

GLOSSARY OF TERMS

Adequate Trump Support

Three cards including an honor in partner's suit (or any three if partner is known to have at least a five-card suit).

Artificial Bid

A bid that does not mean what it says; a convention.

Attitude Signal

When partner leads a suit, the spot card you play tells partner whether or not you like the suit. A high spot card says you like the suit and a low spot card says you don't.

Auction

A bidding process in which each side bids for the contract.

Balanced Hand

A hand with even distribution and no short suits — at most one doubleton.

Blackwood

A conventional bid of 4NT once a trump suit has been agreed, to ask for aces in a slam auction.

Book

The first six tricks taken by declarer. These tricks have no value in the scoring.

Broken Sequence

An imperfect sequence, featuring a gap between the second and third cards.
Examples: KQ10, Q J9.

Captain

When one player has made a limited bid showing an exact point range, his partner becomes 'captain' of the auction and can take charge of the bidding.

Chicago Scoring

A popular way to play bridge, where vulnerability rotates around the table, and bonuses are awarded for making partscore, game or slam.



GLOSSARY OF TERMS

Contract

The final bid of the auction. It identifies the trump suit (if any) and the number of tricks above book that must be taken by the partnership that won the auction.

Convention

A bid with a specific agreed-upon artificial meaning. It may not say anything about the suit bid.

Cuebid

A bid of the opponents' suit. It does not show length in the suit bid. When used in response to a takeout double, it is forcing to game.

Deal

The distribution of fifty-two cards dealt around the table to all four players.

Dealer

The player who distributes the cards at the start of a deal. Dealer always starts the auction, by bidding or passing.

Declarer

The player who first named the final denomination (suit or notrump) for the side that won the auction. Declarer decides what to play to each trick from both his hand and dummy.

Defenders

The opening leader and his partner, whose goal it is to prevent declarer from taking all of the tricks he needs to make his contract.

Discard

If a player has no cards in the suit led, then he can 'discard', which is to play any card he chooses.

Double

A bid of 'double' raises the stakes: the opponents get more for making their contract and you will get more if they go down. Often a special meaning is assigned to a double (see *Takeout Double*).

Drawing Trumps

The act of leading high trumps to remove the opponents trumps. Some people call it 'pulling' trumps or 'getting the kiddies off the street'.



GLOSSARY OF TERMS

Dummy

Declarer's partner's hand, which is laid face up on the table after the opening lead.

Dummy Points

A way of evaluating your hand when you have a fit for partner's suit (and thus your hand will be dummy), placing high value on your short suits.

Entry

A winner that allows declarer or a defender to get from one hand to the other.

Excellent Trump Support

Four-card support for partner's suit.

Finesse

A method of making tricks by leading towards your high cards; this can enable you to win a trick even when you are missing a top honor.

Following Suit

Playing a card of the suit led to the trick (if you have one). The rules of bridge require you to follow suit, if you can do so.

Forcing

A forcing bid is one that partner may not pass. A bid may be forcing for this turn only, or may be forcing until a game contract is reached.

Game

A contract that is worth at least 100 points: 3NT, 4♥, 4♠, 5♣ and 5♦ are all game contracts.

Go Down

Fail to make your contract.

Grand Slam

A bid of seven of anything (7♣, 7♦, 7♥, 7♠ or 7NT); a contract to take all of the tricks.

Hand

The thirteen cards a bridge player is dealt.



GLOSSARY OF TERMS

Hold-Up

A strategy of refusing to win a trick with a high honor, saving the winner for a later trick.

Honor

Any card above the ten in a suit.

Honors

At rubber bridge, a bonus scored for holding four or five of the top trumps in one hand, or all four aces at notrump.

Jacoby Transfer

In response to an opening 1NT bid, a bid of 2♦ asks partner to bid 2♥; a bid of 2♥ asks partner to bid 2♠. This promises at least five cards in the transfer suit. A similar convention can be used in other notrump auctions, such as when responding to an opening 2NT bid.

Jump Overall

An overall in a suit made one level higher than necessary.

Jump Shift

A jump bid in a new suit. When responder makes a jump shift at his first bid, it shows 19+ points and is game-forcing.

Lead

The person who plays the first card to a trick is said to lead to the trick.

Limit Raise

A raise to three of a suit in response to an opening bid in the same suit. It shows 10-12 points and excellent trump support.

Limited Bid

A bid that shows a specific point range.

Major Suits

The two higher-ranking suits: hearts (second from top) and spades (top).

Minor Suits

The two lower-ranking suits: clubs (lowest) and diamonds (second from bottom).



GLOSSARY OF TERMS

Not Forcing

A bid which partner may pass if he wants to.

Not Vulnerable

When not vulnerable, a pair scores smaller bonuses for game, small and grand slams, and suffers lower penalties for going down than they would if vulnerable.

Notrump

The highest denomination. Notrump contracts are played without a trump suit.

Opening Lead

The very first card played in a deal, by declarer's left-hand opponent.

Opening Leader

The person on declarer's left, who starts the play by leading to the first trick.

Overcall

A bid of a new suit or notrump after an opponent has opened the bidding.

Overtricks

Tricks that the declaring side takes over and above the contract requirements.

Partscore

A contract worth less than 100 points.

Playing Strength

The trick-taking potential of a hand, as opposed to the high-card strength.

Preemptive Bid

A bid designed to use up space in the auction and to make it difficult for the opponents to bid effectively. A preemptive opening bid such as 3♠ is made with a weak hand and a long strong suit.

Preference

A bid that chooses between two suits partner has bid.



GLOSSARY OF TERMS

Raise

A higher bid in partner's suit.

Responder

The partner of the player who opens the bidding.

Rubber Bridge

A form of bridge in which your objective is to make two games (called 'winning the rubber') before the opponents do.

Ruff, Ruffing

See *Trumping*.

Single Raise

A raise of partner's bid by one level (e.g. bidding 2♠ in response to 1♠), which shows that you have a fit for partner's suit.

Slam

A contract at the six- or seven-level.

Small Slam

A bid of six of anything (6♣, 6♦, 6♥, 6♠ or 6NT); a contract to take twelve tricks.

Stayman

A conventional response in clubs that asks an opening notrump bidder whether he holds a four-card major (e.g. a 2♣ response to 1NT).

Stopper

A likely winner in a suit that will prevent the opponents from taking lots of tricks in the suit right away.

Takeout Double

A double of an opponent's bid that asks partner to choose one of the unbid suits.

Transfer

A conventional bid that asks partner to bid a suit, instead of doing so yourself. A common example is a *Jacoby Transfer*.



GLOSSARY OF TERMS

Trick

During the play, each player in turn, going clockwise, places a card face up on the table until four cards have been played.

Trump Suit

The suit decided (through the bidding) to be worth more than the other suits; a card played in the trump suit will beat any card played in an ordinary suit.

Trumping (also called 'Ruffing')

Playing a trump when a different suit has been led. This can be done if you cannot follow suit.

Undertricks

Tricks by which the declaring side falls short of making its contract.

Unlimited Bid

A bid whose upper range is as yet unknown. An unlimited bid is always forcing.

Vulnerable

When vulnerable, a pair gets bigger bonuses for game, small and grand slams, and suffers larger penalties for going down.

Waiting Bid

This type of bid gives partner room to tell you exactly what type of hand he has — you are waiting to hear more from partner before you start to describe your hand.

Weak Two-Bid

An opening suit bid at the two-level made on a weak hand with a good suit.

Winner

A trick that you can take without giving up the lead.

