

## **BRIDGE GLOSSARY**

to be used with the manual

### **BITE-SIZED BRIDGE**

***for Mom & Pop  
for retired couples on cruises,  
on vacation, playing together  
for young couples wanting to share a feast of fun***

**a hands-on step-by-step guide and cookbook  
for the Absolute Beginner  
and Your Partner**

**by Robert Locke**

**google “bob locke bridge” for an Internet tutelage of  
the greatest card game ever**

“One of these days we’re gonna sit down and learn that game.”  
How about now?

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## **BRIDGE GLOSSARY**

A Definition of Bridge Terms

See also my main webpage

[webpages.csus.edu/~boblocke/bridge/general.htm](http://webpages.csus.edu/~boblocke/bridge/general.htm)

ACE-ASKing v. KEY-CARD ASKING—When Slam or Grand Slam is in the offing, you need to discover the partnership’s ability to wrest away the lead quickly, usually with Aces or Voids (Primary Controls) and partnerships often use BLACKWOOD or GERBER to ask for Aces. Blackwood uses the 4NT prompt, usually after a Major or Minor suit Fit has been determined; Gerber uses the 4C prompt, usually after NT has been determined as the STRAIN. See also the terms in CAPS. Chapter Twelve gives much more information especially regarding RKC-BLACKWOOD (1430 or 3014) and RKC-GERBER.

ADVANCER—Partner of the Overcaller, sometimes adopting the bidding ranges of Responder, as with a single raise, but often offering other options since there have been three bids or calls at a minimum before Advancer gets a chance to join the action. Compare to Responder and Opener.

ATTITUDE—said of Partner’s led suit, this is a signal agreement you want to decide upon with Partner. Standard Signal is that a high card shows encouragement in the led suit while a low card shows discouragement, e.g., High-Low to show a doubleton. “Partner, if you come back in this suit, I can trump upon the third lead.” My partners and I prefer UPSIDE-DOWN-COUNT-AND-ATTITUDE (q.v.).

**AUCTION**—Beginning with the dealer, players make calls in clockwise rotation to win the right to determine the Trump Suit or Notrump. A bid is a number and suit, e.g., One Spade or Three Hearts. A call is a pass, a **DOUBLE**, or **REDOUBLE**. In Four-Handed Bridge three sequential passes end the auction; in Three-Handed and Two-Handed Bridge, two sequential passes end the auction.

**BID**—a call in the Auction in which a number and suit (or Notrump) are named, e.g., 1N=One Notrump, 2S=Two Spades, 3D=Three Diamonds, 3H=Three Hearts, 4C=Four Clubs. Compare to “Call.”

**BID OR CALL OUT OF ROTATION**—There are various adjustments or penalties depending upon player whose bid or call is interrupted, LHO, RHO or Partner.

**BIDDING BOXES**—Available for sale from Baron Barclay Bridge Supplies, bidding boxes greatly enhance the auction experience. There is a single card for every possible bid from 1C through 7NT, and the visual aid really helps in keeping the game running quietly and smoothly with only rare requests for “a review of the bidding”.

**BLACKWOOD**—Also RKC1430 and RKC3014. Also RKC Gerber. See Chapter Twelve.

**BOARD**—a device with four slots to hold the hands of North, South, East and West, with designations of Dealer and Vulnerability (V or NV).

**BOBLOCKEAN 3C**—I invented the boblockean 3C also the **BROBDINGNAGIAN 3C** to work with the Jacoby Transfer Response to the 1NT opening bid. The boblockean 3C shows 8-9 hcp (inv) but with the additional asset or danger of a singleton or void. If the final contract is a NT contract, such distribution is a danger; if the final contract is a trump contract, such distribution is an asset. So with the boblockean 3C with **GAME** as a goal, Responder asks Opener after the Transfer has been completed, “What is your holding in the trump I have suggested? If only two, rebid 2D; more than two, rebid 3 of the suggested trump.” e.g., either of these two sequences:

1NT - P - 2D (“Transfer”) - 2H - P - 3C - 3D ?  
“I have only two hearts. Where to now, Cap’n?”

or

1NT - P - 2D (“Transfer”) - 2H - P - 3C - 3H ?  
“I have three hearts.” (or four with fewer than 17 hcp, see also **SUPER ACCEPT**) Responder usually then bids **GAME** in the trump suit. However, see **BROBDINGNAGIAN 3C**.

**BROBDINGNAGIAN 3C**—(meaning huge) It is exactly the same 3-Level sequence as the **BOBLOCKEAN 3C** (q.v.) except now the very strong Responder has **SLAM** (not **GAME**) as the ultimate goal. Opener rebids according to the boblockean 3C plan without yet knowing if Responder has **GAME** or **SLAM** intentions. With the brobdingnagian 3C, Responder plans to continue with the 4C response for regular Gerber or Gerber-RKC to differentiate at this point whether the 3C rebid was indeed brobdingnagian as opposed to boblockean.

**BOOK**—the first six tricks won by Declarer, after which the actual counting 1-7 begins.

**CALL**—a generic term for all bids used during the Auction, plus **PASS**, **DOUBLE** and **REDOUBLE**.

**CALL OUT OF ROTATION**—There are various adjustments and perhaps penalties depending upon player whose call is interrupted, LHO, RHO or Partner.

**CAPTAIN**—the partner whose hand has not been limited in the bidding and therefore has the better understanding of the partnership's joint assets and consequently a better idea what the final contract should be.

**CARDING**—partnership agreements as to signals to show **ATTITUDE** about the led suit or **COUNT** in this suit or **SUIT PREFERENCE**, which suit you would like Partner to lead next.

**CHICAGO SCORING**—Based upon Rubber Scoring and identical to Duplicate Scoring, Chicago varies by awarding the bonuses for Partscore (50) or Game (300-NV and 500-V) after each deal instead of waiting until the end of the rubber. Slam and Grand Slam bonuses are also awarded, as in Rubber Scoring. Chicago Scoring is often used in Party Bridge to keep the game moving more quickly, with partners usually changing after the play of four or five deals. First Deal=nobody vulnerable; Second and Third Deals=Dealer's side V, Opponents NV; Fourth Deal=All V; Fifth Deal=recommence the rotation.

**CONCEALING STRONG HAND**—Said of Declarer v. Dummy, and the basic premise of Jacoby Transfer and Stayman conventions, it is almost always better for the stronger hand to be concealed for two significant reasons: 1) Defenders are more unsure about where Honors lie and 2) the Opening Lead is disadvantaged when it is **INTO STRENGTH** as opposed to **THROUGH STRENGTH**.

**CONTROL BID**—also called by some Control Cue bid which I disfavor because a Cuebid in my book has a specific meaning. A Control Bid is used to explore Slam possibilities, wherein the partnership, after agreeing upon the Fit begin an "Up-The-Line" bidding to indicate a Control card in the bid suit. Some people choose to first bid Primary Controls, or a first-round stopper in the suit, and when primary controls are exhausted begin upon Secondary Controls. I was easily convinced by Marty Bergen in one of his many books to instead choose "Italian Controls" wherein the "Up-the-Line" bidding starts with a suit in which there exists either a primary (Ace or Void) or a secondary control (K or Singleton). See also Up-the-Line bidding, also Chapter Twelve.

**CONVENIENT MINOR**—an Opening bid of 1C or 1D, indicating Opener has neither a 5-card Major nor the 15-17 hcp and balanced/semi-balanced distribution for a 1NT Opening bid. Responder usually wants to steer Opener to a Major suit fit. See also **SHORT CLUB**.

**CONVENTION**—rather a misnomer for a device which is pretty *unconventional*. In brief, a convention is a bid

wherein the DENOMINATION is not what it might seem. For an easy example, see STAYMAN.

CONVENTION CARD—a sheet of paper on one side of which partnerships can explain their partnership agreements, their preferred systems of bidding and playing, their signals, etc. It is quite complicated for beginners but so worth the effort. I encourage you and your partners, all of them, to sit down together and pore over the options. [www.acbl.org](http://www.acbl.org) has a link titled “Conventions & Cards” to help you work out your agreements together. **N.B.** Although your convention card is supposed to be on the table or nearby at all tournament games, you are not allowed to consult it during play. You are expected to know and remember your partnership agreements.

COUNT—one of the three signals Defenders might choose to make in their CARDING agreements, this one to show whether you hold two, three, or more cards in the led suit.

CROSS TRUMPING—a strategy in which Declarer (usually, but the strategy can also be applied by wiley Opponents, to Declarer’s horror) uses trump to transport from a void in one hand to the void in the other hand, taking full advantage of trump in both hands. Compare this strategy with PULL TRUMP.

CUEBID—simply put, a bid by any player which is the same suit as the Opponent. In *Bite-Sized Bridge* I use the simpler and more specific term Control Bid instead of a term in common usage Control Cue Bid. **N.B.** Cuebid by

Responder has a different meaning than Cuebid by Advancer. Michael’s Cuebid has its own meaning, as does its kissing-cousin, Unusual 2NT, all of which, see.

DEALER—In Duplicate Bridge the Dealer is designated on each board. Dealer is always first to make a call or bid.

DENOMINATION—the name of the suit or Notrump in any given bid.

DIRECTOR—In Duplicate Bridge the director runs the game, decides upon the rotation, and may be called for equitable decision-making in cases of irregularity or dispute. A Director’s decision stands for the moment but may be appealed to a higher authority if a player disagrees with the decision.

DISCARD—Often called a sluff or slough. When unable to follow suit, a player may discard at will. Advanced partnerships have agreements about signals that can be strategically achieved with discards, e.g., ODD-EVEN and LAVINTHAL (q.v.). My partners and I prefer LAVINTHAL because it gives us the opportunity to play a middle-rank card such as a 5, 6, or 7 to indicate we are not making a signal.

DISTRIBUTION—how many cards in which suits held in a specific hand. See p. 11 for the ten most common of the 39 possible distributions.

DOUBLE—a call made during the Auction which may have several different meanings depending upon when and where they occur during the Auction. Because a

Double does not raise the level of the Auction, it is a popular way for players to convey a wide variety of information. See also Penalty Double, Takeout Double, Negative Double, Support Double, Responsive Double, Maximal Double.

DOUBLE RAISE or Jump Raise—the skip of an entire level by Responder in Opener’s bid suit, e.g., 1S-3S or 1D-3D. It is critical that you establish your agreements about the Double Raise when you first sit down to play with a new partner: is it forcing? is it a Limit Raise? is it weak? On the Convention Card there are three boxes to check under both MAJOR OPENING and MINOR OPENING because your partnership agreements might vary with both and vary, too, depending upon interference or lack of interference.

DOUBLETON—two cards in a suit, often advantageous for early trumping.

DUMMY—The partner of Declarer. After Declarer has won the auction, Declarer’s LHO (Left Hand Opponent) leads the first card face down, determines that all are in agreement as to who is Dummy and who is Declarer, may ask Partner if there are any questions, then turns over the lead. Only then is Dummy exposed, with Trump Suit (if any) laid out to Declarer’s left. In Two-Handed Bridge as presented in this book, there are two Dummies, one for each Opponent.

DUPLICATE BRIDGE—a form of Contract Bridge in which hands are retained as originally dealt by putting them into slots in boards which are therefore able to be

replayed by other pairs at other tables. Scoring is by match-points based upon Duplicate Scoring.

DUPLICATE SCORING—See CHICAGO SCORING.

FAST ARRIVAL—applies to a weaker rather than a stronger hand. When you jump to GAME, you are using Fast Arrival and usually saying, “Partner, I know that we have Game, but I doubt very seriously we have prospects for Slam.” The One Who Knows Goes and should not merely invite. Compare to SLOW SHOWS.

FINESSE—a 50-50 chance that a missing honor is “onside” as opposed to “offside”. See APPENDIX C.

FIT—refers to having at least eight in a suit between the partners, with the understanding that such a Fit is usually necessary to make a Game, q.v.. See also Moysian Fit and Golden Fit.

FOLLOWING SUIT—In playing to the trick, each player must play a card from the suit led, unless void of that suit, in which case the player may trump or sluff at will.

FOUR-WAY TRANSFER—allowing for Jacoby Transfer to both minor suits. See RULE OF SIXTEEN, also Chapter Ten.

FREQUENTLY BYPASS 4+♦—On the Convention Card, there is a box to check under the heading MINOR OPENING if it is your partnership agreement for Responder—after Opener’s 1C Opening Bid—to skip over a 4+ diamond suit in order to name a 4-Card Major.

My partners and I have agreed NOT to check this box with the rationale that bidding the diamonds allows Opener to be first to bid a Major in which both partners might have a 4-4 Fit, thereby insuring that Opener becomes Declarer, almost always advantageous. Another benefit of Responder's naming the minor is that the bidding might proceed 1C-P-1D-P-1H-P-1S. It does happen that Responder is 4-4-4-1 in S-H-D-C. If your partnership tries this policy, you will come across other advantages, also.

ggv—See GAME-GOING VALUES.

GAME—100 scoring points, which is equal to bidding and making 4 of a Major Suit, 5 of a Minor Suit, or 3NT.

GAME BONUS—If you bid Game and make it, you are awarded a Game Bonus of 300 (NV) or 500 (V)

GAME-GOING VALUES (ggv)—A bidding concept meaning you have enough hcp in the partnership to add to 25, usually enough to make GAME. For example, if you as Responder have 12+ hcp and your partner opens 1-of-a-suit, you have ggV If your partner opens 1NT, you need only 10+ hcp to have ggV Compare to INVITATIONAL VALUES and WEAK.

GERBER—an ACE-ASKING convention usually used with NT as goal. See Chapter Twelve.

GERBER-RKC—a version of Gerber that works with a trump fit, using either 1430 or 3014 RKC-BLACKWOOD. See Chapter Twelve.

GOLDEN FIT—4-4 Trump distribution in both Declarer and Dummy. It is called Golden because unlike the 5-3 Fit, after Pulling Trump with a 3-2 split in Opponents' hands, you still have one trump in either hand. With a 4-1 split in Opponents' hands, a good strategy is to stop pulling trump once that is discovered, and let Opponent trump once before resuming pulling trump.

GRAND SLAM—Bidding and making Seven, contracting to take every single trick of the hand, earns a bonus of 1000 (NV) or 1500 (V). See also Slam.

hcp—See HIGH CARD POINTS

HIGH BOARD v. LOW BOARD—In Duplicate Scoring, you compare your score not with the Direct Opponents at each table, but with all the other players sitting in your same direction. For example, if you as E/W get a better score than most of the other E/W players, you are said to earn a High Board. If your score does *not* compare well to the other E/W players, you are said to have a Low Board.

HIGH CARD POINTS— hcp are not scoring points but evaluation points to initially assess a hand's strength. A=4, K=3, Q=2, J=1. 25-26 hcp usually yields Game in a Major Suit, 28 hcp yields Game in a minor suit, 33 hcp yields a Slam and 37 hcp a Grand Slam.

HONEYMOON BRIDGE—See Chapter One.

HONEYMOON WITH A TWIST— Instead of having all 13 cards exposed in both Dummies, you may choose to

expose only 7 of the 13 cards in each Dummy, putting each exposed card on top of a face-down card, with one extra. When the exposed card is removed during Play-of-the-Hand, turn over the face-down card beneath it. There's a fun element of surprise to this style.

HONORS—the top ranking five cards, A K Q J T. In Party Bridge, players might be rewarded 100 points for having four of the five, or 150 scoring points for all five. But this is never done in Duplicate.

Inv —See INVITATIONAL VALUES

INVERTED MINOR—so-called because Responder's Single Raise of a minor is reversed from what is common in a Single Raise of a Major: a stronger rather than a weaker bid, showing 10+ hcp and forcing, showing at least 4-card support in Opener's minor but suggesting a goal of a 3NT contract.

INVITATIONAL VALUES (inv.)—Compare with GAME-GOING VALUES. You are said to be inv. when your partner opens 1-of-a-suit and you as Responder have only 10-12 hcp, not quite enough to reach the 25 hcp for GAME.

JACOBY 2NT—See Chapter Seven.

JACOBY TRANSFER—See Chapter Ten.

KEY-CARD ASKING—See Chapter Twelve.

LAVINTHAL—a method for Defenders to show with their first DISCARD a suit preference for a return-lead. You discard a suit in which you have no interest, with a high card indicating a preference for the higher ranking of the other two suits and a low card indicating a preference for the lower ranking of the other two suits. Of the two DISCARD methods, Lavinthal and Odd-Even (q.v.) I vastly prefer Lavinthal because it allows me to sluff a middle rank card—5, 6 or 7—which is neither high nor low to indicate that I decline to make a signal. It may be that I have nothing of importance in the other suits, or it more probably means that I understand that my signals can be read just as easily by a savvy Declarer and I do not wish to give away where I have strength. You can often tell that if you keep your strength a secret, you have a better chance of capturing future tricks. On the other hand, when I am desperately eager for Partner to lead a particular suit because I want to capture the lead, I will use Lavinthal to make the signal.

LAW OF TOTAL TRICKS—Introduced to Americans by Larry Cohen and Marty Bergen, LOTT suggests that with hcp roughly divided equally, Declarer can usually take the number of tricks as Declarer has trumps.

LAWS OF DUPLICATE BRIDGE—Newly published by the American Contract Bridge League every few years, the 2008 edition contains 93 Laws and runs to 137 pages.

LEADS—See APPENDIX D.

LEADS INTO STRENGTH—usually a bad lead that gives opponents an advantage. Compare to LEAD THROUGH STRENGTH. See also Jacoby Transfer and Stayman conventions.

**LEADS THROUGH STRENGTH**—usually a good lead that gives you or your partner an advantage. The stronger hand with its tenaces is often forced to make an unwise finesse. Compare to **LEAD INTO STRENGTH**. This fact underlies Jacoby Transfer and Stayman conventions.

**LEG-ON**—In Rubber Bridge scoring when a partnership has a partial score below the line, but has not bid Game.

**LHO**—Left-Hand Opponent of Declarer.

**LIMIT RAISE**—Often a jump raise, e.g., 1S-3S, to indicate trump support plus 10-12 hcp. Compare to **REVERSE BERGEN 3C** in Chapter Seven.

**LIMITING ONE’S HAND**—Important. Once you have limited your hand to “at most a certain number of hcp or trump”, then your partner becomes **CAPTAIN**.

**MAJOR**—The two Major Suits are hearts and spades, being the two top-rank suits in the Auction and garnering 30 points per trick above Book.

**MATCH POINTS**—scoring for Duplicate Bridge based upon Duplicate Scoring, but going beyond to determine High Board or Low Board for each pair, comparing all scores achieved by East-West and North-South partnerships. Direct Opponents sit in the opposite direction at each table but the Real Opponents or Indirect Opponents, in Match Pointing, are the other people sitting in the same direction around the room, playing the exact same hands.

**MAXIMAL DOUBLE**—a competitive double as opposed to a penalty double, used as a Game Try when the Auction has left no room for a Game Try bid of another kind, e.g., 1H-2D-2H-3D-Dbl ? or 1S-2H-2S-3H-Dbl ? “Partner, I am interested in Game, but willing to stop at the 3-Level if you are toward the bottom of your single raise.” The danger here is that Partner may not understand it is Maximal instead of Penalty (q.v.). I think I have never used the Maximal Double, and I may think I don’t want to.

**MINIMUM OPENING BID**—opinions vary; my range is 12-15.

**MINOR**—The two minor suits are clubs and diamonds, being the two low-rank suits in the Auction and garnering only 20 points per trick above Book.

**MINOR SUIT JACOBY TRANSFER**—Yes, possible and useful. 2S transfers to 3C. See Chapter Twelve for advice, also **FOUR-WAY TRANSFER**.

**MNEMONIC DEVICE**—named after the Greek Goddess of memory, Mnemone, a mnemonic device is your own private way of remembering something, e.g., a string tied around one’s finger.

**MOYSIAN FIT**—refers to a 4-3 Fit in Trump, named after Alphonse Moyse, Jr., an advocate of opening 4-card Majors. A Moysian Fit can often make Game and even Slam, but a Golden Fit of 4-4, or a Fit of 5-3, or even far better a Fit of 5-4 are much more secure.



**NEGATIVE DOUBLE**—used by Responder to show a preference for the two unbid suits, most notably, as in this Auction sequence, 1C-1H-**DbI** to indicate “four of the other Major, spades. Four not five.” With five+, and using Negative Doubles, Responder should bid that Major outright, in this example, 1S.

**NEW MINOR FORCING**—a fairly complex scheme that allows Responder in an XYZ situation to show that the 1M response is based upon a 5-card Major, not merely a 4-card Major. See also **TWO-WAY CHECKBACK**, which I prefer.

**NEW SUIT BY RESPONDER IS FORCING**—a common dictum among partners to remind each other that the current bid might merely be a Temporizing Bid (q.v.) and that Responder might well suggest a different Fit if Opener abides by the dictum.

**NOTRUMP**—a designation that there be no trump. A Notrump contract garners 40 for the first trick above Book and 30 for each trick after that.

**NV**—an abbreviation for Non-Vulnerable, also said Non-Vul. See Vulnerability.

**ODD-EVEN**—a method for **DISCARD** wherein an odd card in a sluffed suit indicates a preference for that suit to be led back; an even card indicates a dislike of the led suit, with a low card showing a preference for the lower ranking of the two remaining suits, and a high card the higher ranking.

**ONSIDE or OFFSIDE**—said of a missing honor when a player is trying a **FINESSE**. If the missing honor is **ONSIDE**, the finesse works; if it is **OFFSIDE**, the finesse fails. See **APPENDIX C**.

**OPENER**—the first player to bid. See Opening Bid, also compare with Responder, Overcaller and Advancer.

**OPENING BID**—Used to be 13 hcp minimum for a 1-Level Opening Bid of a Major or minor suit, but often today people open with 12 using the Rule of Twenty or Twenty-Two, or in 3rd Seat, or in 4th seat with the Rule of Fifteen (all of which, see also.)

**OPENING LEAD**—the first lead by LHO of Declarer. For simple suggestions, see p. 10. For further suggestions see Appendix D: Play-of-the-Hand Do’s-and-Don’t’s.

**OVERCALLER**—the Opponent who first makes an overcalling bid to Opener (q.v). It once was conventional wisdom that Overcaller required an Opening Hand to overcall, but as players have grown more aggressive, Overcalls are often made now with a 5-card suit and 8 hcp (NV at the 1-Level) or 10 hcp (V or at the 2-Level) or 12 hcp (V and at the 2-Level). Overcaller might also opt for a Takeout Double (q.v.) See also Advancer, Opener and Responder.

**PARTSCORE BONUS**—More than half the time, Game (with a Game Bonus V or NV) is not in the cards and you must settle for a Partscore, less than a hundred. There is, then, a Partscore Bonus of 50 added to your score for the hand.

**PARTNERSHIP AGREEMENTS**—Surely one of the most crucial aspects of your strategies is to develop sound partnership agreements on bidding and playing. Bridge Ethics forbid you to have secret agreements, but the Convention Card (q.v.) available at [www.acbl.org](http://www.acbl.org) allows you to notate all your partnership agreements and have them open on the bridge table for your opponents to see.

**PARTY BRIDGE**—also called Rubber Bridge (q.v.), Social Bridge, Kitchen Bridge.

**PLAY-OF-THE-HAND**—said of Declarer's strategy and implementation after Dummy is exposed, first trick to last.

**PLAY OUT OF ROTATION**—There are various adjustments and perhaps penalties depending upon the player whose turn it is to play, LHO, RHO, or Partner.

**PLAY UP**—said of going to tournaments and challenging yourself to play with the more experienced players in the Open Pairs events instead of playing down with the 99ers and 299ers.

**PENALTY DOUBLE**—the original meaning of the call of Double, which is to penalize Opponents for bidding too high. Double Score NV=per-trick 100, 300, 500 and after three tricks, 200 each trick; for V=200 for the first trick and 300 for each trick after that, e.g., 200, 500, 800, 1100 and upward. In Duplicate Bridge, the Penalty Double is usually not used until Opponents have reached Game, as there is always the fear of doubling their score to the Game Level if you double too early.

**PRE-EMPT**—a jump bid, most often in a weakish hand with a long suit, in order to make it riskier for the Opponents to bid at a higher level.

**PULL TRUMP**—a strategy in Play-of-the-Hand where Declarer gets rid of Opponents' trump early on, usually with the plan to use a long side suit to sluff losers.

**QUACKS**—referring to Queens and Jacks, too many of which weaken a hand because these are hcp which may never take a trick.

**QUICK TRICK**—An Ace is one QT; KQ together are one QT; AK together are two QTs; A-Q tenace is one and 1/2 QT; Kx is 1/2 QT.

**RENEGE**—see Revoke.

**RESPONDER**—the partner of the Opener (q.v.) and see also Overcaller and Advancer and New Bid By Responder is Forcing.

**RESPONSIVE DOUBLE**—used by Advancer when Overcaller has either overcalled or made a Takeout Double. The Responsive Double is usually made when Responder has raised Opener's suit, e.g., 1C-DbI-2C-**DbI** or 1C-1D-2C-**DbI**. In both examples you would be showing 4-4 in the Majors, and you are asking Partner to choose between them. This is especially valuable when your partnership agreement is NOT to "frequently pass 4+ diamonds" after an Opening Bid of 1C. I also see a use here for 1C-1H-2C-**DbI** to indicate, "Partner I cannot

support your hearts, but I do have four spades (not five) and more than 6 hcp.” I am not sure that is a usual interpretation, but I’ve used it and been understood by Partner.

**REVERSE**—Showing a strong hand, 17+ hcp, a Reverse is when Opener has two biddable suits and starts—not in the usual way by bidding the higher ranking suit first and then bidding the lower ranking suit at Opener’s second bid—with the lower-ranking suit first. Responder knows, then, if Responder is alert, that Opener has not only a powerhouse but a longer first-bid suit than second-bid suit, very often 6-5. Responder, often with a long suit of his own, usually makes a choice between Opener’s two suits at this point, but Responder might also choose NT if the fourth suit is firmly stopped.

**REVERSE BERGEN RAISES**—See Chapter Seven.

**REVOKE**—Also called renege, a revoke is when a player fails to follow suit when indeed the player does have cards in that suit. Since Play-of-the-Hand can be radically effected when such an error is made, there might be penalties, usually a one-trick penalty if the erring side wins the trick and a two-trick or more penalty depending upon how many tricks after the error are taken by the erring side. A Revoke can be corrected without penalty if it is discovered before the revoke is deemed “established”. A revoke is “established” as soon as either revoker or partner plays to the next trick.

**RHO**—Right-Hand Opponent of Declarer.

**RKC**—Roman Keycard 1430 or 3014. Also RKC-GERBER. See Chapter Twelve.

**RUBBER**—two out of three games won by a partnership.

**RUBBER BRIDGE**—a form of Contract Bridge also called Social Bridge and Party Bridge. As opposed to Duplicate Bridge, deals are usually played only once, with partners either changing after each rubber through the event, or not.

**RUBBER SCORING**—First fully developed on a cruise through the Panama Canal in 1925, Rubber Scoring is the basis for all scoring in modern Bridge. Explained in detail in Chapter Five, the basics are the per-trick score—20 each for minor suit, 30 for major suit, 40 for the first trick and 30 for each additional trick in NT—plus bonuses for slam and grand slam awarded to Declarer for making the contract. Per-trick penalties are awarded to Defenders for setting the contract. Doubles, Redoubles and Vulnerability play an important part in the scores. Additionally, there is a bonus for the partnership who wins the Rubber. Compare to Chicago Scoring.

**RULE OF ELEVEN**—Always accurate, the Rule of Eleven states that when a lead is “Fourth from High” (often the Opening Lead against a NT contract), if you subtract the number of the card from eleven, and add together the cards above that number in your own hand and Dummy, you can tell how many cards above that number are held by the fourth hand.

**RULE OF FIFTEEN**—Pearson Points, named for Don Pearson, suggest that 4th Seat, after three opening passes, should add number of spades in the hand to hcp. If this number equals 15, open the bidding; if it does not, pass. The idea is sound, it seems to me, because the three passes indicate that hcp are fairly equally divided around the table. The partnership with the most spades, therefore, the boss suit, has the advantage at every level of the Auction.

**RULE OF SEVENTEEN**—a guideline by which partner of a Weak-2 opener in a Major Suit can determine if a jump to Game is in the cards. If Responder's hcp plus number of suggested trump add to 17 or more, bid Game.

**RULE OF SIXTEEN**—perhaps my favorite “Rule of” (besides the Rule of 178 which says that if the ages of your opponents add up to 178, don't underestimate them). Rule of 16 suggests that Responder to the 1NT Opener with hcp amounting to 8-9—which is invitational to Game— add to that hcp one point for each card 8 or above, including recounting one for each honor already included in the 8-9 hcp. This is a great way to give value to the otherwise uncounted but often precious spot cards, 10, 9, and 8. If the total 16, then Responder should jump right to 3NT rather than inviting with 2NT—which is a dreadful place to land up if Opener passes the invitation. If, on the other hand, there are only a few of these 10-9-8 cards and Responder's total is less than 16, just pass Opener's 1NT. This is a happy happy guideline. Also it frees up the dreadful 2NT bid in this situation for a FOUR-WAY TRANSFER to diamonds, when Responder is weak

but has a 6+ diamond suit. See Chapter Ten, also Pattern Hand #17.

**RULE OF TWENTY**—Used by some to determine if a borderline hand is worth opening, the Rule of 20 says that if would-be Opener's hcp and two longest suits equal 20, do open at the 1-Level. But this seems to me facile, and I use Rule of Twenty-Two instead.

**RULE OF TWENTY-TWO**—My preferred rule for opening a borderline hand. I use the Rule of Twenty, but add the requirement of two Quick Tricks. Therefore 12 hcp with two 4-card suits along with two Aces or AK together will suffice. Or a 5-4 with 11 hcp, or a 5-5 with 10 hcp, as long as the two Quick Tricks are there.

**RUNNING TRICKS**—similar to QUICK TRICKS, these are tricks that you can win in rapid succession without losing the lead. You might open 2C, for example, with 8 1/2 Running Tricks once you capture the lead.

**SCHEME**—Less complex than a SYSTEM (q.v.) a Scheme gives shape to your partnership by allowing the two of you a “plan of action, an orderly combination of parts or elements,” as defined by *American Heritage Dictionary*. I have worked in *Bite-Sized Bridge* to give you such a Scheme, simple step by simple step until, gee, here we are at p. whatever it is now. If you go back to Chapter Seven, you will find the Scheme that my partners and I agree works best for us with Major Suit Openings and Responses. Taken as a whole chapter, well, yes, it is quite a mouthful of morsels. But when you compare it to an entire SYSTEM such as Standard American or ACOL

or Two-Over-One or Precision, it really is pretty simple. And it works well pretty much all the time.

SHORT CLUB—Not much in favor these days, replaced by the perhaps wiser CONVENIENT MINOR (q.v.) the so-called “Short Club” is a way for Opener lacking a 5-Card Major or the hcp and correct distribution for 1NT—also lacking the 4+ diamonds that most partnerships promise, in a 4-4-3-2 distribution, 1 out of perhaps 300 deals—to open the bidding. In Duplicate play, Responder must announce something like, “Could be as short as two,” when the agreement on their Convention Card so states. See also Frequently Bypass 4+ Diamonds.

SIGNALS—I remember when I first understood that in Bridge partners can make signals to each other, and it is entirely ethical. It was when the wife of the club Director said to him, “Well, you told me you wanted me to lead you a club!” Wow! What a revelation. And so I started doing some research on signals. For now, just see LAVINTHAL also UPSIDE-DOWN-COUNT-AND-ATTITUDE.

SINGLE RAISE—supporting Partner’s suit without skipping a Level. A Single Raise of a Major in S.A. shows 6-10 hcp and 3-card support. A Single Raise of a Minor might show the same or might be an INVERTED MINOR.

SINGLETON—one card in a suit, also called a “stiff”, often advantageous for early trumping and therefore a frequent Opening Lead.

SLAM—Bidding and making Six, contracting to take all but one trick, earns a bonus of 500 (NV) or 750 (V). See also Grand Slam.

SLOW SHOWS—said of a strong hand, meaning “I have strength I cannot show except through incremental bids. Let’s proceed slowly; we might have Slam.” Compare to FAST ARRIVAL.

SLUFF AND RUFF—pretty much the very worst defensive play you can make, leading a suit in which Declarer is void in both hands. It allows Declarer to sluff a loser in one hand while trumping in the other hand.

SOCIAL BRIDGE—see Rubber Bridge.

SPADES—a popular trick-taking game like WHIST where spades is always trump.

STANDARD AMERICAN—a system for playing Bridge. See Chapter Eleven.

STAYMAN—an early example of a conventional bid where, following a 1NT Opening Bid, Responder bids 2C to indicate a 4-card Major. See Chapter Ten.

STRAIN—the denomination of a given bid, e.g. clubs, diamonds, hearts, spades or Notrump.

SUPER ACCEPT—In the Jacoby Transfer sequence, if Opener has four of the suggested Major plus 17 hcp (top of range) Opener jumps to 3 of the Major.

**SUPPORT DOUBLE**—used by Opener to show 3-card support for Responder's Major Suit response which promises only 4 in the suit.

**SWING**—said of scores in Team Games where one side makes a big plus score while the other side makes a little score or even a minus score. In Duplicate, this would not be serious, amounting only to a single High Board or Low Board. In a team game, however, a bid Swing might lose the entire match.

**SWISS PAIRS**—a great way to play a Two-Table Bridge party. Based upon the Swiss Team events at tournaments, I have devised a SWISS PAIRS Score Sheet for my own Swiss Pairs events, and it is available at the bottom of my main bridge webpage: <http://webpages.csus.edu/~boblocke/bridge/general.htm>

**SWISS TEAMS**—a competition in tournaments wherein teams play true Duplicate, where teams go head-to-head in a Two-Table match or in a Round-Robin match when there is an odd number of team in the event. The N/S of one team plays against the E/W of another team while their teammates play opposite seats at the second table. The boards are caddied about half-way through the match so that all boards are played twice, once by either side, After the match, each team meets back at the home table and compares the scores, converting them to IMPS (International Match Points) and then converting the IMPS to Victory Points by which all the teams in the event are compared to determine the winning teams.

**SYSTEM**—There are several Systems of Bridge available to choose among, or to select bits and pieces of in developing your own Scheme (q.v.). *Bite-Sized Bridge* relies upon the Standard American System for most of its suggestions.

**WEAK**—a bidding term that usually means 6-10 hcp, enough to respond but not nearly enough to encourage Game opposite a MINIMUM OPENER.

**TAKEOUT DOUBLE**—originated in the early days of Contract Bridge, the Takeout Double by Overcaller is useful in two distinct ways: 1) to tell partner, "I have an Opening Hand, few of the suit bid before this double, and I can support any of the other three suits. This commands you to bid if there is a pass after my double." 2) to show a very large hand, 17+ hcp, with the next bid by Doubler showing a good, long suit that Doubler suggests as the Trump suit. The Takeout Double is a demand bid; partner MUST bid something or be prepared to hitchhike home, if any is left unburnt.

**TELL**—something to rid yourself of, a habit of doing something that tells Opponents something that should be secret in your hand, e.g., a hesitation that indicates you have a choice, usually before a finesse; figure that out ahead of time and play smoothly. Another terrible Tell is to pull a card out of your hand before it is your turn to play to which indicates that no matter what Opponent plays, you have already made up your mind to play this card, usually an unimportant little card that has no chance of taking the trick. Many finesses are made or unmade because of such Tells.

**TEMPORIZING BID**—said of a bid usually by Responder that in the Standard American System indicates 10+ hcp and a reliable suit. It is called “temporizing” because **NEW BID BY RESPONDER IS FORCING** and Responder knows, therefore, that Responder will not be passed in this suit at this level.

**TENACE**—a gap, usually between honors: AQ, KJ, QT.

**TEXAS TRANSFER**—an option for Responder with 6+ of a Major but without **SLAM** ambitions after a NT Opening bid. Responder jumps to the 4-Level, 4D transfer to 4H; 4H transfer to 4S. With 6+ and also **SLAM-ambitious** hcp, Responder should think of **JACOBY TRANSFER** instead, with the addition of the **BROBDINGNAGIAN 3C**.

**THIRD SEAT OPENING BID**—Third Seat might want to open with less than the usual Opening Hand. Fourth Seat might be loaded, and this might be the only opportunity to give Partner a good Opening Lead.

**TRANSFER**—also called **Jacoby Transfer** after its inventor, Oswald Jacoby. See Chapter Ten.

**TRANSPORTATION**—said of moving the lead back and forth between hands. Declarer needs to plan carefully as soon as Dummy is exposed so that entries to both hands are husbanded to facilitate good transportation throughout **Play-of-the-Hand**.

**TRICK**—four cards, one contributed from each player; high-card or trump wins the trick.

**TRUMP**—the suit determined by auction to be the most powerful suit of the deal. A trump may be played whenever a player is unable to follow suit, winning the trick unless a higher trump is played by another player. **TWO-OVER-ONE** or **2/1**—a system for playing Bridge. See Chapter Eleven.

**TWO-WAY CHECKBACK**—a fairly complex scheme for Responder to become **CAPTAIN** when the first three bids of the partnership are 1m-1M-!NT. I prefer it to **NEW MINOR FORCING** (q.v.) because it allows a weaker Responder to become **CAPTAIN**. See also **XYZ**.

**UP-THE-LINE BIDDING**—said of choosing to bid the lower ranking of two or more suits first, e.g., in the sequence 1C-P-1H-P-1S-P-2S—Opener with a 4-card spade suit—which he does not open in favor of the Convenient Minor 1C—has the opportunity to hear that Responder has 4-4 in the Majors and therefore the partnership has found their **Fit** as early as the 2-Level. **Up-the-Line** bidding also applies to **Control Bidding** (q.v.).

**UPSIDE-DOWN-COUNT-AND-ATTITUDE**—My own preferred signaling for reasons that are complicated to explain, even after many hours of working with partners to get them to agree with the premise. When ultimately they do agree, they find they make the switch from **Standard Signals** to **UDCA** fairly quickly and come to prefer it themselves. The premise is that a low card encourages, rather than a high card. This is most easily seen in playing **HIGH-LOW** to show a doubleton. Playing **LOW-HIGH** is just as easy to understand, provided both

partners are alert. I imagine that in the history of SIGNALS a savvy player said, “You know, if we didn’t just sluff our lowest card, if instead we played a high card to show encouragement, then we would have a leg up on our opponents who are paying no attention; and thus HIGH-LOW to show encouragement came into play. But again, reverse that, and the savvy player can read it just the same way, but now you need not ever toss a high card that might soon have come in handy. I have thrown away many a Jack to signal HIGH-LOW, only to find it would have taken a trick or forced out a higher honor if I had reserved it and thrown a low card instead. With my partners, therefore, we have agreed to play LOW-HIGH to show a doubleton, and MIDDLE-DOWN-UP to show three or more. We have quickly grown accustomed to it, and we can read it more securely, looking around the table on the first lead of a suit, and seeing all the low cards dropping, and fitting our partner’s card into the mix. A deuce is a very telling card for us now, a welcome sight of encouragement, showing either a doubleton or indicating a high honor. A trey? Well, if the deuce is visible, then— A four? Well, if the deuce and trey are visible, then— A seven? Well, if I can see on that first trick the deuce and trey, and in the Dummy the four and five, and if in my hand I have the six, then—

V—also Vul. See Vulnerability.

VOID—zero cards in a suit.

Vulnerability—Originally given this name by a woman who traveled with Harold S. Vanderbilt on a cruise through the Panama Canal in 1925 when the Rubber Scoring for

Contract Bridge was invented and afterwards very soon adopted by the entire world, Vulnerability is attached to the first side to win one Game in a Rubber, making them vulnerable to doubled penalties if they fail to make their future contracts. Rewards of a Game Bonus are also increased. See also Rubber and Rubber Scoring, Chicago Scoring, Game Bonus, Slam, Grand Slam, V and NV.

WAR—one of the earliest trick-taking games, easy to understand and play.

WHIST—a trick-taking predecessor of Bridge with four players in partnerships of two, 13 cards per hand, and trump determined by turn-of-a-card or by winner of a simple form of auction. There is no Dummy in Whist.

XYZ—said of the bidding sequence that happens rather frequently in a partnership, 1m-1M-1N. Also includes 1m-1M-1OM (other Major). There are several schemes to handle the situation, too complex to put into this book, but see TWO-WAY CHECKBACK and NEW MINOR FORCING.