two aces, or with an ace and a king, if one of these is in the opponents' suit; or with an ace and protection in their suit as shown above, a queen or jack guarded; but not without an ace, that is with just a king and protection in their suit. Without an ace you must either protect three suits or have a good suit like king, queen and three others, or king, queen, jack and another, together with protection in their suit.

The criticism is often advanced that a king unless guarded by a queen is not a trick, that it often loses. Sometimes that is true, yet so often when it loses it promotes some card in
your partner's hand, some queen or jack, that it really wins, either directly or indirectly, much more often than it loses. A good principle is to count kings to win unless that suit has been declared on your left, and count finesses to lose unless that suit has been declared on your right. But with two kings it is only fair to count one to lose and one to win, and also the same with two finesses.

To increase your partner's no-trump bid after he has been outbid you should usually be able to stop the opponents' suit. Such a stop may be an ace, a guarded king (on the left of the declaration) or a guarded queen, jack, or jack, ten. Queen and two low is hardly protection, as it can easily be led through. But there are three cases when you can increase your partner's bid without a stop in the opponents' suit:

1. When you have two aces.
2. When you have a solid suit like ace, king, queen and two others.
3. When you have a good suit that can be readily cleared, together with another ace.
In all these three cases you have such strong assistance for your partner that it seems that he himself must have protection in the opponents' suit. Of course he may not have such protection, but in such cases the chances of a great loss are small. With a very long red suit the opponents are likely again to outbid you.

Be very careful in increasing your partner's bid not to use the same material twice. If you have bid one club on five to the ace king, and your partner makes it a heart and is outbid by two diamonds, you cannot now increase with your ace and king of clubs, as you have already used those cards in your bid, and your partner may have ventured a heart only because he is counting upon you for two tricks in clubs. To increase with nothing additional would be like trying to spend the same money twice. Of course, if you have another trick, then you can add to his bid. A peculiar instance, and one hard to define, arises when you have made it no-trump and your partner
has changed your make to two hearts or two diamonds and has been outbid. You can only try to guess his trump holding, but if the make suits your hand you can continue with it. But it is dangerous to go far with a red bid which your partner has made taking you out of your no-trump, as he can't have much else except trumps, and they cannot be very good, or if they are he will continue the bidding himself.
CHAPTER XI.

THE FOURTH BIDDER.

Your choice as fourth bidder is practically the same as that of third, except that you have heard from your partner and from both adversaries. When the bid comes to you the hand should be at least outlined, and your position is often the most advantageous. Your best chance to double is when the third bidder has ventured some doubtful make in trying to take his partner out of a one spade bid.

The rules laid down for the third bidder are the same that you should observe when you are the fourth.

There are, however, two important cases where you must exercise great caution. The first is when third hand has bid an invitation for a no-trump which the dealer, beyond you, is likely to make. Here you should try to show a fair long suit to your partner so that
he may lead it to you in case the no-trump is declared. For example: The dealer bids one club, your partner passes, third hand bids one diamond, and you have a long suit of hearts to the queen, jack, with an outside ace. You should bid one heart, as, if they go to no-trump, you want that suit led before you lose your re-entry.

The second case is when one spade was the original bid and the other two players have passed. Unless you have a very good hand, one that looks toward game, it does no harm to let them have their one spade bid, especially if you are long or strong in spades. You are pretty sure to beat them 50 or 100 on the spade bid, and it is rare that an informative bid here will unearth a make worth the game. If you disturb the one spade bid the opponents may try something else that will not suit your hand so well. So, too, with doubling, which is useless, as you can’t win but 100 anyway, and again give them the chance to escape. Here are four cases where you, at fourth hand, should pass a one spade bid:
There can actually be over 300 situations, according to differences in the previous three bids, which fourth hand may have to confront. Therefore, it is only by exercising the greatest care and by gleaning every inference, positive and negative, that he can arrive at his decision. But usually his line of action is well marked and he can prophesy which way the balance is likely to swing.
After the first round of the bidding every player must consider and give due weight to the same choice of action which the fourth bidder has. You must now add, however, to the choice of doubting, passing, making some new suit, or increasing partner's bid, the extra option of continuing your own bid; and it is here that many a player makes a fatal slip. Just because you have begun with some suit there is no need to nail that flag to your mast and continue to ruin. Many a bid is tried once only, to be instantly abandoned in the face of opposition. It is the flexible player who wins in the long run. *Unless you can count upon six tricks in your own hand* you should not bid twice upon it without waiting to hear from your partner. If your partner has not two tricks you cannot win your
bid, and if he has two tricks he will bid. If you can’t take but five and he has but one you are bidding yourself in for a loss of two, which if doubled would prove costly. But with six tricks fairly sure in your hand (counting kings guarded to win and finesses to lose) you can go to two of your bid without waiting for your partner. No-trumpers are hard to judge, especially if you have a poor suit which the opponent might open. Yet even here you can usually figure out about how many tricks you can take, unless some huge suit lies masked against you. Nevertheless, a no-trump hand is nearly always a hand of uncertainty. But it is so easy to count a trump hand that it is one of the mysteries of the game that so few players do it. The secret of counting a trump hand is to count your losing cards and not your winners. Estimate what the opponents can make against you and, eliminating those, arrive at the true worth of your hand. First look for and count your losing cards. In no other way can you
so surely become expert in valuing a hand. Your judgment must be based on four premises, four things you consider to be true:

1. That the rest of the cards in any suit you hold will be evenly divided unless that suit be bid upon by an opponent.

2. That your partner has one trick.

3. That kings guarded will win unless you have heard some bid which would lead you to think otherwise.

4. That finesses will lose.

To begin with, study the following column of combinations in trumps and see how many tricks you should count to lose and what is the value of the remainder.

<table>
<thead>
<tr>
<th>TRUMPS</th>
<th>LOSING CARDS</th>
<th>VALUE IN TRICKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>A K 6 5 4 3 2</td>
<td>0</td>
<td>7</td>
</tr>
<tr>
<td>K Q 8 6 5 4 2</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>A K 8 5 4 3</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>A Q 7 6 5 2</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>K Q 9 8 3 2</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>
The same principle of counting losses can be applied to each plain suit in a trump hand, and remember here that a singleton or a missing suit which is such valuable aid to offer your partner for his make, is not an element of strength in your own hand, but rather of weakness, as your trumps will be constantly weakened by ruffing.
This method of counting your hand is illustrated in the following hands:

<table>
<thead>
<tr>
<th>No. 1</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>K Q 6 4 2</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>♦</td>
<td>A K 5</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>♣</td>
<td>9 8 7</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>♠</td>
<td>5 4</td>
<td></td>
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<td></td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8</td>
</tr>
</tbody>
</table>

Value, five tricks. Bid one heart and then stop.

<table>
<thead>
<tr>
<th>No. 2</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>A K 9 7 6 1</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>♦</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>♣</td>
<td>A 7 3</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>♠</td>
<td>8 6 4 2 4</td>
<td></td>
<td></td>
<td></td>
<td>4</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8</td>
</tr>
</tbody>
</table>

Value, five tricks. Bid one heart and stop.

<table>
<thead>
<tr>
<th>No. 3</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>Q J 10 7 6 4 2</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>♦</td>
<td>7 5 3</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>♣</td>
<td>Q 2</td>
<td></td>
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<td></td>
<td>2</td>
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<tr>
<td>♠</td>
<td>7</td>
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<td>8</td>
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</table>

Value, five tricks. Bid one spade originally, but over a diamond or club go one heart and stop.
STREET ON AUCTION.

Loss

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td></td>
<td><strong>0</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♥</strong> A K Q 5 3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td><strong>♦</strong> 7 6</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td><strong>♣</strong> A Q 5</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>♠</strong> 6 4 2</td>
<td></td>
<td><strong>7</strong></td>
</tr>
</tbody>
</table>

No. 4.

Value, six tricks. Here you can bid one heart, and even two if outbid, as your hand is worth six tricks.

Loss

<p>| | | |</p>
<table>
<thead>
<tr>
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<tbody>
<tr>
<td></td>
<td><strong>2</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♥</strong> A Q 7 6 4 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>♦</strong> A K 3</td>
<td><strong>1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♣</strong> 5 4</td>
<td><strong>2</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♠</strong> 6 2</td>
<td></td>
<td><strong>7</strong></td>
</tr>
</tbody>
</table>

No. 5.

Value, six tricks. Same as No. 4 above.

Loss

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td></td>
<td><strong>1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♥</strong> A 10 8 7 6 4 3 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>♦</strong> 7</td>
<td></td>
<td><strong>1</strong></td>
</tr>
<tr>
<td><strong>♣</strong> 5</td>
<td><strong>1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>♠</strong> 10 9 4</td>
<td></td>
<td><strong>3</strong></td>
</tr>
</tbody>
</table>

No. 6.

Value, seven tricks. Counting one from partner, you can go on to a bid of two, but must stop there.
CONTINUING YOUR OWN SUIT.

Loss

♥ K Q J 6 4 2 1
♦ 7 1
♣ A 3 2 2
♠ Q J 4 2

6

Value, seven tricks. Bid the same as No. 6.

Loss

♥ A J 10 7 6 5 2
♦ 3 2 2
♣ - 0
♠ Q J 10 6 4 2

6

Value, seven tricks. Your spades should clear for three tricks, so with one from your partner you can go to a bid of two.

Loss

♥ A Q 7 6 4 2 2
♦ 3 1
♣ A 10 6 5 4 2
♠ 8 1

6

Value, seven tricks. With one from partner, worth a bid of two only.
STREET ON AUCTION.

No. 10.  

\[\begin{array}{c}
\heartsuit & A & Q & J & 5 & 4 & 1 \\
\diamondsuit & 3 & 2 & 2 \\
\spadesuit & 7 & 1 \\
\spadesuit & A & K & 6 & 5 & 3 & 1 \\
\end{array}\]

Value, eight tricks. A good plain suit of five or more cards strengthens a trump make enormously. With partner’s one trick you can go to three on hearts.

No. 11.  

\[\begin{array}{c}
\heartsuit & A & Q & J & 10 & 5 & 1 \\
\diamondsuit & K & 8 & 3 & 2 \\
\spadesuit & 4 & 1 \\
\spadesuit & K & Q & J & 5 & 1 \\
\end{array}\]

Value, eight tricks. This hand is worth a bid of three hearts and, if necessary, four, as four honors in one hand in hearts or diamonds can be counted as a trick in bidding.

No. 12.  

\[\begin{array}{c}
\heartsuit & 6 & 4 & 2 \\
\diamondsuit & A & K & 8 & 7 & 6 & 5 & 1 \\
\spadesuit & A & K & 7 & 4 & 2 & 1 \\
\end{array}\]

Value, nine tricks. You can go to a bid of four in diamonds.
CONTINUING YOUR OWN SUIT. 

Value, ten tricks. Worth a bid of five.

In all the above hands you count on your partner for one trick. If he bids he has two, and one more for each successive time he may bid. Thus the limit of your probable success is exactly defined. It is fair, however, to overbid your hand one after the adversaries have won a game and their present make looks dangerous, thus taking the chance to lose 50 or 100 to keep them from going out. But to overbid your hand two and three tricks, to take a chance of losing 200 or 300 when you also later on may lose the rubber, is arrant folly. Let that rubber go and use any good hand you expect to hold to win a game on the next rubber. There is no profit in paying heavily in the honor column to buy the chance to win a rubber which, when won, nets you a loss in
points. Rubbers that you win should show you a clean gain to offset those that you must lose.

This then, should be the way to judge your hand: Count your losing cards and arrive at the value of your hand; add in one trick for your partner, unless he has bid, in which case add two; if you have four honors in hearts or diamonds bid one more (as in hand No. 11 above), and still another if it seems dangerous to let the opponents have their bid when they are a game to the good. Of course you may even thus incur a much larger loss than you anticipate; trumps may be massed against you; your partner may have a blank hand, and your plain suit may be ruffed at once or may not clear. But it is seldom that everything lies badly, and you will find by following faithfully and carefully this method of bidding you will rarely meet with the heavy losses that are so frequent with players whose bidding is full of emotion and enthusiasm, but devoid of mathematics.
CHAPTER XIII.

DOUBLING.

As second bidder you can double black bids when you can take two tricks in them, simply for information to your partner, knowing they probably will be changed. But you almost never should double a bid of one diamond, one heart or one no-trump for fear that it will be changed.

But after the bidding has continued up to 3 or 4 on some suit it is often profitable to drop your bid and double theirs. Your double is practically a wager that they won't make good their bid. But remember that you are doubling only for an extra 50 points a trick, as you get 50 points a trick anyway if you beat them with no double. However, if they make good their bid they beat you for 50 points a trick and their trick score doubled, so that the odds are against you on every double you make. If, for example, they bid
four diamonds and you double and beat them a trick, you win 50 points more than you would have won without the double. But should they get their four odd they beat you that same 50 points, plus their trick score doubled, or 24 more. Therefore you are laying them odds of 74 to 50, or 3 to 2, that they can’t win. In addition to this, to double two or three hearts, or three or four diamonds, at a zero score often causes the loss of the game. Watch the score constantly in doubling; many a double can be tried when the adversaries’ make would carry them out anyway, which would not be advisable otherwise. It is too great odds to offer them 74 and a game, or perhaps rubber, for the sake of winning a paltry 50.

The vexed question often arises between doubling when you know you can almost certainly beat them for 200 or 300, and going on with your own bid and winning the game. If it is your second game, and therefore means the rubber, it is usually safer to win the rub-
ber, which really means 500 points, as you are either winning or losing 250. If it is your first game you will do better to take the 200 or 300 in the honor column. Players are apt to misplay the situation which occurs when they are in the second game and the opponents have won the first. They will try to win the game and give up a probable 200 or 300 in the honor column to do so. That is shortsighted. The game they are trying to win may do them no good; the opponents may win the next and the rubber. But if they take 200 or 300 in the honor column they will reduce the rubber, if they lose it, to very small proportions. Win your second game by all means, but take 200 rather than your first.

When your partner has doubled and you cannot help his double very well, but think you can go game on your hand, it is wiser to overbid him and try for the game, unless the situation is similar to the one just explained.

When your partner has been doubled you naturally should make some effort to take him out, but don't try to do so with poor material,
as you yourself may be doubled and only get deeper into the mire. Also, it becomes a much better take-out when you are reducing his contract, or at least making a bid of the same number. If he bids three clubs and is doubled, a bid of two hearts to take him out at least reduces the contract, and you can do so with a good heart hand. But avoid all those desperate measures which invite larger losses. Perhaps after all your partner is stronger than the opponents think and will win the double and a good score.

When the opponents have been bidding hearts and diamonds against each other and have settled upon their final bid, which you know you can double and beat, it is unwise to do so, as they will surely go back into the other bid, which may not suit your hand.

The reckless way in which this chastising-rod of the double is flourished about by incompetent players makes one almost ready to give to the student of doubling the famous advice of *Punch* to those meditating getting married, namely, “Don’t.”
CHAPTER XIV.

THE OPENING LEAD.

1. AGAINST A NO-TRUMP DECLARATION.

Your opening lead in Auction is often not what you would have led at straight Bridge, owing to the fact that your partner may have bid on some suit. After such a bid it is usually right to lead him his suit. But when you have a good five-card suit of your own it is often better to open that, especially if he has bid only once on his suit, or again, if you have only a singleton in it, but have entries for your own suit. If he has bid twice on his suit, or if you have two of it for him, or if you have no very good suit of your own you should lead him his as follows:

Holding a short suit, two or three cards, lead the best and follow with the next best.

Holding four or more, lead ace or king, or the top of two cards in sequence (not lower
than the ten nine.) Sometimes though, if the no-trump has been declared after your partner's bid, they may have the queen guarded and a low lead is better from the king and three low.

Holding four or more cards not headed by ace or king, or by two high cards in sequence, lead low and allow your partner to count your hand.

If your partner has made no bid, lead as in Bridge except with ace king suits. With ace, king and two others you should lead the king, see dummy, and observe what your partner plays. You need not lead the ace next, nor indeed continue that suit if it does not look good, but as an opening, it does more good than harm. With five or six, however, to the ace king, and no other entry, lead low. But with an entry like an ace, a king guarded, or even a queen jack, guarded, of the suit the opponents have bid on before they made no-trump, you should lead high and clear your suit.
When your suit has been bid by the adversaries, or when it is of four cards only, without two honors, it is often better to open a short suit, preferably black.

If your partner has doubled a no-trump, no suit having been shown, lead him your best spade. If he has doubled after either one of you has bid, lead the suit declared. If he has doubled after you have bid on one suit and he on another, lead his suit and not your own, unless yours is established.

2. AGAINST A DECLARED TRUMP.

In a declared trump hand you should lead any suit your partner has bid on as in no-trump, the highest of two or three, and the ace or king, or the higher of two sequence cards in suits of four or more. But don't lead his suit if you have an ace king suit, a singleton, or a long suit of your own with four or more trumps.

If he has not bid, open your hand as in Bridge.
CHAPTER XV.

DISCARD.

The rules for discard in Auction are the same as in Bridge, bearing in mind that protection to the hand is the greatest thing to consider, and should rank first. Information to your partner is secondary. The discard of any card lower than the seven (unless followed later by a card still lower) is negative and simply tells your partner you don’t want him to lead that suit. The discard of a seven or higher (unless followed by a card still higher) shows strength in that suit. Early in the hand it asks your partner to change to that suit, but later it simply shows the ace or protection to help him in his discards.

For explanations of Second Hand Play, Third Hand Play, Holding Up, Unblocking, Management of Trump Hands, etc., the author
begs to refer the student to his book, "Good Bridge" (Dodd, Mead & Co.), where these topics have been fully covered.
CHAPTER XVI.

DON'T.

Don't bid unless you have something valuable to declare.
Don't carry your bid too far; learn when to relinquish it.
Don't count on much from your partner if he has declined to assist you; he can have but one trick at most.
Don't increase your partner's bid without two real tricks, not queens and jacks or more trumps.
Don't be diverted from winning the rubber game by an attractive double. The rubber is worth 500 points.
Don't double trump makes when your tricks lie in some long suit; they will probably be trumped at once.
Don't be rash about doubling two hearts or three diamonds; you may put the opponents out.
DON'T.

Don't take your partner out of a make in which he has been doubled unless you think you will lose less on your make.

Don't double when the opponents can change to something else. If their make suits you let it stand.

Don't pile up losses in the opponents' honor column; that is the only way you can lose big rubbers.

Don't lose any early advantage you have gained by pressing forward to win more or to go out. Wait for the good hands.

Don't waste your good hands in making up useless losses you have invited with poor hands. Save your good hands to win games and rubbers with.

Don't fail to keep the score in sight and in mind with every bid you make.
Through the courtesy of The Whist Club of New York the laws and amendments adapted and in use there are here given.
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THE LAWS OF AUCTION BRIDGE.

Containing Amendments of December, 1910.

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The Rubber

1. The partners first winning two games win the rubber. If the first two games decide the rubber, a third is not played.

Scoring

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane, slam, little slam, bonus or undertricks.

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

4. When the declarer wins the number of tricks bid, each one above six counts towards the game two points when spades are trumps, four when clubs are trumps, six when dia-
monds are trumps, eight when hearts are trumps, and twelve when there are no trumps.

5. Honors are ace, king, queen, knave, and ten of the trump suit; or the aces when no trump is declared.

6. Honors are credited in the honor column to the original holders, being valued exactly as in Bridge.

7. Slam is made when seven by cards is scored, independently of tricks taken as penalty for the revoke; it adds forty points to the honor count.*

8. Little slam is made when six by cards is similarly scored; it adds twenty points to the honor count.*

9. Chicane (one hand void of trumps) is equal in value to simple honors, i.e., if the partners, one of whom has chicane, score honors, it adds the value of three honors to their honor score; if the adversaries score honors it deducts that value from theirs. Double chicane (both hands void of trumps)

*Law 86 prohibits the revoking side from scoring slam or little slam.
is equal in value to four honors, and that value must be deducted from the honor score of the adversaries.

10. The value of honors, slam, little slam or chicane, is not affected by doubling or re-doubling.

11. At the conclusion of a rubber the trick and honor scores of each side are added, and 250 points added to the score of the winners. The difference between the completed scores is the number of points of the rubber.

12. A proven error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or if it be the final game of the rubber, until the score has been made up and agreed upon.

Cutting

14. In cutting, the ace is the lowest card; as between cards of otherwise equal value,
the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card the highest is his cut.

_Forming Tables_

17. The prior right of playing is with those first in the room. If there be more than four candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer who has choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.

20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.
Cutting Out

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.*

Rights of Entry

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables those candidates who have not played at any other table have the prior right of entry. Those who have already played decide their right to admission by cutting.

24. When one or more players belonging to another table aid in making up a new one the new players at such table shall be the first to go out.

*See Law 14 as to value of cards in cutting.
25. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three, appoint a substitute to play during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

27. If anyone break up a table the remaining players have a prior right at other tables.

Shuffling

28. The pack must not be shuffled below the table nor so that the face of any card may be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle the cards first. Each player
has the right to shuffle subsequently. The dealer has the right to shuffle last; but, should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards properly collected must be placed face downward to the left of the next dealer.

The Deal

31. Each player deals in his turn; the order of dealing is to the left.

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

33. When the player whose duty it is to cut has once separated the pack, he can neither reshuffle nor recut, except as provided in Law 32.
34. Should the dealer shuffle the cards after the cut, the pack must be cut again.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. There is no penalty for a misdeal. The cards must be dealt again.

A New Deal

37. There must be a new deal—

a—If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

b—If, during a deal, or during the play, the pack be proven incorrect or imperfect.

c—If any card be faced in the pack or be exposed during the deal, on, above, or below the table.

d—If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.

e—If the dealer deal two cards at once and then deal a third before correcting the error.

f—If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal and before either adversary has looked at any of his cards.
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g—If the last card do not come in its regular order to the dealer.

(38 and 39 have been struck out.)

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

41. If, during the play, a pack be proven incorrect or imperfect, such proof renders the current deal void but does not affect any prior score. (See Law 37b.) If during or at the conclusion of the play one player be found to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries’ cards may be corrected before the last card is dealt, otherwise the deal must
stand, and the game proceed as if the deal had been correct.

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

*Declaring Trumps*

44. The dealer, having examined his hand, must declare to win at least one odd trick, either with a trump suit, or at "no trumps."

45. After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass or to make a higher declaration, or to double the last declaration made, or to redouble a declaration which has been doubled, subject to the provisions of Law 55.

46. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration—*e. g.*, a declaration of "Two Spades" is a higher declaration than "One Club," and "Two Diamonds" is higher than "One No-Trump."
47. A player in his turn may overbid the previous declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the other three players.

48. When the final declaration has been made—i.e., when the last declaration has been passed by the other three players—the player who has made such declaration (or in the case where both partners have made declarations in the same suit, or of "No Trumps," the player who first made such declaration) shall play the combined hands of himself and of his partner, the latter becoming dummy.

49. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared to do, he scores the full value of the tricks won (see Laws 4 and 6). When he fails, his adversaries score in the honor column fifty points for each under trick—i.e., each trick short of the number declared; or, if the declaration have been doubled, or redoubled,
100 or 200 respectively for each such trick; neither the declarer nor his adversaries score anything towards the game.

50. The loss on the declaration of "One Spade" shall be limited to 100 points in respect of under-tricks, whether doubled or not, unless redoubled.

51. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, or may allow the declaration so made to stand, when the bidding shall continue as if the declaration had been in order.

52. If a player in bidding, fail to declare a number of tricks sufficient to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made, and either adversary may call attention to the insufficient bid; but if either of them pass, double, or make a higher declaration, the offence is condoned. When the insufficient declaration is corrected to the requisite num-
ber of tricks in the bid, the partner of the declarer (in error) shall be debarred from making any further declaration unless either of his adversaries make a higher declaration or double. If a player make an impossible declaration, it is equivalent to a bid of all the tricks, in which case neither the offending player nor his partner can make any further declaration during that hand unless either adversary double. The opponents of the offending player may either of them demand a new deal, or they may treat the declaration as a final bid.

53. After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration, whether made by himself or by either adversary, but a player is entitled to inquire, at any time during the play of the hand, what was the final declaration.

Doubling and Redoubling

54. The effect of doubling and redoubling is that the value of each trick over six is
doubled or quadrupled, as provided in Law 4; but it does not alter the value of a declaration—e. g., a declaration of "Two Diamonds" is higher than "One No Trump," although the "No Trump" declaration has been doubled.

55. Any declaration can be doubled and redoubled once, but not more; a player cannot double his partner's declaration, nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

56. The act of doubling, or redoubling, reopens the bidding. When a declaration has been doubled or redoubled, any player, including the declarer or his partner, can in his proper turn make a further declaration of higher value.

57. When a player whose declaration has been doubled makes good his declaration by winning at least the declared number of tricks, he scores a bonus which consists of fifty points in the honor column for winning the number of tricks declared, and a further fifty points
for each additional trick he may win. If he or his partner have redoubled, the bonus is doubled.

58. If a player double out of turn, either adversary may demand a new deal.

59. When the final declaration has been made the play shall begin, and the player on the left of the declarer shall lead.

60. A declaration once made cannot be altered, unless it has been doubled or a higher declaration made.

_Dummy_

61. As soon as the eldest hand has led, the declarer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the declarer.

62. Before placing his cards upon the table the declarer's partner has all the rights of a player, but after so doing takes no part whatever in the play, except that he has the right:

   a—To ask the declarer whether he have any of a suit which he may have renounced:
b—To call the declarer's attention to the fact that too many or too few cards have been played to a trick;

c—To correct the claim of either adversary to a penalty to which the latter is not entitled;

d—To call attention to the fact that a trick has been erroneously taken by either side;

e—To participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;

f—To correct an erroneous score.

63. Should the declarer's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the declarer is precluded from exacting such penalty.

64. If the declarer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may, without consultation, call upon the declarer to play or not to play the card suggested.
65. Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarer's own hand is not played until actually quitted; but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which one to play.

*Cards Exposed Before Play*

67. If, after the cards have been dealt, and before the trump declaration has been finally determined, any player expose a card from his hand, either adversary may demand a new deal. If the deal be allowed to stand, the exposed card may be picked up, and cannot be called. If any player lead before the final declaration has been determined, the partner of the offending player may not make any further bid during that hand, and the declarer
may call a lead from the adversary whose turn it is to lead.

68. If, after the final declaration has been accepted and before a card is led, the partner of the player who has to lead to the first trick, expose a card from his hand, the declarer may, instead of calling the card, require the leader not to lead the suit of the exposed card; if so exposed by the leader it is subject to call.

Cards Exposed During Play

69. All cards exposed after the original lead by the declarer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st—Two or more cards played at once.

2d—Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.

3d—Any card so held by a player that his partner sees any portion of its face.
4th—Any card mentioned by either adversary as being held by him or his partner.

71. A card dropped on the floor or elsewhere below the table or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarer's adversaries, the declarer shall have the right to call any one of such cards to the current trick, and the other card or cards are exposed.

73. If, without waiting for his partner to play, either of the declarer's adversaries play on the table the best card or lead one which is a winning card, as against the declarer and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarer's adversaries throw his or their cards on the
table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 88 and 95) fail to play as directed, or if, when called on to lead one suit he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 96), or if, called upon to win or lose a trick, fail to do so when he can (Laws 73, 82 and 95), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.
Leads Out of Turn

76. If either of the declarer's adversaries lead out of turn the declarer may either treat the card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead.

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

78. If any player lead out of turn and the other three follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarer's adversaries, may be penalized as provided in Law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.
81. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error

82. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one, except dummy, play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play the error be detected, the
tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

The Revoke

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (i.e., the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for each established revoke shall be:

a—When the declarer revokes, his adversaries add 150 points to their score in the honor column, in addition to any
penalty which he may have incurred for not making good his declaration.

b—If either of the adversaries revoke, the declarer may either add 150 points to his score in the honor column, or may take three tricks from his opponents and add them to his own. Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column, in the case of the declaration having been doubled or redoubled.

c—When more than one revoke is made during the play of the hand the penalty for each revoke after the first, shall be 100 points in the honor column.

A revoking side cannot score, except for honors in trumps or chicane.

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

88. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed and the declarer may call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

89. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.
90. A revoke must be claimed before the cards have been cut for the following deal.

91. Should both sides revoke, the only score permitted shall be for honors in trumps or chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

General Rules

92. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

93. Once a trick is complete, turned and quitted, it must not be looked at (except under Law 84) until the end of the hand.

94. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

95. If either of the declarer's adversaries, prior to his partner playing, call attention to the trick, either by saying it is his, or without
being requested so to do, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

96. Either of the declarer's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn, but if, during the play of a hand, he make any unauthorized reference to any incident of the play, or of any bid previously made, the declarer may call a suit from the adversary whose turn it is next to lead.

97. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

98. Where the declarer or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty his decision is final.
New Cards

99. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards be demanded, two packs must be furnished. If they be produced during a rubber, the adversaries shall have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

100. A card or cards torn or marked must be replaced by agreement or new cards furnished.

Bystanders

101. While a bystander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is
liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION BRIDGE

In Bridge slight intimations convey much information. A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offence. To offend against a rule of etiquette is far more serious than to offend against a law; for, while in the latter case the offender is subject to the prescribed penalties, in the former his adversaries have no redress.

1. Declarations should be made in a simple manner, thus: "One Heart," "One No Trump," or "I pass," or "I double," and must be made orally, and not by gesture.

2. Aside from his legitimate declaration, a player should not give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a play, a bid or a double.

3. If a player demand that the cards be placed, he should do so for his own informa-
tion and not to call his partner's attention to any card or play.

4. No player, other than the declarer, should lead until the preceding trick is turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A player should not play a card with such emphasis as to draw attention to it. Nor should he detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or to those at other tables in the room.

8. The dummy should not leave his seat for the purpose of watching his partner's play, neither should he call attention to the score
nor to any card or cards that he or the other players hold, nor to any bid previously made.

9. If the declarer say "I have the rest," or any words indicating the remaining tricks are his, and one or both of the other players should expose his or their cards, or request the declarer to play out the hand, he should not allow any information so obtained to influence his play nor take any finesse not announced by him at the time of making such claim, unless it had been previously proven to be a winner.

10. If a player concede in error one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission into another unless willing to cut for the privilege of entry.

12. No player shall look at any of his cards until the deal is completed.
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