



GLOSSARY

Attitude	Attitude signals are used by the defenders to say whether or not they like the suit that their partner has led.
Auction	Also referred to as the bidding. Both sides compete for the contract during the auction.
Blackwood 4NT	A convention used to ask partner how many aces she has. You can then ask partner how many kings she has by continuing with a 5NT bid.
Bonus Score	A bonus is given for a successful contract. There are bonuses for partscore, game, small slam and grand slam contracts.
Book	The book is the first six tricks. When you enter the bidding, it is assumed you will take the first six tricks plus any additional tricks you mention.
Call	Another term which refers to a bid. You can 'bid' 1NT or 'call' 1NT.
Card Play	The actual playing of the cards, by both declarer and defenders.
Caution Bid	An invitational bid that limits the value of your hand to a certain strength and invites partner to take the final action.
Competitive Bidding	When both sides are bidding for a contract, the auction is competitive.
Contract	The final bid of the auction is the contract.
Convention	A bid that is artificial, implying something other than its natural meaning.
Dead Bid	A response to partner's notrump opening bid that says, 'Enough!'
Dealer	The person who dealt the cards and is also the first person to bid.
Declarer	The player who plays the contract. The player who first bid the denomination in which the final contract is played.
Defenders	Opponents of declarer. The defenders try to defeat declarer's contract.
Demand Bid	A bid that forces partner to respond. An opening bid of 2♣ is an example of a demand bid. Responder must not pass!
Double Finesse	Leading twice in a suit to take a finesse each time.
Dummy	Declarer's partner. Dummy puts her cards on the table for all to see after the opening lead has been placed face up on the table.
Evaluation	The process by which the general strength of your hand is determined. HCP, LP and SP are used to evaluate hand strength.
Finesse	A finesse is a card play technique which allows a player to take advantage of a favorable lie of the cards. This technique allows a lesser card to win a trick, even though there is a higher card(s) out that can beat it.
Forcing Bid	A bid that is, by definition, insisting that you bid again. A bid that forces the auction. A demand bid.



Fourth Best	The lead of fourth best from your longest and strongest promises an honor.
Game Contract	Any contract where the trick points add up to 100 or more. $5\spadesuit$ is game: $5 \times 20 = 100$; $4\heartsuit$ is game: $4 \times 30 = 120$.
Golden Fit	When you and partner have a combined holding of eight cards in a suit.
Grand Slam	Any contract at the seven-level is a grand slam. All 13 tricks must be won.
HCP	High Card Points are a common method of evaluating the strength of a hand. Points are allocated to the 'court' cards: A = 4, K = 3, Q = 2, J = 1.
High-Low	When on lead with a doubleton combination (two-cards in a suit), you should lead the high card first, followed by the low card.
Hold-up Play	A card play technique whereby you can win a trick, but decline to do so, allowing the opponents to win it instead. The act of keeping control of a particular suit. Can also be referred to as 'ducking' a trick.
Honor Cards	The ace, king, queen, jack and the ten are referred to as honor cards.
Jump Raise	To raise partner's suit, but jump a level in the bidding. E.g., $1\heartsuit - 3\heartsuit$.
LHO	Left-hand opponent.
LP	Stands for 'length points', which are a value given for extra length. One point is given for each card in a suit in excess of four.
Length Tricks	Tricks taken by small cards promoted to winners by virtue of the length in the suit.
Limit Bid	When you limit the strength of your hand to within a small range of points. (e.g., $1\heartsuit - 1NT$). The 1NT response limits your strength to 6-9 points.
Live Bid	A forcing bid. A bid that tells partner that they cannot pass. Partner must keep the auction alive by revealing yet more information about her hand.
Majors	Spades and hearts are the major suits.
Middle-Up-Down	Mostly referred to by its acronym 'MUD'. A guide for which card to lead from a suit that consists of nothing but three or more small cards.
Minors	Diamonds and clubs are the minor suits.
Negative 2\diamond	A response to an opening bid of $2\clubsuit$ that generally shows 0-6 points.
Notrump	A contract that is played with no trump suit. Playing in notrump means all suits are of equal status and the highest card of the suit led wins the trick.
Opener's Rebid	The second bid made by opener.



Opening Bid	The first bid made on any hand, other than a pass. There is only one opening bid in each hand of Bridge.
Overcall	A bid in a suit or in notrump made by your side after the opponents have opened.
Partscore	Any contract where the trick points add up to less than 100. 4♣ is a partscore: 4 x 20 = 80; 3♥ is a partscore: 3 x 30 = 90.
Preempt	A jump bid to the three-level or higher. Shows length and 6-9 points. Examples of an opening preemptive bid are 3♠ or 4♦.
Rags	Bridgese for 'small cards'. A holding where the highest card is the nine.
Responder	When your partner opens the bidding, you are the responder. Your bid is a response to opener's bid.
Revoke	Failure to follow suit when you could have. If a club is played and you have a club in your hand but play a heart, you have revoked.
RHO	Right-hand opponent.
Ruff	Another term for playing a trump on a trick in an attempt to win it.
Rule of 15	A guide to an opening bid in fourth seat with marginal values. Add your HCP to the length of your spade suit. If this total is 15 or more, you can open the bidding.
Rule of 20	A guide used in first and second seat when an opening bid is borderline. Add your HCP to the length of your two longest suits and if this total is 20 or more you can open the bidding.
SP	This stands for 'shortness points', which are allocated for having shortness in a side suit once you and partner have found a fit in another suit.
Scoring	The process of adding up the results of a game.
Simple Raise	When you raise your partner's suit (e.g. 1♥ - 2♥).
Singleton	A holding of only a single card in a suit.
Small Slam	Any contract at the six-level is a small slam; 12 tricks are required to make a small slam contract.
Spot Card	A card that is not a court card: 2, 3, 4, 5, 6, 7, 8, 9 and 10 are spot cards.
Stayman 2♣	A convention used in response to a notrump opening bid from partner. It asks opener if she has a 4-card major suit.
Strong 2♣	An opening bid that says nothing about clubs, but shows a powerful hand and forces responder to bid.
Takeout Double	X marks the spot. A takeout double asks partner to bid one of the unbid suits. Usually made at a low level in the bidding.



Trick	When all four players have contributed a card, this is called a trick. There are 13 tricks for the taking in each hand of Bridge.
Trumps	When a suit has been nominated as the final contract, you are in a trump contract. This suit is granted status as a 'wild suit'.
Two-step Approach	When you have 13+ points and support for partner's suit in response to her opening suit bid, take the two-step approach to showing your support. Bid a new suit (forcing) and then show support on your second bid.
Up the Line	Bidding a new suit at the one-level, moving up in rank from the previous bid. Four-card suits are bid 'up the line'.
Weak Freak	A hand that is low on HCP, making it a weakish hand, but which has excess length in partner's suit, making it a freakish hand.
Weak Two	A weak opening bid at the two-level. Shows a six-card suit and 6-9 points.