



SCARNE'S
ENCYCLOPEDIA

OF

CARD GAMES

**ALL THE RULES FOR
ALL THE GAMES YOU'LL
WANT TO PLAY**

BY THE WORLD'S FOREMOST
AUTHORITY ON CARDS & GAMBLING

JOHN SCARNE

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CHAPTER 1

General Rules Applying to All Card Games

Certain customs of card play are so well established that it is unnecessary to repeat them as part of the rules for each and every game. The following rules can be assumed to apply to any game, in the absence of any law expressly stating a different rule.

The Pack or Deck

The standard deck or pack of 52 cards contains four suits each identified by its symbol, or pip; spades (♠), hearts (♥), diamonds (♦), clubs (♣), thirteen cards of each suit; ace (A), king (K), queen (Q), jack (J), 10, 9, 8, 7, 6, 5, 4, 3, 2. Wherever the pack used for a game is stated to be "52 cards," reference is to this standard pack.

Packs of less than 52 cards are usually formed by stripping cards out of the standard pack. The various depleted packs may then be defined by the total of cards remaining, for example:

- 40 cards (five is the lowest remaining rank)
- 36 cards (six is the lowest remaining rank)
- 32 cards (seven is the lowest remaining rank)
- 24 cards (nine is the lowest remaining rank)

The 48-card Spanish deck still bears the old suits of Cups, Swords, Coeur, and Batons. The 40-card Italian deck, which is used in several of the games in this book, is made by stripping out eights, nines, and tens from a regular 52-card deck. The 32-card deck is made up of

stripping out sixes, fives, fours, threes, twos.

A double deck is formed by mixing two 52-card packs together, and so has 104 cards (plus one or more joker, in some games). A triple-deck packet is formed by mixing three 52-card packs together. Some card packets used in banking games make use of four, five, six, and eight decks shuffled together. In some of the Canasta games that are described in Chapter 6 as many as four standard decks plus eight jokers (216 cards) are used in play. A Pinochle deck of 48 cards consists of two cards in the four familiar suits (spades, hearts, diamonds, and clubs) in each of the following denominations: ace (high), king, queen, jack, ten, nine (low). In assembling any multi-packs it is usually desirable to use cards of identical back design and color.

Various other kinds of card decks have been marketed in the past half century, such as circle (round) decks and cards marked with additional symbols, but they have all fallen by the wayside and do not merit inclusion in these pages.

How to Select Partnerships

Partnerships are determined by prearrangement or by cutting. Rules to determine partnerships by cutting follow:

1. The four players seat themselves at any four places around the table; where they sit is for the moment irrelevant.

CHAPTER 7

Bridge: Contract and Auction

The principle of Bridge goes back more than 400 years in England. Whist, the basic game, developed into Bridge (1896), then Auction Bridge (1904), and finally Contract Bridge

(1925). Whist and Auction Bridge still have many followers, but since about 1930 Contract Bridge has been most popular.

CONTRACT BRIDGE

Contract Bridge is the "hobby" game of more millions of people than is any other card game played in the English-speaking countries and throughout the world. It is first in the affections of the ultrafashionable circles that frequent Palm Beach, Newport, and other famous resorts; and it is equally the property of all walks of life, all sections of the United States, and all types of card players, from those who play seriously in clubs and tournaments to those who play casually in their homes.

Contract Bridge is an ideal game for the entertainment of guests, especially when married couples get together, because it is a partnership game and husband and wife do not have to play against each other. It is as ideally adapted for play by clubs which meet weekly in groups of eight, twelve, or more; for large card parties; and for tournament play, in clubs or homes, among serious players. But the most fascinating feature of Contract Bridge is that it is equally enjoyable to the casual player who does not want to take any game too seriously and to the scien-

tific player who wishes to study and master the intricacies of the game.

The following pages describe the fundamentals of the game, together with its rules, ethics, and proprieties. For those who wish to learn the game well, there are hundreds of books, and thousands of professional teachers who give lessons in Bridge; but the best and quickest way to learn is to play in actual Bridge games as often as possible.

The Laws of Contract Bridge

The following rules of Contract Bridge are condensed from the Laws of Contract Bridge and reprinted here by permission of the American Contract Bridge League.

Preliminaries

Number of Players. Four, two against two as partners. Five or six may take part in the same game, but only four play at a time.

The Deck. 52 cards. Two packs, of contrasting back designs, are invariably used. While one pack is being dealt, dealer's partner shuffles the other pack for the next deal.

Rank of Cards. Ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two.

The Draw. A shuffled pack is spread face down on the table and each player draws one card, but not one of the four cards at either end. A player who exposes more than one card must draw again. No player should expose his card before all have drawn.

The player drawing the highest card deals first. He chooses his seat and the pack with which he will deal; next highest is his partner and sits across the table from him; the two others take the other two seats. If two players draw cards of the same rank, as ♠6 and ♣6, the rank of the suits determines the higher card.

Precedence. When five wish to play, the draw establishes order of precedence. *Example:* North draws ♣A, South ♠K, East ♣5, West ♥2 and a fifth player draws ♦2. North and South play as partners against East and West. After the first rubber the fifth player plays and West sits out; after the next rubber West reenters the game and East sits out, and so on until North has sat out a rubber, after which the fifth player sits out again. The procedure is the same with six players, except that two sit out each rubber.

The Shuffle. The player on dealer's left shuffles the cards and places them at the dealer's left. The dealer (after shuffling again, if he wishes) sets the cards down at his right to be cut.

The Cut. The player at dealer's right must lift off a portion of the pack (not fewer than four cards nor more than 48) and set it down toward dealer. Dealer completes the cut.

The Dealer. Dealer deals 13 cards to each player, one card at a time face down, in clockwise rotation beginning with the player at his left.

Rotation. The turn to deal, to bid, and to play always passes from player to player to the left.

The Auction

Calls. After looking at his cards, each player in turn beginning with dealer must make a call (pass, bid, double, or redouble). If all four pass in the first round, the deal is passed out and there is a new deal by the next dealer in turn. If any player makes a bid in the first round, the bidding is opened.

Passing. When a player does not wish to bid, to double, or to redouble, he says "Pass."

Bidding. Each bid must name a certain number of tricks in excess of six (called *odd tricks*) which the bidder agrees to win, and a suit which will become the trump suit, if the bid becomes the contract; thus "One spade" is a bid to win seven tricks (6 +1) with spades as trumps. A bid may be made in no-trump, meaning that there will be no trump suit. The lowest possible bid is one, and the highest possible bid is seven.

Each bid must name a greater number of odd tricks than the last preceding bid, or an equal number of a higher denomination. No-trump is the highest denomination, outranking spades. Thus, a bid of two no-trump will overcall a bid of two hearts, and a bid of four diamonds is required to overcall a bid of three hearts.

Doubling and Redoubling. Any player in turn may double the last preceding bid if it was made by an opponent. The effect of a double is to increase the value of odd tricks, overtricks, and undertrick penalties (see Scoring Table 123) if the doubled bid becomes the contract.

Any player in turn may redouble the last preceding bid if it was made by his side and doubled by an opponent. A redouble again increases the scoring values.

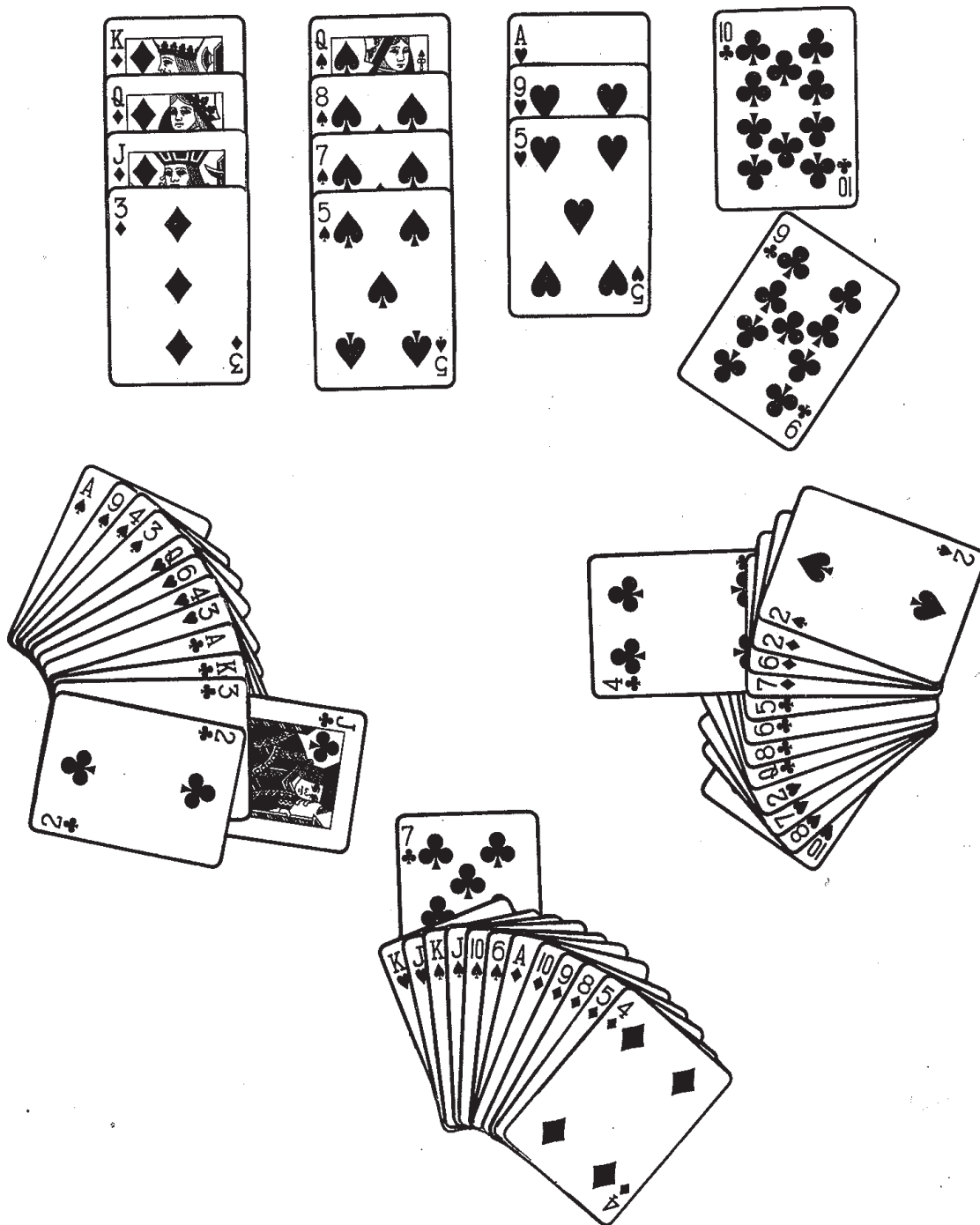
A doubled or redoubled contract may be overcalled by any bid which would be sufficient to overcall the same contract undoubled: thus, if a bid of two diamonds is doubled and redoubled, it may still be overcalled by a bid of two in hearts, spades, or no-trump and by a bid of three clubs, or by any higher bid.

Information as to Previous Calls. Any player in turn may ask to have all previous calls made in the auction restated, in the order in which they were made.

Final Bid and the Declarer. When a bid, double, or redouble is followed by three consecutive passes in rotation, the auction is closed. The final bid in the auction becomes the *contract*. The player who, for his side, first bid the denomination named in the contract becomes the *declarer*. If the contract names a trump suit, every card of that suit becomes a *trump*. Declarer's partner becomes *dummy*, and the other side become *defenders*.

The Play

Leads and Plays. A play consists of taking a card from one's hand and placing it, face up, in the center of the table. Four cards so



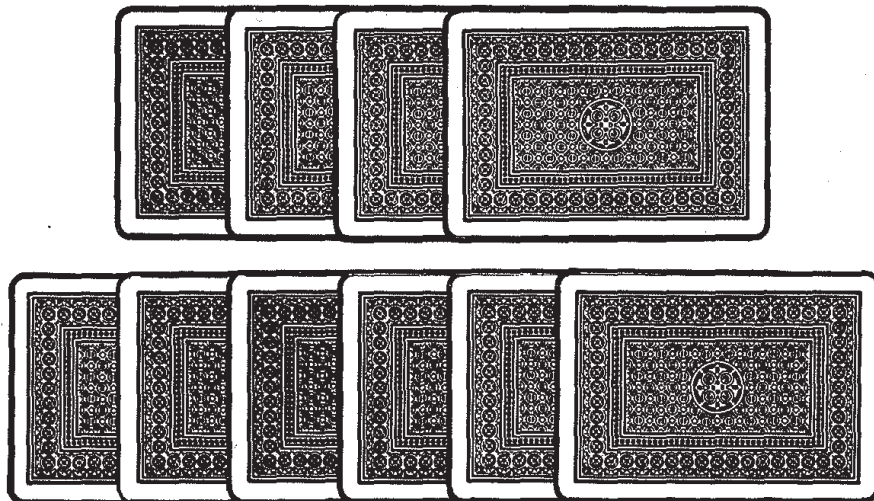
According to Contract Bridge rules, this trick consists of a card from each player; declarer (bottom) also plays partner's hand—the dummy (top).

played, one from each hand in rotation, constitute a trick. The first card played to a trick is a *lead*.

The leader to a trick may lead any card. The other three hands must follow suit if they can, but, if unable to follow suit, may play any card.

Opening Lead; Facing the Dummy Hand. The defender on declarer's left makes the first lead. Dummy then spreads his hand in front of him, face up, grouped in suits with the trumps at his right.

Winning of Tricks. A trick containing a trump is won by the hand playing the highest



In Contract Bridge the first six tricks (bottom) make up the "book," and the remaining four score toward the contract.

trump. A trick not containing a trump is won by the hand playing the highest card of the suit led. The winner of each trick leads to the next.

Dummy. Declarer plays both his and dummy's cards, but each in proper turn. Dummy may reply to a proper question but may not comment or take an active part in the play; except that he may call attention to an irregularity and may warn declarer (or any other player) against infringing a law of the game; as by saying "It's not your lead," or asking "No spades?" when a player fails to follow suit to a spade lead. See *Dummy's Rights*, page 128.

Played Card. Declarer *plays* a card from his own hand when he places it on the table or names it as an intended play; and from dummy when he touches it (except to arrange dummy's cards) or names it. A defender plays a card when he exposes it, with apparent intent to play, so that his partner can see its face. A card once played may not be withdrawn, except to correct a revoke or in the course of correcting an irregularity.

Taking in Tricks Won. A completed trick is gathered and turned face down on the table. The declarer and the partner of the defender winning the first trick for his side should keep all tricks won by his side in front of him, so arranged that it is apparent how many tricks each side has won, and the sequence in which they were won.

Claim or Concession of Tricks by Declarer. If declarer claims or concedes one or more of

the remaining tricks, or otherwise suggests that play be curtailed, play should cease, and declarer, with his hand face up on the table, should forthwith make any statement necessary to indicate his intended line of play. A defender may face his hand and may suggest a play to his partner. If both defenders concede, play ceases and declarer is considered to have won the tricks claimed. If a defender disputes declarer's claim—see page 129.

Trick Conceded in Error. The concession of a trick which cannot be lost by any play of the cards is void.

Inspecting Tricks During Play. Declarer or either defender may, until his side has led or played to the next trick, inspect a trick and inquire which hand played any card to it.

The Scoring. When the last (thirteenth) trick has been played, the tricks taken by the respective sides are counted and their number agreed upon. The points earned by each side in that deal are then entered to the credit of that side on the score sheet. See the Scoring Table on page 125 for the point values.

Any player may keep score. If only one player keeps score, both sides are equally responsible to see that the score for each deal is correctly entered.

Each side has a *trick score* and a *premium score*.

Trick Score. If declarer made his contract, the trick-point value of the odd tricks he bid for is entered to the credit of his side in its trick score (called *below the line*; see page 125).

Premium Score. Odd tricks won by declarer in excess of his contract are *overtricks* and are scored to the credit of his side in its premium score (called *above the line*; see page 125). Honors held in one hand and premiums for slams bid and made, for winning the rubber, and for undertricks are scored to the credit of the side earning them, in its premium score.

Undertricks. When declarer wins fewer odd tricks than he bids for, his opponents score, in their premium score, the undertrick premium for each trick by which he fell short of his contract.

Slams. If a side bids and makes a contract of six odd tricks (all but one trick), it receives the premium for a *little slam*; seven odd tricks (all the tricks), the premium for a *grand slam*.

Vulnerable. A side which has won its first game toward the rubber becomes *vulnerable*. It is exposed to increased undertrick penalties if it fails to make a contract, but receives increased premiums for slams, and for overtricks made in doubled or redoubled contracts.

Honors. When there is a trump suit, the ace, king, queen, jack, and ten of that suit are honors. If a player holds four trump honors in his hand, his side receives a 100-point premium whether he is declarer, dummy, or a defender; five trump honors in one hand, or all four aces at a no-trump contract, 150-point premium.

Game. When a side amasses 100 or more points in *trick points* (whether these points are scored in one or more hands), it wins a game. Both sides then start at zero trick score on the next.

Rubber. When a side has won two games, it receives the premium for the rubber—500 points if the other side has won one game, 700 points if the other side has not won a game. The scores of the two sides are then totaled, including both trick points and premium points, and the side which has scored the most points has won the rubber. The players then draw again for partners and seats (page 121) and a new rubber is begun. (Or they may *pivot*—see page 147.)

Back Score. After each rubber, each player's standing, plus (+) or minus (−), in even hundreds of points, is entered on a separate score called the back score. An odd 50 points or more counts 100, so if a player wins

a rubber by 950 he is +10, if he wins it by 940 he is +9.

Four-Deal Bridge, or Chicago, or Club Bridge. In a cut-in game, a player who is cut out often has a long wait till the rubber ends and he can get back in. Playing Four-Deal Bridge, a player seldom has to wait more than 15 or 20 minutes. The game is often called Chicago because it originated in the Standard Club of Chicago.

A round consists of four deals, one by each player in turn. Vulnerability is automatic, as follows:

First Deal: Neither side vulnerable.

Second and Third Deals: Dealer's side vulnerable, opponents not vulnerable (even if they previously made game).

Fourth Deal: Both sides vulnerable.

A passed-out deal is redealt by the same dealer. There is a bonus of 300 for making game when not vulnerable and 500 when vulnerable. A part score carries over as in rubber Bridge and can help to make game in the next deal or deals, but is canceled by any game. There is a bonus of 100 for making a part score on the fourth deal. After four deals have been played, the scores are totaled and entered on the back score, as in rubber Bridge, and there is a new cut for partners, seats, and deal.

Some play that on the second and third deals the dealer's side is *not* vulnerable and the opposing side *is* vulnerable.

More points are usually scored in Four-Deal Bridge than in the same number of deals at rubber Bridge—estimates vary from 15 to 50 percent more. This is chiefly because at least one side is vulnerable in three deals out of four.

Illustration of Contract Bridge Scoring

(a) We bid two hearts and win nine tricks, scoring 60 points below the line (trick score) for two tricks at hearts bid and made (30 each), and 30 points above the line (honor score) for one overtrick at hearts. We now have a part score of 60 toward game.

(b) We bid two clubs and make four odd, scoring 40 points trick score for two tricks bid and made (20 each), completing our game (100 points), so a line is drawn across both columns to show end of first game of rubber. We also score 40 points for two overtricks at clubs (20 each), and 100 points for four honors in one hand (one of us held ♣ A K J 10). *We are now vulnerable.*

WE	THEY
500	50
150	500
300	100
120	70
<hr/>	
	180
<hr/>	
100	
<hr/>	
1170	900

Typical Contract Bridge pad. Points for holding honors, winning overtricks, making little slam or grand slam, penalties, etc., go *above the line*. Points for tricks over six, bid in contract, go *below the line*; amount of each side's score toward game.

(c) We bid four hearts and are doubled and set one trick. They score 200 for defeating our contract because we are vulnerable.

(d) They bid four spades but take only nine tricks, being set one. We score 50 points, for they are not vulnerable and we did not double. One of them held ♠ A Q J 10, so they score 100 points for honors even though they did not make their contract.

(e) We bid and make one no-trump. This scores 40 points for us below the line. We need only 60 points more to make a game.

(f) They bid and make three no-trump, scoring 40 for the first, 30 for the second, and 30 for the third trick over six (100 points below the line), a game. Another horizontal line is drawn across both columns, marking end of second game. Our part score no longer can count toward a game. *Now both sides are vulnerable.*

(g) We bid two spades and are doubled. We are set three tricks and the opponents

held 100 honors as well. They score 800 for the set and 100 for the honors.

(h) We bid and make six diamonds, a small slam, scoring 120 points trick score, 750 for a little slam, and 500 for winning the rubber.

Adding the score for both sides, we have 1,730 points, they 1,300; we win the rubber by 430. This gives us a 4-point rubber (see Back Score, page 124).

CONTRACT BRIDGE SCORING TABLE

GAME: 100 points.

Each trick over six:

♠ 20 ♦ 20 ♥ 30 ♠ 30

No Trump: First Trick—40; Each subsequent trick—30

As in the Table:

TRICK VALUES

Tricks over six	One	Two	Three	Four	Five	Six	Seven
Clubs	20	40	60	80	100	120	140
Diamonds	20	40	60	80	100	120	140
Hearts	30	60	90	120	150	180	210
Spades	30	60	90	120	150	180	210
No-trump	40	70	100	130	160	190	220

Doubling multiplies each of these values by 2.

Redoubling multiplies them by 4.

Vulnerability does not affect trick values.

PREMIUMS

Overtricks	Not	
	Vulnerable	Vulnerable
	Trick Value	Trick Value
Undoubled, each		
Doubled, each	100	200
Redoubled, each	200	400
Making doubled or redoubled contract	50	50
Slams		
Little Slam	500	750
Grand Slam	1,000	1,500

RUBBER

Won in 2 games	700	Four	100
Won in 3 games	500	Five	150
Unfinished 1 game	300	4 Aces, No-trump	150
Unfinished, if only one side has part score on unfinished game	50		

HONORS (in one hand)

Doubling and redoubling do not affect honor, slam, or rubber points.

PENALTIES FOR UNDERTRICKS
(scored by defenders)

Number of Tricks	Not Vulnerable		Vulnerable	
	Un- doubled	Doubled	Un- doubled	Doubled
1 Down	50	100	100	200
2 Down	100	300	200	500
3 Down	150	500	300	800
4 Down	200	700	400	1,100
5 Down	250	900	500	1,400
6 Down	300	1,100	600	1,700
7 Down	350	1,300	700	2,000

If redoubled, the penalties are twice those for doubled

Revoke: Penalty for first revoke in each suit, two tricks won after the revoke. No penalty for a subsequent revoke in same suit by same player.

Irregularities in Contract Bridge

The Scope of the Laws. The laws are designed to define correct procedure and to provide an adequate remedy where a player, by irregularity, gains an unintentional but unfair advantage. The laws are not designed to prevent dishonorable practices. Ostracism is the ultimate remedy for intentional offenses.

New Shuffle and Cut. Before the first card is dealt, any player may demand a new shuffle and cut. There must be a new shuffle and cut if a card is faced in shuffling or cutting.

Changing the Pack. A pack containing a distinguishable damaged card must be replaced. The pack originally belonging to a side must be restored if reclaimed.

Redeal. There must be a redeal if, before the last card is dealt, a redeal is demanded because a player is dealing out of turn or with an uncut deck. There must be a redeal if the cards are not dealt correctly, if a card is faced in the pack or elsewhere, if a player picks up the wrong hand and looks at it, or if at any time (until the end of play) one hand is found to have too many cards and another too few (and the discrepancy is not caused by errors in play).

When there is a redeal, the same dealer deals (unless the deal was out of turn) with the same pack, after a new shuffle and cut.

Missing Card. If a missing card is found, it is deemed to belong to the deficient hand, which may then be answerable for exposing the card and for revoke through failure to play the card in a previous trick. But if a missing card is found in another hand, there must be a redeal; or in a trick, the law on

defective trick (page 129) applies. If a missing card is not found, there must be a redeal.

Surplus Card. If a player has a surplus card owing to an incorrect pack or incorrect deal, there must be a redeal. If the surplus is due to omission to play to a trick, the law on defective trick (page 129) applies.

Drawing Attention to an Irregularity. Any player (except dummy if he has forfeited his rights) may draw attention to an irregularity. Any player may give or obtain information as to the law covering it. The fact that the offending side draws attention to its own irregularity does not affect the rights of the opponents.

Enforcing a Penalty. Either opponent (but not dummy) may select or enforce a penalty. If partners consult as to selection of enforcement, the right to penalize is canceled.

Improper Remarks and Gestures. If by remark or unmistakable gesture a player other than declarer discloses his intentions, desires, or the nature of an unfaced hand, or the presence or absence of a card in an unfaced hand, or improperly suggests a lead, play, or plan of play, the offender's side is subject to penalty as follows:

1. If the offense occurred during the auction, either opponent may require the offending side to pass at every subsequent turn; and if that side becomes the defenders, declarer may require or forbid the opening lead of a specified suit by the offender's partner, for as long as he retains the lead.

2. If the offense occurred during the play, declarer or either defender (as the case may be) may require the offender's partner, on any one subsequent trick, to withdraw a lead or play suggested by the improper remark or gesture and substitute a card not so suggested.

Cards Exposed During the Auction. If during the auction a player exposes a single card lower than a ten there is no penalty. If a player exposes an ace, king, queen, jack, or ten, or a lower card prematurely led, or more than one card, such cards must be left face up on the table and become penalty cards (see page 128) if the owner becomes a defender; and the partner of the offender must pass at his next turn.

Improper Call Overcalled. If the offender's left-hand opponent calls before the penalty for an illegal call has been enforced, the auction proceeds as though the illegal call had been a legal call, except that it becomes a

pass if it was a bid of more than seven, a call after the auction is closed, a double or redouble when the only proper call was a pass or bid.

Changing a Call. A player may change an inadvertent call without penalty if he does so without pause. Any other attempted change of call is void. If the first call was illegal, it is subject to the appropriate law. If it was a legal call, the offender may either (a) allow his first call to stand, whereupon his partner must pass at his next turn; or (b) substitute any other legal call, whereupon his partner must pass at every subsequent turn.

Insufficient Bid. If a player makes an insufficient bid, he must substitute either a sufficient bid or a pass. If he substitutes (a) the lowest sufficient bid in the same denomination, there is no penalty; (b) any other sufficient bid, his partner must pass at every subsequent turn; (c) a pass (or a double or redouble, which is treated as a pass), his partner must pass at every subsequent turn, and if the offending side becomes the defenders, declarer may impose a lead penalty (see next paragraph) on the opening lead.

Lead Penalty. When declarer may impose a lead penalty, he may specify a suit and either require the lead of that suit or forbid the lead of that suit for as long as the opponent retains the lead. When in the following pages only a "lead penalty" is cited, declarer has these rights. There are some other cases in which declarer has some control over a defender's lead, but not so much. In such cases, the exact penalty will be specified.

Information Given in Changing Call. A denomination named and then canceled in making or correcting an illegal call is subject to penalty if an opponent becomes declarer: if a suit was named, declarer may impose a lead penalty (see above); if no trump was named, declarer may call a suit, if the offender's partner has the opening lead; if a double or redouble was canceled, the penalties are the same as when a pass is substituted for an insufficient bid.

Barred Player. A player who is barred once, or for one round, must pass the next time it is his turn to bid; a player who is barred throughout must pass in every turn until the auction of the current deal is completed.

Waiver of Penalty. When a player calls or plays over an illegal call or play by his right-

hand opponent, he accepts the illegal call or play and waives a penalty. The game continues as though no irregularity had occurred.

Retention of the Right to Call. A player cannot lose his only chance to call by the fact that an illegal pass by his partner has been accepted by an opponent. The auction must continue until the player has had at least one chance to call.

Call Out of Rotation (or "out of turn"). Any call out of rotation is canceled when attention is drawn to it. The auction reverts to the player whose turn it was. Rectification and penalty depend on whether it was a pass, a bid, or a double or redouble, as follows:

A call is not out of rotation if made without waiting for the right-hand opponent to pass if that opponent is legally obliged to pass; nor if it would have been in rotation had not the left-hand opponent called out of rotation. A call made simultaneously with another player's call in rotation is deemed to be subsequent to it.

Pass Out of Turn. If it occurs (a) before any player has bid, or when it was the turn of the offender's right-hand opponent, the offender must pass when his regular turn comes; (b) after there has been a bid and when it was the turn of the offender's partner, the offender is barred throughout; the offender's partner may not double or redouble at that turn; and if the offender's partner passes and the opponents play the hand, declarer may impose a lead penalty.

Bid Out of Turn. If it occurs (a) before any player has called, the offender's partner is barred throughout; (b) after any player has called and when it was the turn of the offender's partner, the offender's partner is barred throughout and is subject to a lead penalty (this page), if he has the opening lead; (c) after any player has called and when it was the turn of the offender's right-hand opponent, the offender must repeat his bid without penalty if that opponent passes, but if that opponent bids the offender may make any call and his partner is barred once.

Double or Redouble Out of Turn. If it occurs (a) when it was the turn of the offender's partner, the offender's partner is barred throughout and is subject to a lead penalty (this page) if he has the opening lead, and the offender may not in turn double or redouble the same bid; (b) when it was the turn of the offender's right-hand opponent,

the offender must repeat his double or redouble without penalty if that opponent passes but may make any legal call if that opponent bids, in which case the offender's partner is barred once.

Impossible Doubles and Redoubles. If a player doubles or redoubles a bid that his side has already doubled or redoubled, his call is canceled; he must substitute (a) any legal bid, in which case his partner is barred throughout and if he becomes the opening leader declarer may prohibit the lead of the doubled suit; or (b) a pass, in which case either opponent may cancel all previous doubles and redoubles, the offender's partner is barred throughout, and if he becomes the opening leader he is subject to a lead penalty (page 127).

Other Inadmissible Calls. If a player bids more than seven, or makes another call when legally required to pass, he is deemed to have passed and the offending side must pass at every subsequent turn; if they become the defenders, declarer may impose a lead penalty (page 127) on the opening leader.

Call After the Auction Is Closed. A call made after the auction is closed is canceled. If it is a pass by a defender, or any call by declarer or dummy, there is no penalty. If it is a bid, double, or redouble by a defender, declarer may impose a lead penalty at the offender's partner's first turn to lead.

Dummy's Rights. Dummy may give or obtain information regarding fact or law, ask if a play constitutes a revoke, draw attention to an irregularity, and warn any player against infringing a law. Dummy forfeits these rights if he looks at a card in another player's hand.

If dummy has forfeited his rights and thereafter (a) is the first to draw attention to a defender's irregularity, declarer may not enforce any penalty for the offense; (b) warns declarer not to lead from the wrong hand, either defender may choose the hand from which declarer shall lead; (c) is the first to ask declarer if a play from declarer's hand is a revoke, declarer must correct a revoke if able but the revoke penalty still applies.

Exposed Cards. Declarer is never subject to penalty for exposure of a card, but intentional exposure of declarer's hand is treated as a claim or concession of tricks.

A defender's card is exposed if it is faced on the table or held so that the other defender

may see its face before he is entitled to do so. Such a card must be left face up on the table until played, and becomes a penalty card.

Penalty Cards. A penalty card must be played at the first legal opportunity, subject to the obligation to follow suit or to comply with another penalty.

If a defender has two or more penalty cards that he can legally play, declarer may designate which one is to be played.

Declarer may require or forbid a defender to lead a suit in which his partner has a penalty card, but if declarer does so, the penalty card may be picked up and ceases to be a penalty card.

Failure to play a penalty card is not subject to penalty, but declarer may require the penalty card to be played, and any defender's card exposed in the process becomes a penalty card.

Lead Out of Turn. If declarer is required by a defender to retract a lead from the wrong hand, he must lead from the correct hand (if he can) a card of the same suit; if it was a defender's turn to lead, or if there is no card of that suit in the correct hand, there is no penalty.

If a defender is required to retract a lead out of turn, declarer may either treat the card so led as a penalty card, or impose a lead penalty on the offender's partner when next he is to lead after the offense.

Premature Play. If a defender leads to the next trick before his partner has played to the current trick, or plays out of rotation before his partner has played, declarer may require the offender's partner to play his highest card of the suit led, his lowest card of the suit led, or a card of another specified suit. Declarer must select one of these options and if the defender cannot comply, he may play any card. When declarer has played from both his hand and dummy, a defender is not subject to penalty for playing before his partner.

Inability to Play as Required. If a player is unable to lead or play as required to comply with a penalty (for lack of a card of a required suit, or because of the prior obligation to follow suit), he may play any card. The penalty is deemed satisfied, except in the case of a penalty card.

Revoke. A revoke is the act of playing a card of another suit, when able to follow suit to a lead. Any player, including dummy, may ask whether a play constitutes a revoke and

may demand that an opponent correct a revoke. A claim of revoke does not warrant inspection of turned tricks, prior to the end of play, except by consent of both sides.

Correcting a Revoke. A player must correct his revoke if aware of it before it becomes established. A revoke card withdrawn by a defender becomes a penalty card. The nonoffending side may withdraw any cards played after the revoke but before attention was drawn to it.

Established Revoke. A revoke becomes established when a member of the offending side leads or plays to a subsequent trick (or terminates play by a claim or concession). When a revoke becomes established, the revoke trick stands as played (unless it is the twelfth trick—see below).

Revoke Penalty. The penalty for an established revoke is two tricks (if available), transferred at the end of play from the revoking side to the opponents. This penalty can be paid only from tricks won by the revoking side after its first revoke, including the revoke trick. If only one trick is available, the penalty is satisfied by transferring one trick; if no trick is available, there is no penalty.

There is no penalty for a subsequent established revoke in the same suit by the same player.

A transferred trick ranks for all scoring purposes as a trick won in play by the side receiving it. It never affects the contract. *Example:* If the contract is two and declarer wins eight tricks plus two tricks as a revoke penalty, total ten tricks, he can score only 60 points below the line and the other 60 points go above the line.

Revokes Not Subject to Penalty. A revoke made in the twelfth trick must be corrected, without penalty, if discovered before the cards have been mixed together. The nonoffending side may require the offender's partner to play either of two cards he could legally have played. A revoke not discovered until the cards have been mixed is not subject to penalty, nor is a revoke by any faced hand (dummy, or a defender's hand when faced in consequence of a claim by declarer). A revoke by failure to play a penalty card is not subject to the penalty for an established revoke.

Defective Trick. A defective trick may not be corrected after a player of each side has played to the next trick. If a player has failed

to play to a trick, he must correct his error when it is discovered by adding a card to the trick (if possible, one he could legally have played to it). If a player has played more than one card to a trick, he does not play to the last trick or tricks and if he wins a trick with his last card, the turn to lead passes to the player at his left.

Declarer Claiming or Conceding Tricks. If declarer claims or concedes one or more of the remaining tricks (verbally or by spreading his hand), he must leave his hand face up on the table and immediately state his intended plan of play.

If a defender disputes declarer's claim, declarer must play on, adhering to any statement he has made, and in the absence of a specific statement he may not exercise freedom of choice in making any play the success of which depends on finding either opponent with or without a particular unplayed card.

Following curtailment of play by declarer, it is permissible for a defender to expose his hand and to suggest a play to his partner.

Defender Claiming or Conceding Tricks. A defender may show any or all of his cards to declarer to establish a claim or concession. He may not expose his hand to his partner, and if he does, declarer may treat his partner's cards as penalty cards.

Correcting the Score. A proved or admitted error in any score may be corrected at any time before the rubber score is agreed to, except as follows. An error made in entering or failing to enter a part score, or in omitting a game or in awarding one, may not be corrected after the last card of the second succeeding correct deal has been dealt (unless a majority of the players consent).

Effect of Incorrect Deck. Scores made as a result of hands played with an incorrect deck are not affected by the discovery of the imperfection.

Concession of a Trick That Cannot Be Lost. The concession of a trick that cannot be lost by any play of the cards is void if attention is drawn to the error before the cards have been mixed together. If a player concedes a trick he has in fact won (as by claiming nine tricks when his side has already won ten) the concession is void, and if the score has been entered it may be corrected as provided above.

Illustrations of Most Frequent Irregularities and Penalties. In all the following exam-

ples, the four players at the bridge table are designated as South, *declarer*; North, *dummy*; West and East, *defenders*. Their relative positions are:

	NORTH (<i>Dummy</i>)	
WEST	SOUTH (<i>Declarer</i>)	EAST

Lead Out of Turn. West should make the opening lead, but East leads the $\diamond 7$. South may say to West "Lead anything but a diamond." West may lead any spade, heart, or club; and East picks up the $\diamond 7$ and puts it in his hand. Or South may say to West "Lead a diamond." West may lead any diamond in his hand and East may pick up the $\diamond 7$ and play either it or any other diamond he may hold. Or South may permit West to make any lead he pleases, but in this case $\diamond 7$ becomes a penalty card; East must place it face up on the table in front of him and leave it there. The first time he can legally lead or play it he must do so, subject only to his duty to follow suit. Or, South may accept the $\diamond 7$ as a correct lead. In this case dummy exposes his hand and then South plays to the trick. West plays next and dummy last. If, after East's out-of-turn opening lead, South had inadvertently exposed his hand, the lead would have stood, South's hand would have become the dummy, and North would have become the declarer.

In another case, North makes an opening lead, thinking that West has won the contract. But South is the actual declarer. North's card is put back in his hand. There is no penalty against the declaring side for exposing cards, since the information so given can be utilized only by the opponents.

Declarer Leads from Wrong Hand. North (dummy) won the last trick, but South (declarer) leads the $\spadesuit K$. West says "The lead is in dummy," South replaces the $\spadesuit K$ in his own hand and must lead a spade from dummy. When South plays to that trick, he does not have to play the $\spadesuit K$ if he has another spade he prefers to play. (If dummy had not held a spade, South could have led any card from dummy.)

West could accept the out-of-turn lead of the $\spadesuit K$, if he wished, by following to it at once, before either he or East made any remark about its irregularity.

Revoke Corrected. South leads $\diamond 6$. West

has some diamonds, but he plays $\clubsuit 9$. Dummy plays $\diamond K$ and East plays $\diamond 3$. At this juncture West says "Wait, I have a diamond."

There is time for West to correct his revoke, because it is not established—neither West nor East has led or played to the next trick. West must leave the $\clubsuit 9$ face up on the table as a penalty card. He may play any diamond he wishes and he elects to play $\diamond A$. Now declarer may retract dummy's play of the $\diamond K$ and substitute a small diamond. But East may not change his card.

In another case, South (the declarer) revokes and notices his error in time for correction. He replaces the revoke card in his hand, without penalty, and follows suit with any card he chooses.

Revoke Established. South leads $\spadesuit K$. West has a spade, but plays $\heartsuit 7$. East wins the trick with the $\spadesuit A$ and leads a heart.

It is now too late for West to correct his revoke. East, a "member of the offending side," has led to the next trick and the revoke is established. Play proceeds normally, and let us suppose that East-West win one more trick.

South's contract was two spades, and when play is ended he has won eight tricks. But, as the revoke penalty, he may take two of East-West's tricks and transfer them to his pile. That gives him ten tricks in all. He scores 60 below the line for making two spades, and 60 above the line for two overtricks. Note that South does not get game for making ten tricks at spades. He bid only two spades, and that is all he can score toward game. Tricks transferred as the result of a revoke penalty are scored exactly as though won in play. If South, having bid two spades, had won ten tricks without the revoke, he could not have made game; therefore he cannot make game as a result of the revoke penalty.

Finally, take a case in which West revokes and East, who wins the trick, establishes the revoke by leading to the next trick; play continues, but East-West do not win another trick.

After the play is completed, South may take only one trick as the revoke penalty—the trick on which the revoke occurred. He is not entitled to any trick the defenders won before the revoke occurred, because obviously the revoke could have had nothing to do with how such tricks were won.

Proprieties in Bridge. The dealer should

refrain from looking at the bottom card before completing the deal. The other players should refrain from touching or looking at their cards until the deal is completed.

A player should refrain from: calling with special emphasis, inflection or intonation; making a call with undue delay which may result in conveying improper information to partner; indicating in any way approval or disapproval of partner's call or play; making a remark or gesture or asking a question from which an inference may be drawn; attracting attention to the number of tricks needed to complete or defeat the contract; preparing to gather a trick before all four hands have played to it; detaching a card from his hand before it is his turn to lead or play; watching the place in a player's hand from which he draws a card.

Do not allow partner's hesitation or mannerism to influence a call, lead, or play. It is proper to draw inferences from an opponent's gratuitous acts, but at one's own risk.

It is proper to keep silent in regard to irregularities committed by one's own side, but it is improper to infringe any law of the game deliberately.

It is improper to employ any convention whose significance is known to partner but has not been announced to the opponents.

Contract Bridge Strategy

The main object in Bridge is to score as many points as possible. This can be done in one of two ways: by securing the contract for your side and fulfilling it successfully, scoring points for tricks, overtricks, and premiums; or by keeping your opponents from fulfilling their contract and so score for your side points for penalties.

Often more points can be scored for your side by catching opponents in overbids and doubling them than by taking the bid yourself. Bear in mind that the winner of the rubber is the side that scores the most points and that may not necessarily be the side that played the most contracts.

In life the fellow who always knows the score holds a definite advantage. The same is true in Bridge. Become thoroughly familiar with the tables of scoring values. Develop the habit of checking your side's score after every hand. Bids and play are affected by the score.

Evaluating the Hand. To get some idea of

the strength of a hand, the following table of quick tricks may be used in making an estimate. A quick trick is a card or combination of cards which will usually win a trick, regardless of what suit is eventually trump and regardless of who wins the contract. Learn this table by heart if you can, (*x* refers to a low card, usually lower than ten.)

QUICK TRICKS

	<i>Quick Tricks</i>
Ace and king of the same suit	2
Ace and queen of the same suit	1½
Any ace	1
King and queen of the same suit	1
Any king and <i>x</i> of the same suit	½

Queen, jack, and *x* of the same suit, or queen and *x* of one suit plus jack and *x* of another suit are considered by many to have 1/2-quick-trick value. Others consider these simply as plus values but give them no definite numerical weight. Any jack added to any of the values in the table is also a plus value. *Note:* Do not count any one suit for more than two quick tricks. Thus, ace, king, and queen or ace, king, queen, and jack are only counted as two quick tricks each—the values of their ace-kings.

The Point Count. In recent years there has been a popular revival of the point-count method of evaluating hands for bidding. The point count goes back to Milton Work, who is credited with having originated it some decades ago.

The most useful application of the point count in its modern form seems to be in no-trump bidding, where it has proven itself a precise and scientific instrument. Most good players use both the quick-trick and point-count methods in evaluating the strength of a hand, as circumstances warrant, and rely on neither exclusively. This should be borne in mind when reading the following summary of the highlights of the point count as it is used today.

The Point-Count Table: Any ace, four; king, three; queen, two; jack, one.

A combined count of approximately 26 points in the two hands of a partnership normally will produce game in no-trump or a major, 29 points in a minor. A total of approximately 33 points will produce a small slam and 37 a grand slam.

In opening bids of one in a suit the count

of the hand is arrived at by combining the point value of high cards and the following: 3 points for a void, 2 for a singleton, 1 for a doubleton. A hand of 14 points should usually be opened, but hands with lesser count may be opened as convenient.

One No-Trump and Responses: Only high cards are valued when bidding no-trump and no points are assigned for distribution. To open with one no-trump the hand must be of no-trump pattern with at least three suits stopped. The count should be between 16 and 19—some prefer 16 to 18. It is not a forcing bid and may be passed.

If the responding hand is of no-trump type, raise to two no-trump with 8 or 9 points or 7 points and a five-card minor. Raise to three no-trump with 10 to 14, or four no-trump with 15 to 16, to six no-trump with 17 or 18, to seven no-trump with 21.

A response of two in a minor indicates a long suit but less than 7 points; two in a major shows a five-card suit with perhaps as many as 8 or 9 points in the hand and an unbalanced distribution. A response of three in a suit shows an unbalanced hand and 10 or more points. A response of four in a major shows a fairly long suit, an unbalanced hand and less than 10 points in high cards.

The Stayman Convention: In a modification known as the Stayman convention a response of two clubs to one no-trump is artificial. It suggests the responder has one or two major suits of four cards or more and 8 or 9 points. It asks the original no-trumper to name, if he can, a major suit of four cards headed by at least a queen. It looks toward a safer contract in a major.

If original no-trumper has no four-card major, he makes the artificial rebid of two diamonds with a hand of minimum point count. This permits responder to rebid two or three no-trump according to the strength of his hand.

If responder bids a major suit over declarer's two diamonds, he is guaranteeing five cards in the suit.

If responder rebids his clubs a second time, he indicates he wants to play the hand in clubs only, since his holding is insufficient to have the hand play in no-trump.

Two and Three No-Trump and Responses: Open two no-trump with 22 to 24 and all suits stopped; three no-trump with 25 to 27. An opening two no-trump is not a demand

bid and may be passed; an opening three no-trump is not a shutout.

In responding to two no-trump: Raise to three with 4 to 8 points and to four no-trump with 9. With 10 points go to three of a suit and then rebid four no-trump. Jump to six no-trump with 11 or 12 points. Bid three of a suit and then rebid six no-trump with 13 or 14. Jump to seven no-trump with 15. Show any six-card major regardless of how low the point count.

In responding to three no-trump: Raise to four no-trump with 7 points; to six no-trump with 8 or 9. Bid four diamonds and rebid six no-trump with 10 or 11 points; raise to seven no-trump with 12. Show a five-card suit with 5 points in the hand.

Responding to a Suit Bid of One: Holding 5 to 9 points, a suit may be shown at the level of one; otherwise the response is one no-trump. A suit may be shown at the level of two with 10 points, or with fewer points if the suit is fairly long.

With no-trump distribution jump to two no-trump holding 13 to 15 points; to three no-trump with 16 to 18. Jump to three in partner's suit with 13 to 15; to three of another suit with 13 to 16.

Bidding Inferences. The player should think of the bidding as a kind of special language in which he tries to convey to his partner, or receive from him, information that will help both partners to gauge correctly the possibilities in their combined holdings and so enable them to reach the best contract. He should also pay attention to the bidding of opponents. He can learn things from their bidding that may prove useful in playing a contract or defending against it.

Biddable Suits. Generally a suit should have four or more cards to be originally biddable. For safety's sake a four-card suit should have at least ace, king or queen, and ten—though this is not a must—and a five-card suit, queen or jack, and ten. A six-card suit or longer needs no honor card.

More Than One Biddable Suit: With two biddable suits, bid them as follows: If the suits are equal in length and touch in rank—for example, spades and hearts, hearts and diamonds—bid the higher-ranking one first regardless of which suit has the higher cards. Later the lower-ranking suit is bid. *Example:* If a player holds two four-card biddable suits in spades and hearts, he should bid spades

first; then bid the heart suit when his next turn to bid comes.

If both suits are of five-card length, bid the higher-ranking suit first, even if it is weaker than the other suit; then bid the lower-ranking suit. If the two biddable suits are of unequal length, bid the longer suit first, even if the other has higher cards.

Rebiddable Suits. A suit is considered rebiddable—it may be bid again—if it is at least of five-card length. Generally, a five-card suit should have at least a king and a lower honor card or be headed by queen-jack-nine to qualify as a rebiddable suit. Any suit of six cards is rebiddable, regardless of whether it has any honor cards. If there are two five-card rebiddable suits, the lower-ranking one is rebid, not the higher-ranking one. This indicates to the partner that the player holds two five-card suits.

MINIMUM BIDDABLE SUITS

For an Opening Bid

Four-Card Suits must contain four high-card points (example: K-J-x-x, A-x-x-x)

Five-Card Suits: Any Five-Card Suit (x-x-x-x-x)

For a Response or Rebid

Q-10-x-x or better (example: Q-10-x-x, K-x-x-x, A-x-x-x)

Any Five-Card Suit (x-x-x-x-x)

REBIDDABLE SUITS

Four-Card Suits	No four-card suit is rebiddable
Five-Card Suits	Must be Q-J-9-x-x or better
Six-Card Suits	Any six-card suit is rebiddable (x-x-x-x-x-x)

Opening Bids. An opening bid is the first bid made in the deal. There are basic requirements of the opening bid, as shown in the list below.

- One of a suit
- 14-point hands must be opened.
 - 13-point hands may be opened if a good rebid is available (a rebiddable suit or a second rebiddable suit).
 - All openings must contain two quick tricks.
 - A third-position opening is permitted

Two of a suit
(forcing to game)

with 11 points if hand contains a good suit.

(a) 25 points with a good five-card suit (1 point less with a second good five-card suit).

(b) 23 points with a good six-card suit.

(c) 21 points with a good seven-card suit.

Three, four, or five of a suit
(preemptive bids)

Preemptive bids show less than 10 points in high cards and the ability to win within two tricks of the contract vulnerable and within three tricks not vulnerable. They should usually be based on a good seven-card or longer suit.

One no-trump

16 to 18 points (in no-trump bidding only high-card points are counted) and 4-3-3-3, 4-4-3-2, or 5-3-3-2 distribution with Q-x or better in any doubleton.

Two no-trump

22 to 24 points and all suits stopped (J-x-x-x; Q-x-x; K-x; or better).

Three no-trump

25 to 27 points and all suits stopped.

Choice of suits

Generally speaking, bid your longest suit first.

With two five-card suits bid the higher-ranking first. With two or more four-card suits, bid the suit immediately lower in rank to your short suit (doubleton, singleton, or void).

General Principles. Any bid of a new suit by the responding hand is forcing on the opening bidder for one round. Thus, each time the responder bids a new suit, the opener must bid again. If responder should jump, his bid is forcing to game.

With less than 10 points, responder should prefer to raise partner if partner has opened in a major suit, and to bid a new suit himself at the one level in preference to raising a minor-suit opening bid. With 11 or 12 points, responder can make two bids but should not force game. With 13 points or more he

should see that the bidding is not dropped before a game contract is reached. With 19 points he should make a strong effort to reach a slam.

Responses to Suit Bids of One. Raise. To raise partner's suit responder must have adequate trump support. This consists of J-x-x, Q-x-x, x-x-x-x, or better for a non-rebid suit; and Q-x, K-x, A-x, or x-x-x for a rebid suit.

Raise partner's suit to two with 7 to 10 points and adequate trump support.

Raise to three with 13 to 16 points and at least four trumps.

Raise to four with no more than nine high-card points plus at least five trumps and a short suit (singleton or void).

Bid a New Suit. At one level requires 6 points or more. This response may be made on anything ranging from a weak hand, where responder is just trying to keep the bidding open, to a very powerful one, when he is not sure where the hand should be played.

At two level requires 10 points or more.

Jump in a new suit requires 19 points or more. (The jump shift is reserved for hands where a slam is very likely. Responder should hold either a strong suit or strong support for opener's suit.)

No-Trump Responses (made on balanced hands). One no-trump requires 6 to 9 points in high cards. (This bid is often made on an unbalanced hand if responder's suit is lower in rank than the opening bidder's and responder lacks the 10 points required to take the bidding into the two level.)

Two no-trump requires 13 to 15 points in high cards, all unbid suits stopped, and a balanced hand.

Three no-trump requires 16 to 18 points in high cards, all unbid suits stopped, and 4-3-3-3 distribution.

Responses to Suit Bids of Two. An opening bid of two in a suit is unconditionally forcing to game and responder may not pass until game is reached. With 6 points or less he bids two no-trump regardless of his distribution. With 7 points and one quick trick, he may show a new suit or raise the opener's suit. With eight or nine high-card points and a balanced hand, responder bids three no-trump.

Responses to Preemptive Bids. Since the opener has overbid his hand by two or three tricks, aces, kings, and potential ruffing

(trumping) values are the key factors to be considered when responder is contemplating a raise. One or two trumps constitute sufficient support.

Responses to a One No-Trump Bid. Balanced Hands. Raise to two-no-trump with 8 or 9 points, or with 7 points and a good five-card suit. Raise to three no-trump with 10 to 14 points. Raise to four no-trump with 15 or 16 points. Raise to six no-trump with 17 or 18 points. Raise to seven no-trump with 21 points.

Unbalanced Hands. With less than 8 points plus a five-card suit, bid two diamonds, two hearts, or two spades. (Do not bid two clubs on a five-card club suit.) With 8 points or more and a four-card major suit, bid two clubs. (This is an artificial bid asking opener to show a four-card major if he has one. See section on rebids by opening one no-trump bidder.) With 10 points and a good suit, bid three of that suit. With a six-card major suit and less than 10 points in high cards, jump to game in the suit.

Responses to a Two No-Trump Opening. Balanced hands. Raise to three no-trump with 4 to 8 points. Raise to four no-trump with 9 to 10 points. Raise to six no-trump with 11 or 12 points. Raise to seven no-trump with 15 points.

Unbalanced Hands. With a five-card major suit headed by an honor plus 4 points, bid the suit at the three level. Show any six-card major suit.

Responses to a Three No-Trump Opening. Show any five-card suit if the hand contains 5 points in high cards. Raise to four no-trump with 7 points. Raise to six no-trump with 8 or 9 points. Raise to seven no-trump with 12 points.

Rebid

Rebids by Opening Bidder. The opener's rebid is frequently the most important call of the auction, as he now has the opportunity to reveal the exact strength of his opening bid and therefore whether game or slam is in contemplation. His opening is valued according to the following:

13 to 16 points	Minimum hand
16 to 19 points	Good hand
19 to 21 points	Very good hand

13 to 16 points. *Minimum hand.* If partner has made a limit response (one no-trump or a single raise), opener should pass, as game is

impossible. If partner bids a new suit at the one level, opener may make a single raise with good trump support, rebid one no-trump with a balanced hand, or, with an unbalanced hand, rebid his own suit or a new suit (if he does not go past the level of two in the suit of his original bid).

16 to 19 points. *Good hand.* If partner has made a limit response (one no-trump or a single raise), opener should bid again, as game is possible if responder has maximum values. If responder has bid a new suit, opener may make a jump raise with four trumps, or jump in his own suit if he has a six-card suit, or bid a new suit.

19 to 21 points. *Very good hand.* If partner has made a limit response (one no-trump or a single raise), opener may jump to game in either denomination, according to his distribution. If responder has bid a new suit, opener may make a jump raise to game with four trumps, or jump to game in his own suit if it is solid. With a balanced hand and 19 or 20 points, opener should jump to two no-trump. With 21 points he should jump to three no-trump. With 22 points and up he should jump in a new suit (forcing to game and suggesting a slam).

Rebids by Opening No-Trump Bidder. Two-Club Convention. When the responder bids two clubs, the opening bidder must show a four-card biddable major suit if he has one: with four spades, he bids two spades; with four hearts, he bids two hearts; with four cards in each major, he bids two spades; with no four-card major suit, he bids two diamonds.

Opening no-trump bidder must pass: When responder raises to two no-trump and opener has a minimum (16 points); when responder bids two diamonds, two hearts, or two spades, and opener has only 16 or 17 points and no good fit for responder's suit; when responder bids three no-trump, four spades, or four hearts.

Defensive Bidding

Overcalls. An overcall is a defensive bid (made after the other side has opened the bidding). Prospects for game are not as good as they are for the opening bidder, in view of the announced adverse strength, and safety becomes a prime consideration. Overcalls are therefore based not on a specified number of points but rather on a good suit. Generally speaking the overcaller should employ the

same standards as a preemptor; he should be able to win in his own hand within two tricks of his bid if vulnerable and within three tricks if not vulnerable.

One No-Trump Overcall. An overcall of one no-trump is similar to a one no-trump opening bid and shows 16 to 18 points with a balanced hand and the opening bidder's suit well stopped.

Jump Overcall. Any jump overcall, whether it is a single, double, or triple jump, is preemptive in nature and shows a hand weak in high cards but with a good suit that will produce within three tricks of the bid if not vulnerable and within two tricks if vulnerable.

Takeout Doubles (also called *negative* or *informatory* doubles). When a defender doubles and all the following conditions are present: (a) his partner has made no bid; (b) the double was made at the doubler's first opportunity; (c) the double is of one, two, or three of a suit—it is intended for a takeout and asks partner to bid his best (longest) suit. This defensive bid is employed on either of two types of hand: (1) a hand of opening-bid strength where the doubler has no good or long suit of his own but has good support for any of the unbid suits; and (2) where the doubler has a good suit and so much high-card strength that he fears a mere overcall might be passed out and a possible game missed.

Overcall in Opponent's Suit (cue bid). The immediate cue bid (*example:* opponent opens one heart; defender bids two hearts) is the strongest of all defensive bids. It is unconditionally forcing to game and shows approximately the equivalent of an opening forcing bid. It normally announces first-round control of the opening bid suit and is usually based on a void with fine support in all unbid suits.

Action by Partner of Overcaller. The overcaller's bid is based on a good suit; therefore less than normal trump support is required to raise (Q-x or x-x-x). A raise should be preferred by the partner to bidding a suit of his own, particularly if the overcaller has bid a major. The partner of the overcaller should not bid for the sole purpose of keeping the bidding open. A single raise of a one no-trump response should be made only in an effort to reach game. If appropriate values are held, a leap to game is in order, since a jump raise is not forcing.

Action by Partner of Takeout Doubler. In this situation, the weaker the hand the more important it is to bid. The only holding that would justify a pass would be one that contained four defensive tricks, three in the trump suit. The response should be made in the longest suit, though preference is normally given to a major over a minor.

The doubler's partner should value his hand as follows: 6 points, fair hand; 9 points, good hand; 11 points, probable game. Doubler's partner should indicate a probable game by jumping in his best suit, even if it is only four cards in length.

Since the partner of a doubler may be responding on nothing, it is a good policy for the doubler subsequently to underbid, while doubler's partner should overbid.

Action by Partner of the Opening Bidder (when the opening bid has been overcalled or doubled). When the opener's bid has been overcalled, the responder is no longer under obligation to keep the bidding open; so a bid of one no-trump or a raise should be based on a hand of at least average strength. Over a takeout double, the responder has only one way to show a good hand—a redouble. This bid does not promise support for opener's suit but merely announces a better-than-average holding. Any other bid, while not indicative of weakness, shows only mediocre high-card strength.

Slam Bidding. When the two partners have been able to determine that they have the assets for a slam (33 points between the combined hands plus an adequate trump suit), the only thing that remains is to make certain that the opponents are unable to cash two quick tricks. Various control-asking and control-showing bids have been employed through the years, but only three have stood the test of time—Blackwood, Gerber, and cue bids (individual ace showing).

Blackwood Convention (Invented by Easley Blackwood). After a trump suit has been agreed upon, a bid of four no-trump asks partner to show his total number of aces. A response of five clubs shows either no aces or all four aces; five diamonds shows one ace; five hearts shows two aces; five spades shows three aces. After aces have been shown, the four no-trump bidder may ask for kings by now bidding five no-trump. The responder to the five no-trump bid now shows kings: by bidding six clubs if he has no king, six

diamonds if he has one king, etc., but six no-trump if he has all four kings.

Gerber Convention (Invented by John Gerber). This convention is similar to Blackwood in that it asks for the number of aces. Its advantage lies in the fact that it initiates the response at a lower level. A sudden bid of four clubs where it could not possibly have a natural meaning (*example*: opener, one no-trump; responder, four clubs) is Gerber and asks partner to show the number of his aces. If he bids four diamonds, he shows no aces; four hearts, one ace, etc. If the asking hand desires information about kings he bids the next-higher suit over his partner's ace-showing response. Thus, if the responding hand has bid four hearts over four clubs to show one ace, a bid of four spades would now ask him for kings and he would now reply four no-trump to show no king, five clubs to show one king, etc.

Cue bidding (individual ace showing). The Blackwood and Gerber conventions are designed to cover only a small number of potential slam hands. Many slams depend on possession of a specific ace, rather than a wholesale number of aces. Cue bids are employed in such cases. *Example*: Opener bids two spades, responder bids three spades, opener now bids four clubs; the four-club bid shows the ace of clubs and invites responder to show an ace if he has one. The responder "signs off" by bidding the agreed trump suit.

Other Contract Bridge Conventions

Club Convention. This method of bidding was devised by Harold S. Vanderbilt, who invented the modern game of Contract Bridge, and for that reason it is often called "the Vanderbilt Club." It is very popular in Europe. An opening bid of one club is artificial—it does not necessarily show a club suit but it shows a strong hand with 3 1/2 or more quick tricks. The opener's partner must respond one diamond if he has less than two quick tricks. Any other response shows at least two quick tricks. After the opening bid and response the partners show their suits naturally.

Two-Club Convention. This convention, used by many expert players, is usually combined with "weak two-bids." An opening bid of two clubs is artificial, not necessarily showing a club suit but showing a very powerful hand. It is forcing to game. The opener's partner must respond two diamonds if he has

a weak hand. Any other response shows strength, usually at least 1 1/2 quick tricks. An opening bid of two diamonds, two hearts, or two spades is a preemptive bid, made on a fairly weak hand that includes a good five- or six-card suit but does not have 13 or more points. After a two-club opening bid, the opener will show his powerful suit on his next chance to bid.

Unusual No-Trump. If a player bids two no-trump after the opposing side has opened the bidding, and when his partner has not bid, the two no-trump bid is a convention showing a two-suited hand (usually with five or more cards in each of the two minor suits). The partner of the two no-trump bidder is required to respond in his best minor suit, even if it is a three-card or shorter suit.

Defender's Play. In leading against a contract, a defender should consider carefully which card to play. The fate of the contract often hinges on the very first card led. Proficiency in the technique of choosing the proper lead comes only with experience, but below are some suggestions that are helpful as generalizations.

CONVENTIONAL LEADS

<i>Holding in Suit</i>	<i>Lead at Suit Bids</i>	<i>Lead at No-Trump</i>
A-K-Q alone or with others	K, then Q	K, then Q
A-K-J-x-x-x-x	K, then A	A*, then K
A-K-J-x-x or A-K-x-x(-x)	K, then A	Fourth best
A-Q-J-x-x	A†	Q
A-Q-10-9	A†	10‡
A-Q-x-x(-x)	A	Fourth best
A-J-10-x	A†	J
A-10-9-x	A	10
A-x-x-x(-x)	A	Fourth best
A-K-x	K	K
A-K alone	A	K†
K-Q-J alone or with others	K, then J	K, then Q
K-Q-10 alone or with others	K	K
K-Q-x-x(-x-x)	K	Fourth best
K-Q alone	K	K
K-J-10 alone or with others	J	J
K-10-9-x	10	10
Q-J-10 or Q-J-9 alone or with others	Q	Q
Q-J-x or Q-J	Q	Q
Q-J-8-x (four or more)	Q	Fourth best
Q-10-9 alone or with others	10	10
J-10-9 or J-10-8 alone or with others	J	J
J-10-x or J-10	J	J
J-10-x-x or more	J	Fourth best
10-9-8 or 10-9-7 alone or with others	10	10
10-9-x-x(-x)	10	Fourth best
K-J-x-x(-x-x)	Fourth best	Fourth best

<i>Holding in Suit</i>	<i>Lead at Suit Bids</i>	<i>Lead at No-Trump</i>
Any other four-card or longer suit not listed above	Fourth best	Fourth best

* The lead of the ace of an unbid suit at a no-trump contract requests partner to play his highest card of the suit led, even the king or queen, unless dummy reveals that such a play might risk losing a trick.

† Usually not a good lead at this contract.

‡ When dummy seems likely to have the king, the queen is a better lead.

LEADS IN PARTNER'S BID SUIT

<i>Holding in Suit</i>	<i>Lead at Suit Bids</i>	<i>Lead at No-Trump</i>
A-x, K-x, Q-x, J-x, 10-x, or any other doubleton	High card	High card
J-10-x or x-x-x	Highest	Highest
A-J-x or A-x-x	Ace	Lowest
K-J-x, K-x-x, Q-10-x, Q-x-x, J-x-x	Lowest	Lowest
Q-J-x(-x)	Q	Q
A-x-x-x or better	A	Fourth best
A-K-x(-x) or K-Q-x(-x)	K	K
Any other four or more cards	Fourth best	Fourth best

More Information on Making Leads. As a general guide to making leads, the following principles should be observed by the defenders. They are especially helpful when a defender has no good suit of his own to play and there is no indication from partner what his best suit is.

1. Lead through dummy's strong suit other than trump. "Leading through" means that dummy is the second hand to play to the trick and declarer last. This suit is often indicated by declarer's and dummy's bidding. After the dummy goes down, this kind of lead should not be made if it helps declarer establish a long suit that will give him the contract before the setting tricks have been taken.

2. Lead up to the weak suit in dummy. This lead is made by the defender at dummy's left, and it means that dummy is the last hand to play to the trick and declarer is the second hand.

3. Do not lead up to a tenace; that is, do not make a lead that will permit the dummy or declarer's hand to play last to a trick when they hold a tenace in the led suit (see *The Finesse*, page 139, for description of tenaces).

The Play after the Opening Lead.

1. **The Rule of Eleven.** When a defender

makes an opening lead which is probably his *fourth* highest card in that suit, his partner can get useful information by applying the "rule of eleven." Here is the way it works: Subtract the denomination of the led card from 11. The resulting number will tell how many cards *higher* in denomination than the lead are outside of the leader's hand. Since the cards in dummy and in his own hand can be counted, leader's partner knows how many higher cards remain in declarer's hand.

2. *Third-Hand High.* A defender is generally required to play his highest card on the lead of a low card by partner. This is known as "third-hand high," as the player is the third hand to play to the trick. The principle is that a still higher card must be played from declarer's hand, or dummy's as the case may be. This play helps establish cards in partner's hand, since it is assumed he led from his best suit. However, if leader's partner holds a sequence of high cards, he plays the lowest card of the sequence on the lead of his partner's low card. *Example:* If a player holds king-queen-jack or queen-jack-ten or jack-ten-nine, he plays the *lowest* card of the three. This gives partner valuable information, as declarer in order to take the trick must play a card higher than the top card of the sequence.

Another exception to third-hand high would be as in the following example: Defender A leads a six. Dummy shows queen-ten-nine of that suit. Defender B holds king-jack-x. If dummy plays the nine or ten, B should play the jack, not the king, since the jack in this case is as good as the king and it will take an ace to beat it.

3. *Second-Hand Low.* When a low card is led from dummy or declarer's hand and defender is the second one to play to the trick, he should not, as a rule, play his highest card. He plays a low card, because declarer generally intends playing a high card anyway, since he has led the suit. There are, of course, exceptions, such as when a defender as second hand holds a winning card which will set the contract; or when he wants to have the lead for some reason and the playing of a winning card will obtain it for him right away.

4. *Come-on Signal.* When a defender wishes to encourage his partner to continue a suit, he plays high then low, that is, a lower card to the second trick in that suit than he

played to the first trick. This is known as a "come-on," "high-low," or "echo." In general, the play of a seven or better on partner's lead of a card which promises to take a trick is a signal that the suit should be continued. The high-low may be also used in leading to indicate a doubleton.

5. *Discouraging Signal.* When a player wishes to discourage his partner from continuing a suit, he should play the lowest card he has. This is a signal that partner should consider shifting to another suit unless he has very good reason to continue in the suit led.

6. *Returning a Lead.* When a player's partner has led a suit, the player should try to lead that suit again at his earliest opportunity, returning his highest card in it, unless there is a very clear indication that partner was leading from a weak suit.

Declarer's Play

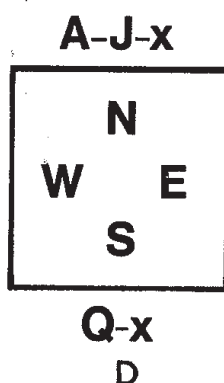
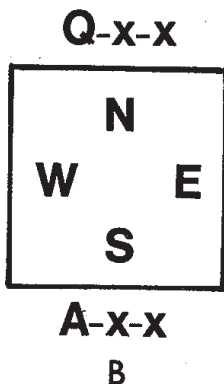
Planning the Play. Declarer's first step after the opening lead has been made and the dummy hand laid down is to take stock of the two hands. He should figure out a basic line of attack which promises to give him the needed tricks for his contract. Any bids that the opponents have made may provide clues to the location of key defensive cards or the distribution of adverse strength.

As the game progresses, he may be forced to modify his plan, but it is better to give some thought to the matter at the beginning than to play along haphazardly, hoping that enough tricks will be made somehow. Experienced players usually plan alternate lines of play that they can switch to if the basic one does not prove feasible.

Playing at a Trump Declaration. In playing a contract where there is a trump suit, it is generally best to draw opponent's trumps at the first opportunity. This should be done even though the opponents will take a trick or tricks in trump in the process. Trumps are drawn to protect declarer's good nontrump suits and prevent them from being trumped—ruffed—by opponents.

There are occasions, however, when the drawing of opponent's trumps should be postponed or avoided entirely. This is usually the case when declarer is short-suited in nontrump suits in one hand or the other, or in both, and wishes to make some or all pieces of trump individually.

Playing at a No-Trump Declaration. In playing a no-trump contract, declarer should



The play of a finesse.

first work out a simple problem in arithmetic. He should count the tricks he definitely is sure of, then subtract them from the number he needs for the contract. He should then plan how he can make the needed tricks. These are usually to be made in the suits in which his hand and dummy's are longest. This generally involves surrendering a trick or two in that suit to the opponents. But it does not matter since declarer can usually afford to lose a certain number of tricks in the hand and still make his contract. Giving up a trick or tricks in a suit so that the remainder of the cards will be winners is known as "establishing a suit."

Experienced players when holding no high card but the ace of a strong suit led by opponents will often refuse to take the trick until the suit is led a second or third time. This is done in the hope of breaking the connection between the opponent's hands in that suit so that one player will have none of the suit to play when he is next in the lead. This type of play is known as "a holdup."

The Finesse. The finesse is an attempt to

establish a card as a winner while some higher card held by opponents in that suit has not yet been played. The combination of cards where an extra trick or tricks may be won by means of a finesse is known as a *tenace*. Thus, ace-queen is a tenace, and other illustrations will be found in the following examples. In each of the following cases, the finesse described is the one generally used. A good way of fixing these finesses in mind is actually to make the plays indicated with cards.

A. Lead a small card from South and, assuming that West plays a low card, his normal play, put on the queen from North. If West has the king of the suit, the queen will win to provide another trick besides the ace.

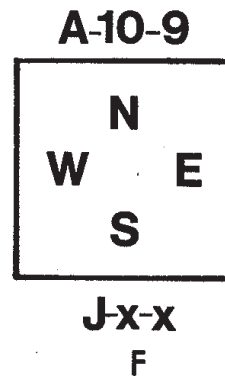
B. Lead the ace from South for the first trick. For the second trick, lead a small card from South toward North. If West has the king, the queen will be established as a trick to be taken later. Do not lead the queen from North for the first trick since that play will produce only one trick out of the two honors regardless of which opponent holds the king.

C. Lead the queen from South. If West does not play the king, put on the small card from North. This is known as letting the queen *ride*. The lead of the queen in this situation offers a chance to win two tricks if West had the king.

D. The same principle as C applies.

E. Lead a small card from North and play the jack from South to the first trick. The next time, lead a small card from North again and play the ten for a second finesse. If West and East each have one of the two missing honors, or if East has both of them, this line of play is sure to win two tricks.

F. The same principle as E applies.



Examples of "double" finesses.

Lead the jack to the first trick and later finesse again by playing a small card from South and putting on the ten from North.

These plays in E and F are known as *double finesses*.

Unblocking. When a suit is longer in one hand than in the other, care should be taken to play the cards in such a way that the player does not prevent himself from continuing to lead that suit without interruption.

In the following example, South is declarer and North is dummy hand.



An example of unblocking.

If declarer leads his king to trick one and his queen to trick two, he will find himself in the South hand after playing trick three. This will prevent him from continuing the suit without getting back into the North hand in some other way.

But if he first leads his ace from South and then continues with a small card from South on the next trick, he will find himself able to play the suit uninterrupted. The principle to remember is that the high card or cards should first be played from the shorter holding.

The End Play. This is a stratagem by which declarer gives opponents a trick, which they must win in any case, at a time when it will be to declarer's advantage to have the opponents in the lead. In the following example seven tricks have already been played, leaving this situation:

North, the declarer, must win five out of the remaining six tricks to fulfill his contract. Spades are trump.

His first lead is the ace of trumps from dummy, exhausting West of trump. He then leads the four of clubs, which he trumps with one of the two remaining trumps in North. This play strips South of clubs.

North's next play is the ten of hearts, giving up a trick that he would have to lose in any case. This play is known as the *throw-in*.

West is now in the lead. He must lead a club or a diamond. If he leads a club, declarer can trump in his own hand and discard the losing jack of diamonds from dummy. But if West chooses to lead a diamond instead of the club, declarer will win two tricks in diamonds. Thus, two apparent losers have been reduced to one.

The Squeeze. This is a stratagem by which declarer squeezes an opponent out of an apparent winner by giving him a choice of plays.

In the following example, after ten tricks have been played, this is the situation:

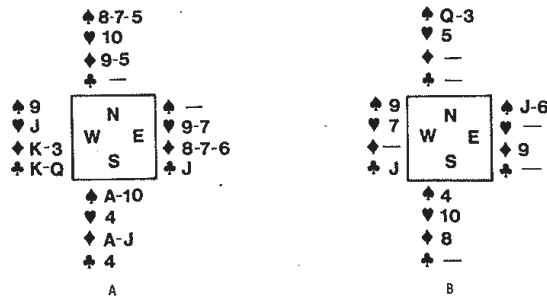
South, the declarer, must win all three tricks to fulfill his contract. Hearts are trump.

South's first lead is the ten of trumps. East is in trouble no matter which card he discards to the lead. If he discards one of the spades, South's next lead is the four of spades and he wins both spades in North. On the other hand, if East discards the nine of diamonds on the lead of the ten of hearts, that makes South's eight of diamonds a good card, on which he will discard the losing three of spades.

Other Notes on General Play

Splitting Honors. When holding two touching honors, such as king-queen or queen-jack, it is generally wise to play one of them on the lead of a low card by opponent. This is known as *splitting honors*. It forces opponent to play a higher honor, thus promoting the other honor in the hand to a winner or near winner.

Covering an Honor with an Honor. When an opponent leads an honor, it is generally wise for a player to put a higher honor on it if he has one. This is known as *covering an honor with an honor*. It forces declarer to play a still higher honor if he wishes to win the trick, that is, two honors for one. This



Examples of the end play (A) and the squeeze (B).

play may also promote a lesser honor or an intermediate card in partner's hand.

Trump and Discard. When a player knows that both opponents are void of the same suit and that both have trump cards, he should not lead that suit since it provides an opportunity for discarding a losing card in one hand and trumping in the other. This is also known as a *sluff and ruff*.

Correct Bridge Odds

The reason Bridge surpasses most other card games in strategy is due to the fact that in dealing out bridge hands, unlike most other card games, all fifty-two cards are first dealt out, thirteen to each of four players to start the game. Therefore, the number of different card combinations that face each player is virtually infinite, to be specific the astronomical figure is 635,013,599,600. Because of this factor there is no such thing as 100 percent accuracy in bidding. Two partners of expert ability are doing well if they bid and get a contract which appears makeable when the dummy hand is exposed. But the contract in question may stand up or fall on the way the opponents' twenty-six cards (half the deck) are divided. Let's take a simple example: Players A and B are partners, and they bid four hearts on cards they hold. The dummy is exposed and it seems certain that the contract will be made if one particular opponent holds the jack of trump; but A and B will be set one trick if the other opponent holds that jack of hearts. The above is true of most hands with the exception of a laydown hand. No one can predict with certainty how many tricks he can win because the declarer cannot know the exact distribution of cards held by the opposing team. All that is expected of any good bridge player is to make the bid which has the highest expectation. Following is a list of tables that will help improve your bridge playing:

Possible Point Counts. Almost all bridge writers agree that the point-count bidding method (see page 131) has improved the bidding accuracy of the average bridge player. The total number of high-card points in a thirteen-card hand is 37 (out of a possible 40). The following table gives the chance of being dealt any exact number of points from 0 to 37. The chances are expressed in terms of percentages. In other words, the number of

times in 100 dealt hands you can expect to hold a specific number of points.

CHANCES OF HOLDING VARIOUS POINT COUNTS

Total Number of Point Counts	Expected Appearance in 100 Deals	Total Number of Point Counts	Expected Appearance in 100 Deals
0	0.364	19	1.036
1	0.788	20	0.643
2	1.356	21	0.378
3	2.462	22	0.210
4	3.846	23	0.112
5	5.186	24	0.056
6	6.554	25	0.026
7	8.028	26	0.012
8	8.892	27	0.005
9	9.356	28	0.002
10	9.405	29	0.0007
11	8.945	30	0.0002
12	8.027	31	0.0001
13	6.914	32	0.000017
14	5.693	33	0.0000035
15	4.424	34	0.00000077
16	3.311	35	0.000000099
17	2.362	36	0.000000023
18	1.605	37	0.0000000015

Possible Suit Splits Held by Opponents.

The table depicts the percentage probability of finding all possible splits of cards held by the opponents. The number in the left-hand column is the combined total of cards held by both opponents in the suit in question. The numbers in the center column depict all possible split hands held by the opponents. The percentage figures shown in the right-hand column is the chance possibility of each suit split. These values are shown in terms of percentages; in other words, the number of times in 100 dealt hands you can expect your opponents to hold the suit split in question.

CHANCES OF VARIOUS SUIT SPLITS HELD BY OPPONENTS

Cards Held by Opponents	Split of Suit in Opponents' Hands	Percentage Chance
1	1—0	100.000
2	1—1	52.000
	2—0	48.000
3	2—1	78.000
	3—0	22.000
4	1—3	49.739
	2—2	40.696
	4—0	9.565

<i>Cards Held by Opponents</i>	<i>Split of Suit in Opponents' Hands</i>	<i>Percentage Chance</i>
5	1—4	28.261
	2—3	67.826
	5—0	3.913
6	2—4	48.447
	3—3	35.528
	5—1	14.534
	6—0	1.491
7	3—4	62.174
	5—2	30.522
	6—1	6.783
	7—0	0.522
8	3—5	47.121
	4—4	32.723
	6—2	17.135
	7—1	2.856
	8—0	0.165
9	3—6	31.414
	5—4	58.902
	7—2	8.568
	8—1	1.071
	9—0	0.046
10	5—5	31.414
	6—4	46.197
	7—3	18.479
	8—2	3.780
	9—1	0.350
	10—0	0.011
11	6—5	57.169
	7—4	31.760
	8—3	9.528
	9—2	1.444
	10—1	0.096
	11—0	0.002
12	6—6	30.490
	7—5	45.735
	8—4	19.056
	9—3	4.235
	10—2	0.462
	11—1	0.021
	12—0	0.0003
13	7—6	56.6250
	8—5	31.8510
	9—4	9.8310
	10—3	1.5730
	11—2	0.1170
	12—1	0.0030
	13—0	0.0001

The general percentages on suit splits listed above apply mostly when the opposing side

has not bid. Usually when a player bids a specific suit, he shows strength in that particular suit and indicates a shortness in other suits.

Finesses. The table of finesses coupled with the table of suit splits become very useful when a player has a choice of plays. To illustrate, let's suppose that you can make your contract if you win a finesse in spades or if the hearts split favorably. You try for the heart split first, and if the heart suit fails to split favorably, you play the spade finesse later on. If your hand forces you to make one of the two possible plays, you then compare the odds (for the heart split with the 1 to 1 odds or a successful spade finesse) and then you make the best odds play in your favor.

The following table depicts the chance of winning one or more finesses from a given number of attempts. The chance is given in terms of percentages; in other words, the number of times in 100 dealt hands you can expect to win one or more finesses in a given situation. The percentage figures on finesses are as follows:

To attempt 1 finesse and win 1	50.00%
To attempt 2 finesses and win 2	25.00%
To attempt 3 finesses and win 3	12.50%
To attempt 2 finesses and win exactly 1	50.00%
To attempt 2 finesses and win 1 or 2	75.00%
To attempt 3 finesses and win exactly 1	37.50%
To attempt 3 finesses and win exactly 2	37.50%
To attempt 3 finesses and win 2 or 3	50.00%
To attempt 3 finesses and win 1, 2, or 3	87.50%

Possible Long Suits in Player's Hand. Every now and then some practical joker gets the bright idea to switch a "cooler" (stacked deck) into a bridge game so that his buddy Joe Blow gets thirteen spades. If the ruse is executed skillfully, Joe gives the hand the silent treatment for a few seconds, then in a fit of excitement spreads his hand face up on the table and gleefully shouts, "Boys, look at them, thirteen beautiful spades from ace to king, how about that?" Within a few minutes Joe calls the local newspapers and by that time it's too late for the joker to admit it was a gag. It would infuriate Joe to learn he was victim of such a prank.

Since the chances of holding any thirteen-card suit with an honest shuffle and deal is one in 158,753,389,899 deals, you should look with suspicion upon the honesty of the deal if you pick up a complete suit hand.

If you play bridge regularly, you probably

remember getting a seven-card suit now and then, but an eight-card suit is rather a rare animal. This experience conforms to the expected probabilities. About four hands in every 100 dealt hands has a seven-card suit but only one in about 200 hands has an eight-card suit. A nine or longer suit appears about once in a minimum of every 2,500 dealt hands. Although I play bridge occasionally, I don't remember ever holding an honestly dealt eight-card or longer suit in my lifetime. For those who are interested in long suits, the following table gives the chance of being dealt exactly, at most or at least a specified number of cards in a specified suit.

THE CHANCES OF BEING DEALT VARIOUS LONG SUITS

<i>Longest Suit in Your Hand</i>	<i>Odds Against Holding Such a Suit</i>
Any four (4) card suit	About 2 to 1
Any five (5) card suit	About 1 to 1
Any six (6) card suit	About 5 to 1
Any seven (7) card suit	About 27 to 1
Any eight (8) card suit	About 213 to 1
Any nine (9) card suit or longer	About 2,580 to 1
Any ten (10) card suit or longer	About 59,448 to 1
Any eleven (11) card suit or longer	About 2,722,719 to 1
Any twelve (12) card suit and longer	About 312,506,671 to 1
Any thirteen (13) card suit	Exactly 158,753,389,898 to 1

Possible Hand Distribution. Very often a hand that does not contain a long suit is exciting because it contains an unusual four-suit distribution. Hands with two long suits usually have great playing potential and are fun to play out. The table that follows lists the chances of holding each possible suit distribution made up of thirteen cards.

CHANCES OF HOLDING VARIOUS SUIT DISTRIBUTIONS

<i>Distribution in Your Hand</i>	<i>Odds Against Being Dealt</i>	<i>Distribution in Your Hand</i>	<i>Odds Against Being Dealt</i>
4-4-3-2	3.7 to 1	5-4-4-0	79.2 to 1
4-3-3-3	8.3 to 1	5-5-3-0	110.7 to 1
4-4-4-1	32.4 to 1	6-3-2-2	16.7 to 1
5-3-3-2	5.3 to 1	6-4-2-1	20.2 to 1
5-4-3-1	6.7 to 1	6-3-3-1	28.1 to 1
5-4-2-2	8.4 to 1	6-4-3-0	74.4 to 1
5-5-2-1	31.5 to 1	6-5-1-1	140.8 to 1

<i>Distribution in Your Hand</i>	<i>Odds Against Being Dealt</i>	<i>Distribution in Your Hand</i>	<i>Odds Against Being Dealt</i>
6-5-2-0	150.4 to 1	10-3-0-0	647,957.4 to 1
6-6-1-0	1,381.4 to 1	11-1-1-0	4,014,397.1 to 1
7-3-2-1	52.2 to 1	11-2-0-0	8,697,861.7 to 1
7-2-2-2	195.2 to 1	12-1-0-0	313,123,055.9 to 1
7-4-1-1	254.2 to 1	13-0-0-0	158,753,389,898 to 1
7-4-2-0	275.5 to 1		
7-3-3-0	376.1 to 1	8-5-0-0	31,947.0 to 1
7-5-1-0	920.7 to 1	9-2-1-1	5,612.6 to 1
7-6-0-0	17,970.2 to 1	9-2-2-0	12,164.8 to 1
8-2-2-1	519.0 to 1	9-3-1-0	9,952.1 to 1
8-3-1-1	850.2 to 1	9-4-0-0	103,510.9 to 1
8-3-2-0	920.6 to 1	10-1-1-1	252,653.4 to 1
8-4-1-0	2,211.6 to 1	10-2-1-0	91,235.3 to 1

Cheating at Bridge

In August, 1961, as gambling advisor to the United States Senate Permanent Subcommittee on investigating gambling and crime in the United States, I watched as an electronic device used to cheat at Bridge, called a radio cue prompter, was demonstrated to the committee. Read into the Congressional Record at the time was an ad from a crooked gambling supply house which described this radio cue prompter as follows: "Not to be confused with many inferior units now on the market. This item is the ultimate in precision electronics and enables two people to cue each other, such as actors on a stage, mental reading, etc. Using these two miniature units and a dot-dash system, you can carry on a conversation with your partner in any card game. No wires, all self-contained, card-pack size. Full instructions with every order. Guaranteed the best. Longer distance than many." Senate testimony further revealed that the electronic company alone in question had sold several hundreds of these gadgets during 1960. Since that time, it's anybody's guess how many thousands have been sold by various electronic companies, and how many of them are in use today.

In August of 1949 I was hired by one of Hollywood's biggest movie moguls to check out a swank west coast bridge club where he said he had lost a quarter of a million dollars playing bridge in a one year period. My investigation later revealed that the bridge club was as crooked as an electronic corkscrew,

and its yearly take from Hollywood celebrities ran into the millions. The club was owned and operated by several Las Vegas gamblers who employed a former movie actor as host. The bridge club harbored ten tables and no matter at which table the bridge player sat, he was sure to be clipped with a radio cue prompter.

The swindle was accomplished as follows: Two player card cheats were aided by a third unseen confederate who operated a radio cue prompter from the room above the club. The bridge club was rigged up as follows: Ten small camouflaged holes had been drilled from the floor above and through the club's ceiling; each hole was situated directly above each bridge table. Each hole known as a "Peek joint" contained the eye of a stationary telescope that when looked through by the confederate above revealed each player's hand. In addition, a secret listening device made it possible for the crook above to hear the bidding conversation of the players below. The additional equipment involved a radio cue prompter comprised of three miniature electronic units: one a transmitter and two receivers. Each player cheat had a receiver strapped to his bare leg hidden by his trousers. The cheat confederate above scanned the player's hand through the telescope and directed the cheat's play below by making use of the transmitter which sent the desired information by transmitting a small electric shock to the leg of each player cheat. I had not as yet completed my investigation when a three-page picture story showing five pictures of me appeared in *Life* magazine describing various cheating methods at bridge, poker, and gin rummy. It was apparent that the operators of the bridge club also read the article and recognized me by my pictures in *Life* because when I arrived at the club several days later, the only cheating evidence that remained was the holes in the ceiling. The crooks had left in a hurry.

In the late 1960's the American team entry in the World's Duplicate Bridge Championship Tournament held in Buenos Aires, Argentina, accused the British team of cheating by making use of a series of hand signals. Do you know what? The signals mentioned were identical to the hand signals I exposed in the August 9, 1949, issue of *Life* magazine.

The late Nick "the Greek" Dandolo, the most famous gambler of the past thirty years,

was once cheated of \$500,000 with the same above-described device, the radio cue prompter, at a two week session of gin rummy. The game took place at the poolside of the famous Flamingo Hotel Casino on the Las Vegas strip. Nick and the gin-rummy cheat who fleeced him were attired in bathing suits and the cheat's accomplice with telescope and radio cue prompter operated from a hotel room overlooking the pool. The player cheat's radio receiver was hidden under his bathing suit. Incidentally, the table and chairs were fastened to the pool's concrete floor so as to prevent Nick the Greek from moving his gin rummy hand out of range of the telescope.

The most publicized radio cue prompter cheating incident of all times came to light in the middle 1960's, when the court testimony of several Hollywood celebrities described how they were fleeced of hundreds of thousands of dollars playing bridge and gin rummy at a famous club in Los Angeles, California. This cheating episode made newspaper headlines across the country for weeks. The hole in the ceiling incident and the radio cue prompter explained earlier were again put to work by a number of Las Vegas gamblers. Several perpetrators of this swindle were later convicted and received long jail sentences.

Bridge and Gin Rummy cheats who operate in hotel rooms build their "peek joints" by cutting out a small square from the top of a door of a closet or adjoining room and replacing the missing square with a two-way mirror which to the unsuspecting victim appears as a hanging glass painting. The player cheat's confederate hides in a closet or room, sees through the two-way glass peek joint and transmits the cheating information by a radio cue prompter to his accomplice who is wearing a hidden receiver. When a peek joint is not available many bridge cheats armed with radio cue prompter receivers receive signals describing their opponents' hands from a confederate cheat in the room armed with a transmitter. This confederate usually acts as a non-player waiting for a seat.

Just to illustrate that a top notch sleight-of-hand card cheat can do just about as he pleases in the bridge game the following is an excerpt from my autobiography *The Odds Against Me*. I discuss a performance of mine attended by two hundred persons including President Franklin D. Roosevelt, Governor A. Harry Moore of New Jersey, and Mayor Frank Hague of Jersey City.

I ended my performance that evening by playing two Bridge hands against Governor Moore and Mayor Hague—while President Roosevelt and the assembled guests watched in silence. Two regulation fifty-two card Bridge decks were produced by Mayor Hague. I shuffled the blue-backed deck and the governor shuffled the red-backed deck. After several shuffles I offered the blue-backed deck to Mayor Hague to cut, which he did. I then instructed the governor to deal out four Bridge hands, first hand to me, second to the mayor, third to my dummy, and the fourth and last hand to himself. When I exposed my hand it was found to contain thirteen Spades—a cinch grand slam.

For the second Bridge hand the Mayor handed me the red-backed deck to deal. The deck had previously been shuffled by the governor and cut by the mayor. While I was dealing out the four Bridge hands I bid seven no trumps. The hand was played to a finish and I made my bid—another grand slam.

Party Bridge

The host or hostess should make all decisions as to what form of Bridge is to be played. She should tell her guests at what table they are to play and what form of Bridge (regular Rubber Bridge, Pivot Bridge, Progressive Bridge, etc.) is to be played. She should consider the probable desires of her guests, but should not consult them. Leaving such decisions to the guests usually serves only to make them uncomfortable and may even cause arguments and disagreements among them.

The Casual Game. When a Bridge game or party is not planned in advance, there are seldom more guests than will make up a single table, or at most two tables (eight players).

Four, five, or six players may play a cut-in game at one table. The host or hostess should play in the game; the guests will not mind sitting out in their proper turns, and it is embarrassing to them if the hostess insists on sitting out.

If the group includes a husband and wife who may not wish to play against each other, the hostess may suggest a "set match" in which the couple are always partners; in a five- or six-hand game, there may be a "semi-set match" in which the couples are partners

whenever they are both in the game at the same time. The hostess should not make this suggestion, however, if the married couple are better players than the other guests, or if they are thought to be.

If one player is better than the others, Pivot Bridge (page 147) should be suggested, so that everyone will have equal opportunity to play with the better player.

With six players, it is advisable to set up a second card table and provide cards so that the two players who are sitting out may amuse themselves by playing a two-hand game such as Gin Rummy, Russian Bank, Canasta, or Samba while waiting for the rubber to end.

Seven players are the most inconvenient number. They cannot very well all play in the same Bridge game. It may be best to try to arrange some game in which all seven can play at once, instead of Bridge. Otherwise the hostess must sit out and let six play.

Eight players make two tables of Bridge. The hostess should arrange the placing of the players at the respective tables. If all are married couples, it is usually wiser to split them up than to have any couple at the same table. If four of the players are quite good and the other four weaker, the four good players should be put together; but the reason for the grouping should not be mentioned.

The Laws of Progressive Contract Bridge

The following are reprinted thanks to National Laws Commission of the American Contract Bridge League:

1. *Arrangement of Tables.* The game is played by two or more tables of four players each. The tables are numbered consecutively from Table 1 to the highest number.

Comment: It is customary to provide each table with two decks of cards having different backs. The tables should be numbered conspicuously for the convenience of the players, and each one should be provided with one or more pencils and a score pad showing contract scoring.

2. *Tally Cards.* Prior to the beginning of play, the game director or committee prepares individual tally cards, one for each player. Each tally card bears a table number and designates a position (North, South, East, or West) at the table.

The tally cards may be drawn at random by the players or assigned by the game di-

rector, as he prefers. When play is called, each player takes the position assigned by his tally card.

Comment: At mixed parties it is customary to arrange the tallies and seat assignments so that a gentleman will always have a lady as a partner and vice versa. This is accomplished by having tallies of two different kinds or colors, one for the ladies and the other for the gentlemen.

3. *A Round.* A round consists of four deals, one by each player. When all tables are through play, the game director gives a signal and the players move to their positions for the next round according to the type of progression used.

4. *A Deal Passed Out.* Only four hands are dealt at each table, one by each player. If a deal is passed out (that is, if all four players pass at their first opportunity to declare), the deal passes to the left and both sides score zero for that deal.

5. *Method of Progression.* At the conclusion of each round, the winning pair at Table 1 remain and the losing pair move to the last table. At all tables except Table 1, the losers remain and the winners move up one table toward Table 1.

Comment: The above is the standard method of progression, but this may be waived or altered to suit the wishes of the game director or the players. Special tallies may be arranged or obtained, assigning positions for each round in such a way as to give each player as wide a variety of partners as possible. Another method is to have the ladies progress one way and the gentlemen the other way.

6. *Selection of Partners.* At mixed parties, it is customary but not essential for a gentleman to play with a lady partner and vice versa. If the standard method of progression is used, the visiting lady at each table becomes partner of the gentleman who remains.

If the players are all of the same sex, the four players at each table draw cards to determine partners at the start of each round. The two new arrivals at each table draw first, and the one drawing higher has choice of seats and is the first dealer. The one drawing lower sits at the left of the first dealer. The two players who remain at the table from the preceding round then draw, the higher becomes the partner of the dealer. Thus all players change partners after each round.

Comment: Since the chief function of Progressive Bridge is social, it is preferable to change partners at each round. However, if for some reason a pair contest is desired, the same partnerships may be retained throughout by simply progressing as described in paragraph 5 without changing partners at the next table. Another method is to have the original North-South pairs remain in the same positions throughout the game, and to have the East-West pairs progress one table at a time until they reach Table 1, and then go to the last table. In this case, the progression is followed automatically, regardless of which pair wins at each table.

7. *Draw for Deal.* Unless the dealer is already determined under paragraph 6, the four players at a table draw for first deal. The player who draws highest is the first dealer and may select either deck.

Progressive Bridge Scoring. With the exceptions specifically mentioned below, the scoring for Progressive Bridge is exactly the same as for Rubber Bridge:

Each deal is scored and recorded separately, and no trick points are carried over from one deal to the next.

Game is 100 points for tricks bid and made in one deal. The game premium is 300 points if not vulnerable and 500 points if vulnerable, and it is allowed only when game is bid and made in one deal.

A premium of 50 points is scored for making any contract less than game. This premium is in addition to the value of the tricks made. Premiums for a small and grand slam are allowed only if bid for.

8. *Scoring Limits.* A side may not score more than 1,000 points in a single deal except in the case of a slam contract fulfilled.

Comment: It is not correct to prohibit doubles or redoubles. The limitation of penalties avoids the necessity of this restriction.

9. *Vulnerability.* The first deal of each round shall be played and scored as if neither side were vulnerable.

The second and third deals of each round shall be played and scored as if the dealer's side were vulnerable and the other side not vulnerable.

The fourth deal of each round shall be played and scored as if both sides were vulnerable.

Comment: This is the most desirable

method of determining vulnerability in Progressive Bridge, but if preferred all deals may be played as though neither side were vulnerable, or all deals as though both sides were vulnerable. In any event, the method should be announced before play starts.

10. *Recording the Score.* One of the four players at each table is appointed to record the score. He enters the result of each deal on the score pad separately and, at the end of the round, totals all the points made by each side.

He enters on the individual tally of each player the points made by that player's side and also the points made by the opponents.

Comment: Correctly designed tallies provide spaces to record both *My score* and *Opponent's score*. It is important that both be entered on the tally, for otherwise the record would be meaningless.

11. *Computing Total Scores.* At the conclusion of the game, each player totals his score. He also totals the scores of his opponents, as recorded on his tally, and subtracts his opponents' total from his own. The difference, plus or minus as the case may be, is recorded in the space provided at the bottom of his tally.

Comment: Let us suppose that a player scores 2,460 points, and the opponents score 1,520 points against him. This makes his net score +940 for the entire session. On the other hand, if a player scores only 1,650 points, and the opponents score 1,940 points against him, then his net score for the session is -290 points. Do not make the mistake of recording only plus scores, for that method gives false results, and is likely to lead to improper doubling and redoubling.

12. *Determining the Winner.* The player with the largest plus score is the winner. Other players with plus scores rank in descending order followed by the players with minus scores, the one with the largest minus being last.

Comment: The method of awarding prizes is left to the discretion of the game director. At mixed parties it is usual to award one or more prizes to the highest ladies and one or more prizes to the highest gentlemen.

Progressive Rubber Bridge

Progressive Rubber Bridge is a variation of the usual progressive game. It has proved in-

creasingly popular, and may in time supplant the usual form. It follows the methods of progression and change of partners described in the preceding laws, but the scoring is somewhat different.

Under this arrangement it is preferable to play six or eight deals to a round, or to fix the length of a round by a definite time limit—say 30 minutes. If the length of a round is determined by a time limit, any deal which has been started before time is up may be completed, but no new hand may be dealt.

Rubber scoring is used. (See the scoring instructions on page 124.) As many rubbers as possible are completed during the time allotted. A rubber completed in two games carries a bonus of 700 points. A three-game rubber carries a bonus of 500 points. If a side has won one game toward a rubber and the other side has not won a game, 300 points are allowed for the single game won. If a rubber is unfinished and one side has made one or more part-score contracts in an unfinished game, but the other side has made no part score in that game, the side with the part score(s) adds 50 points to its score.

Vulnerability is determined by the state of the score and not according to paragraph 9 in the Progressive Code. A side is vulnerable when it has won a game and remains vulnerable until the conclusion of that rubber. However, vulnerability lapses at the conclusion of a round and a new rubber is started at the beginning of each new round.

At the end of a round each player enters on his tally only his net gain or loss—not his total score. At the end of the session these net gains and losses are totaled and the player's final score, plus or minus as the case may be, is entered at the bottom of this tally. (If each side is permitted to enter all the points it has scored, without subtracting its opponents' score; and if each side has scored a game toward an unfinished rubber, then each side adds 300 points to its score; and if each side has a part score in an unfinished game of an unfinished rubber, then each side adds 50 points to its score.)

The Laws of Pivot Contract Bridge

Pivot bridge is played by four (or five) players at a table. This form may be used for a single table or for large gatherings in which

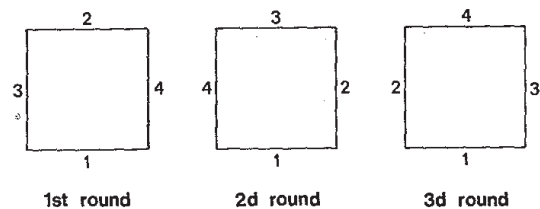
it is desirable to have each table play as a separate unit without progression by the players.

The game is so arranged that each player plays with each other player at his table both as partner and opponent. There are two methods of play; first, four deals may be played to a round, one deal by each player, and the players change partners at the end of each four deals; second, rubbers may be played, and the players change partners at the end of each rubber.

If four deals to a round are played, the scoring is exactly the same as in Progressive Bridge; if rubbers are played, the scoring is exactly the same as in Rubber Bridge. The laws given below explain only the method of rotation in changing partners, not scoring vulnerability, etc., which are covered elsewhere.

1. *Draw for Partners.* The players draw cards for partners and deal and for a choice of seats and deck. The player who draws highest is the first pivot, and he deals first and has the choice of seats and decks. The player who draws second highest is the pivot's first partner; the player who draws third highest sits at the pivot's left during the first round; the player who draws fourth sits at the pivot's right; and if a fifth player is present, he does not participate in the first round or rubber.

2. *Changing Partners (For Four Players).* During the first three rounds or rubbers, the players change positions as indicated in the following diagram:

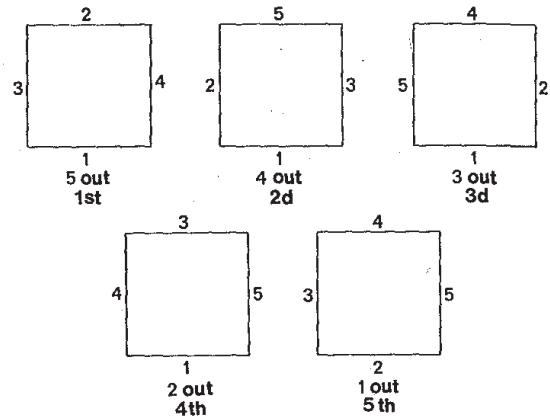


The diagram for changing partners for four players.

After the third round or rubber, the players again cut for position and partners.

3. *Changing Partners (For Five Players).* If five players desire to play at the same table, they may be accommodated in this manner:

For the first round or rubber, the players take the positions indicated by their draw for position under paragraph 1. For rounds of one to five, they take the positions indicated in the following diagram:



The diagram for changing partners for five players.

At the end of each five rounds, the players again draw for positions and partners.

Comment: This arrangement permits each player to play with each other player once as partner and twice as opponent, and each player sits out one round in turn.

4. *Determining the Winner.* At the completion of each round or rubber, the player enters on his tally both his own score and that of his opponents. Each player totals his own and his opponents' scores separately and records the difference, plus or minus as the case may be, at the bottom of his tally. The player having the highest plus score is the winner and the others rank in descending order according to their scores.

The Laws of Duplicate Contract Bridge

Duplicate Bridge is the only form of the game played in tournaments, but is equally adapted to play in homes and clubs. It is considered the supreme test of skill among card games. The following description and the laws of the game are condensed, by permission, from the National Laws Commission of the American Contract Bridge League.

Number of Players. Four players in two partnerships may play Replay Duplicate. Eight or more players may play a pair game, an individual game, or a team-of-four match.

Equipment. A set of duplicate boards, or trays, and one pack of cards for each board. Each board has four pockets, corresponding to the compass points, for holding the hands of the respective players. The face of each board is marked with an arrow pointing toward the North pocket, and with an indica-

tion of the dealer and vulnerability. There should be at least 16 boards to a set, numbered consecutively, with dealer and vulnerability as follows:

Dealer	Vulnerability	
N 1, 5, 9, 13	Neither	1, 8, 11, 14
E 2, 6, 10, 14	N-S only	2, 5, 12, 15
S 3, 7, 11, 15	E-W only	3, 6, 9, 16
W 4, 8, 12, 16	Both	4, 7, 10, 13

Boards numbered 17 to 32, if used, correspond to boards 1 to 16 respectively except in their identifying numbers.

Shuffle and Deal. Any player, in the presence of an opponent or of the tournament director, prepares a board by shuffling the pack of cards and dealing it, one card at a time face down, into four packets, each of which he inserts in a pocket of the duplicate board.

The Auction. The arrow on the board is pointed in the direction of the room designated as North. Each player takes the hand from the pocket nearest him, and counts his cards to make sure he has 13. The player designated as dealer calls first, and the auction proceeds as described on page 119 until the contract is determined. There is no redeal when a hand is passed out.

The Play. The opening lead, exposure of dummy, and subsequent play are as described on page 121, except: After a trick is completed, each player retains possession of his card and places it face down on the table directly in front of him, pointed lengthwise toward the partners who won the trick. Declarer plays dummy's cards by naming or touching them, and then dummy turns them and keeps them in front of him.

Scoring. The score of each board is independent of the scores of the other boards, and trick points scored on one board cannot count toward game on a subsequent board. No rubber premium is scored. Instead the following premiums are scored:

	Declarer's Side	
	Vulnerable	Not Vulnerable
For bidding and making a game contract	500	300
For making a contract of less than game	50	50

If match-point scoring is used to determine

the winner of the game, there is no premium for holding honors in one hand.

In other respects the scoring of each board follows the schedule shown on page 125.

Determining the Winner. Match-point scoring is always used in individual games, is most often used in pair games, and may be used in team-of-four games or replay games. Cumulative (or "total point") scoring may be used in pair and team-of-four games.

Irregularities in Duplicate Bridge. Rubber Bridge and Duplicate Bridge are governed by the same laws so far as the nature of the two games makes it possible. The procedure described on pages 126 to 129, and the penalties and rectifications of irregularities described on pages 129 to 130, govern in Duplicate Bridge except as provided below.

Tournament Director. One person, who may be a player, must be appointed to conduct and supervise the game or tournament. His duties include: listing the entries; selecting suitable movements and conditions of play; maintaining discipline; administering the laws; assessing penalties and assigning adjusted scores; collecting and tabulating results.

Drawing Attention to an Irregularity. The director must be summoned as soon as attention is drawn to an irregularity. Players do not have the right to assess or waive penalties on their own initiative.

Adjusted Score. The director may assign an adjusted score when the laws provide no penalty which will fully indemnify a non-offending contestant for an opponent's irregularity, or when no rectification can be made that will permit normal play of the board; but may not assign an adjusted score on the ground that the penalty provided by the laws is unduly severe or unduly advantageous to the nonoffending side. An adjusted score may be assigned by altering the total-point score on the board, or by the assignment of zero or more match points. Penalty points may be assessed against the offending side, indemnity points given to the nonoffending side; these need not balance.

Bidding and Playing Conventions. A player may make any call or play (including an intentionally misleading call such as a "psychic" bid) except that he may not make a call or play based on a partnership understanding unless the opposing pair may reasonably be expected to understand its meaning, or unless

his side has announced its use before either member has looked at his hand. If the director decides that a pair has been damaged through its opponents' failure to make such announcement, he may assign an adjusted score.

The director, on a player's request, may require the player who made a call or play to leave the table and his partner to explain its meaning.

The director (or other authority) may forbid the use of such conventions as might place other contestants at a disadvantage or take too long to explain.

Dummy's Rights. In addition to the rights stated on page 128 dummy may: notify the director of any matter that may affect the legal rights of his side; keep count of the tricks won and lost; draw attention to another player's card played to the preceding trick and pointed in the wrong direction. He may play the cards of the dummy hand as directed by declarer; if he places in the played position a card that declarer did not name, the error may be corrected before a card has been led to the next trick and a defender may withdraw a card played after the error but before attention was drawn to it. If dummy (in the director's opinion) suggests a play, the director may require or forbid declarer to play that card or its equivalent.

Error in Play from Dummy. Declarer may change his designation of a card to be played from dummy if he does so practically in the same breath, or if he designated a card that is not there.

Improper Information. If a player receives improper information about a board, he should notify the director, who shall require that the board be played and scored normally if that seems feasible, and otherwise shall assign an adjusted score. Examples of improper information: looking at the wrong hand; seeing another player's card before the auction begins; overhearing calls or remarks; partner's improper remark or gesture.

Revoke Time Limits. A revoke made in the twelfth trick must be corrected if discovered before all four hands have been returned to the board. An established revoke is not subject to penalty if attention is first drawn to it after the round has ended and the board has been moved. In all other respects the provisions stated on page 128 apply.

Claims and Concessions. The concession of

a trick which cannot be lost by any play of the cards is void, provided the error is brought to an opponent's attention before the round has ended and the board has been moved. The concession of a trick the player has in fact won is void, provided the error is brought to the director's attention within 30 minutes after the end of the session.

If a claim or concession is disputed, the director must be summoned and no action should be taken without him. The director determines the result on the board, awarding any doubtful trick to the claimant's opponents.

Correction of Scoring Errors. A time limit should be established for the correction of errors in recording scores; it should be no less than 30 minutes nor more than 24 hours after the posting of the official score. To change a score because an opponent has received improper information, a contestant must notify the director within 30 minutes after the end of the session.

Wrong Number of Cards. If the director decides that one or more pockets of the board contained an incorrect number of cards, he should correct it if possible, and should then require that the board be played normally unless a player gained information of sufficient importance to warrant assigning an adjusted score.

Interchanged Cards. If the cards or hands in a board become interchanged during a session, the director rates separately each group that played identical boards, as follows: Each pair receives 1 match point for each lower score in the same group, 1/2 match point for each identical score in the same group, and 1/2 match point for each pair in the other group(s).

Disciplinary Penalties. For an error in procedure (failure to count cards, playing the wrong board, etc.) which requires an adjusted score for any contestant, the director may assess a penalty against the offender (10 percent of the maximum match-point score on one board is recommended). A similar indemnity may be awarded to a contestant who is required to take an adjusted score through no fault of his own. The director may increase the penalties for flagrant or repeated violations. In total-point play, 100 total points are equivalent to 1 match point.

Appeals. If there is a tournament or club committee in charge, appeal may be made to

it from any ruling of the director on a question of disputed fact or an exercise of discretionary power. Appeals from the director's

rulings on points of law may be made only to the National Laws Commission, 33 West 60th Street, New York, N.Y. 10023.

AUCTION BRIDGE

There is no difference whatsoever between Auction Bridge and Contract Bridge except in the scoring. Pages 120 to 126 cover the procedure in Auction Bridge and pages 126 to 130 cover the irregularities. But whereas in Contract Bridge declarer's tricks count toward game or slam only if he bid for them, in Auction Bridge declarer's overtricks count toward game or slam just as do the tricks he bid for. Auction Bridge scoring is as follows:

Scoring. Provided declarer wins at least the number of odd tricks named in his contract, declarer's scores for each odd trick won:

	<i>Un- doubled</i>	<i>Doubled</i>	<i>Re- doubled</i>
With no trump	10	20	40
With spades trump	9	18	36
With hearts trump	8	16	32
With diamonds trump	7	14	28
With clubs trump	6	12	24

Game and Rubber. When a side scores, in one or more hands, 30 points or more for odd tricks, it has won a game and both sides start fresh on the next game. When a side has won two games it wins the rubber and adds to its score 250 points.

Doubles and Redoubles. If a doubled contract is fulfilled, declarer's side scores 50 points bonus plus 50 points for each odd trick in excess of his contract. If a redoubled con-

tract is fulfilled, declarer's side scores 100 points bonus plus 100 points for each odd trick in excess of his contract. These bonuses are additional to the score for odd tricks, but do not count toward game.

Undertricks. For every trick by which declarer falls short of his contract, his opponents score 50 points; if the contract is doubled, 100 points; if it is redoubled, 200 points.

Honors. The side which holds the majority of the trump honors (ace, king, queen, jack, ten), or of the aces at no-trump, scores:

For three honors (or aces)	30
For four honors (or aces), divided	40
For five honors, divided	50
For four trump honors in one hand	80
For four trump honors in one hand, fifth in partner's hand	90
For four aces in one hand at no-trump	100
For five honors in one hand	100

Slams. A side which wins 12 of the 13 tricks, regardless of the contract, scores 50 points for a small slam. A side which wins all 13 tricks, regardless of the contract, scores 100 points for grand slam.

Points for overtricks, undertricks, honors, and slams do not count toward game. Only odd tricks count toward game, and only when declarer fulfills his contract.

GAMES BASED ON BRIDGE

Here are a few games which are based on the play of Contract Bridge.

Honeymoon Bridge (Two-Hand Bridge)

Number of Players. Two.

The Pack, 52 cards.

Rank of Cards and Suits, as in Contract Bridge (page 121).

The Shuffle, Cut, and Deal. Each draws; the player drawing the higher card deals first. Each player may shuffle, dealer last, and dealer's opponent must cut. Dealer gives each

player 13 cards, one at a time, and places the remaining cards face down in the center as the *stock*.

The Play. Nondealer leads first. It is necessary to follow suit to the lead if able. Play is at no-trump, as in Contract Bridge. After each trick, each player draws a card from the stock, the winner of the previous trick drawing first and then leading to the next trick. Tricks won during this period have no scoring value.

Bidding and Final Play. When the last card of the stock has been drawn, dealer may bid

or pass. Bidding then proceeds as in Contract Bridge until a bid, double, or redouble is followed by a pass. The player who does not make the final bid leads first and 13 tricks are played with or without a trump suit as determined by the final contract.

Scoring. Auction or Contract Bridge scoring may be used.

Additional Rules. If a player revokes during the first 13 tricks, or draws out of turn from the stock, or in drawing sees the face of more than one card; his opponent, when next he draws, may look at the two top cards of the stock and select either.

Double-Dummy Bridge (Two-Hands)

Four hands are dealt. Each player receives one hand, and two remain face down. Each bids, seeing only his own hand. When the bidding is over, both players turn up the face-down hands opposite them so that the hands are in this order: declarer, opponent's dummy, declarer's dummy, opponent.

Opponent's dummy makes the opening lead, and play proceeds as in regular bridge. Scoring is also as in regular bridge. The deal alternates.

Double-Dummy Bridge with a Widow (Two-Hands)

In this game, 12 cards are dealt to each player and two dummy hands. Four cards are dealt separately face down to a widow. The players look at their own hands and their own dummies and bid. After the bidding is over, declarer takes the cards of the widow which are face down and, without looking at them, deals two to himself and two to opponent. Each player, after looking at these cards, places one in his hand and one in the dummy; both doing so at the same time. Declarer then specifies which of the opponents' hands makes the opening lead. Play and scoring are otherwise as in regular bridge.

Partially Exposed Dummy Bridge (Two-Hands)

In this game, also called Chinese Bridge, four hands are dealt. Players receive their own hands face down. But the cards to the dummies are dealt in the following fashion: the first six cards in a row face down; the next seven cards face up on top of these, one on

one—the seventh card alongside. Or the first seven cards may be dealt face down and the next six face up on them, one on one, leaving one card uncovered.

The bidding is as in regular bridge. After the bidding, the lead comes from the hand at declarer's left so that he plays last.

After an exposed card from dummy has been played, the card underneath it may be turned up. Only exposed cards may be played to tricks.

The play and scoring are otherwise as in regular bridge.

Single Exposed Dummy Bridge (Two-Hands)

In this game, also called Single Dummy Bridge, four hands are dealt, one to each player and two as dummies. One of the dummy hands is exposed. The players then bid. After the bidding is over, the declarer chooses which dummy he will take—the exposed one or the one face down. Whichever one he chooses is placed opposite him; if it is the face-down one, it is turned up. Once declarer has made his choice, he may not change his mind.

Play then proceeds with the lead coming from the hand at declarer's left. The play and scoring are otherwise as in regular bridge.

Strip or Draw Bridge (Two-Hands)

In this game, also known as Domino Bridge, each player is dealt a hand of 13 cards. The remaining 26 cards are placed between the players as a stock from which cards are to be drawn in play. The cards of the stock are face down.

There is no bidding until later. Nondealer leads to the first trick, and opponent also plays a card to complete the trick. The play is at no-trump. There are two ways of playing, and players decide on the method before the game begins. One way is to allow a player to follow suit or not, as he chooses. The other is to require that a player follow suit when able to.

When a player wins a trick, he places it in a discard pile. He then draws the top card from the stock into his hand, and opponent draws the card under it. The winner of a trick leads to the next trick. Play continues in this fashion until the stock is exhausted.

Each player is then left with a hand of 13

cards. Now there is bidding, beginning with the dealer. The bidding proceeds as in regular bridge until some player passes. Doubles and redoubles are allowed.

Opponent of the declarer leads to the first trick. Play then continues as in regular bridge with players required to follow suit if they can. Tricks taken in play now are kept by the winners and not placed in the discard pile. The scoring is as in regular Bridge—either Contract or Auction.

Exposed Stock. In this version, the twenty-seventh card after the hands are dealt is turned face up on top of the stock. The player winning a trick takes the top card of the stock, and the loser takes the card under it which is not exposed. But a player finding the exposed card undesirable, may of course deliberately lose a trick to avoid taking that card and so get the next card underneath it.

After both players have played to a trick and drawn their cards, the next card of the stock is turned face up. This process of always turning up the top card of the stock after a trick has been won continues until the stock is exhausted.

Draw and Discard Bridge (Two-Hands)

In this game, no cards are dealt. Instead, the deck is placed face down between the two players.

One player (it does not matter which one) draws the top card of the stock and looks at it without showing it to opponent. If he wishes to keep it, the turn to draw passes to opponent. But if the player does not wish to keep the card drawn, he discards it but *must* take the next one in the deck.

Players draw alternately in this fashion until each has a hand of 13 cards. Each player in turn has the option of keeping the first card he draws or discarding it and taking the next one. When each has a hand of 13 cards, they bid against each other. Bidding is as in regular bridge, as is the scoring.

If the player who made the last pass in round one also passes in round two, opponent may make one more bid, as high as he likes. *Example:* Here is the bidding in rounds one and two. Player A is the dealer and bids one spade: player B passes. After two cards are dealt to each and arranged, player B has the first bid. Since he passed in round one, he must bid at least game. He bids four hearts,

let us say, and player A overcalls with four spades. B passes. That ends the bidding and A is declarer at four spades.

When the final bid has been made, the remaining four cards of the stock are distributed two and two, and the players reduce their hands again and build up their dummies as described above. But this time, the two cards that go into dummy are placed *face down* and are not turned up for play until all of dummy's exposed cards are exhausted.

Defending hand may not place trumps in the closed cards. Declarer may, provided he tells how many, but he need not identify them.

The play is as in regular bridge with the hand at the left of declarer making the opening lead so that declarer plays last to the trick. Seats are changed after every rubber to equalize any advantage of position. Scoring is as in regular bridge with this important exception: A player collects a double score if he plays and makes the contract at a suit he bid in the first round. He does not incur double penalties, however, if he fails to make the contract in that suit.

Money Bridge (Two-Hands)

In this game, 13 cards are dealt to each player, and the remaining stock of 26 cards is laid aside face down.

Each player picks up his hand, and the game begins with nondealer making the first lead. Each trick consists of two cards. The play is at no-trump. When the hands have been played out, the one with the most tricks gets a score for one no-trump and a premium of 100 points.

The remaining 26 cards of the stock are now dealt, 13 to each player. Dealer begins the bidding in any suit and opponent may overcall, the bidding continuing until there is a pass. Doubles and redoubles are allowed. Opponent of the successful bidder leads to the first trick. The result is scored as in Contract or Auction Bridge. Remembering what cards were played in the first deal, of course, is very important.

Three-Hand (Cutthroat) Bridge

Number of Players. Three.

The Pack. 52 cards. Two packs are used as in Contract Bridge.

The Draw. Draw for deal and seats only. High deals.

The Shuffle and Cut. Player at dealer's left shuffles (dealer may shuffle last) and player at dealer's right cuts.

The Deal. Four hands are dealt as in Contract Bridge, a dummy hand being dealt between the players at dealer's left and right.

The Bidding. Dealer bids first and bidding proceeds until any call is followed by two passes.

The Play. The highest bidder becomes declarer; the other two players become defenders, and the defender at declarer's left makes the opening lead. The dummy is then spread out between the two defenders and play proceeds as in Contract Bridge.

Scoring. Either the Auction Bridge or Contract Bridge scoring table may be used. A separate score is kept for each player. If declarer makes his contract, the points are scored to his credit; if he is defeated, each of his opponents scores the undertrick penalties. If the defenders or either of them hold honors, both defenders score for them. In three-hand Auction Bridge, the first player to win two games receives 250 points bonus; in three-hand Contract Bridge, he receives 700 points if neither opponent has a game, 500 points if either opponent has a game.

Settlement. Each player settles separately with each other player, paying or collecting the difference in their scores to the nearest 100 points, 50 or more counting as 100.

Irregularities. During the auction, an improper double may be canceled by the player who is doubled and thereafter neither opponent may double him at any contract. There is no penalty for any other improper call, which may be canceled by either opponent or condoned by agreement of both opponents. If a player improperly looks at any card in the dummy, he is barred from the auction thereafter. *During the play*, the laws of Contract Bridge (page 121) apply.

Trio (Contract Bridge for Three)

Players. The three players are designated as South, North, and East, seated in those compass positions. South and North are partners against East and the dummy, which is in the West position.

Preliminaries. As in Three-Hand Bridge. After the deal the entire dummy hand is

faced and is seen by all players during the bidding.

Bidding. South always bids first, then North, then East, and so on in rotation. Any player may become declarer, though East always plays the dummy.

Play. The player (which may be dummy) at declarer's left makes the opening lead and play proceeds as in Bridge.

Scoring. Score is kept as in Contract Bridge, with East and dummy constituting one side and North-South the other. Hence, East wins or loses doubly, North and South each singly.

Towie (for Three or More)

Players. Only three play at a time, but there may be as many as seven in the game.

Preliminaries. Four hands are dealt, then the dealer turns up six cards of the dummy (hand opposite him).

Bidding and Play. The three players bid. High bidder becomes declarer and after the opening lead (by the player at his left) he turns up the rest of the dummy and places it opposite him. Play proceeds as in Bridge.

Scoring. Contract Bridge scoring may be used, but most players use special scoring in which down three, vulnerable and doubled, counts 1,000 (called *towie*). A separate scoring column is used for each player. If declarer makes his contract he scores the trick score plus 500 for his first game and 1,000 for his second (rubber) game. If declarer is defeated, every player (active or inactive) scores the undertrick penalties.

Goulash. If a contract worth at least 100 trick points is not reached, each player sorts his hand into suits, these hands are stacked, and the pack is cut, and the same dealer re-deals them in three rounds—five, five, and three cards at a time. Six of dummy's cards are turned up and bidding begins again.

Retirement. When there are more than three in the game, each player becomes inactive after being declarer. Players reenter in the order in which they went out, except that vulnerable player may not reenter as long as any player is not vulnerable.

Cutthroat Contract (for Four Players)

Players. Four, but with no fixed partnerships.

Bidding. As in Contract Bridge, except:

(a) the opening bidder must have at least 13 high-card points or 3 quick tricks (see page 131) and if he does not he pays a penalty of 300 points to each other player; (b) after an opening bid of one club to four spades, the next player must bid at least four no-trump; (c) if no one opens the bidding, a goulash (see below) is dealt by the same dealer.

Partnerships. The high bidder selects any player to be his partner. That player may accept and score with declarer, or reject and score with the opponents, but in any case his hand is dummy and the players change seats if necessary to put it opposite declarer. After this, declarer's left-hand opponent may double; if he does not, declarer's right-hand opponent may double; and if either doubles, declarer (or then dummy, if he has accepted) may redouble. Play proceeds as in Contract Bridge.

Scoring. A separate score is kept for each player. The first player to win two games scores 700 for rubber if neither defender is vulnerable and 500 if either defender is vulnerable. A dummy who has accepted gets only 300 for game if he is not vulnerable. Both defenders, plus dummy if he has rejected high bidder's invitation, score undertrick penalties. The value of undertrick penalties depends solely on whether declarer is vulnerable or not vulnerable.

Goulash

This variant, which is also called by such names as Hollandaise and Mayonnaise, is played like regular Contract or Auction Bridge, except that when a deal is passed out, or in Contract Bridge, when the contract if fulfilled will not produce a game, there is a redeal by the same dealer in the following manner: Each player arranges his cards into suits; the order of the cards in each suit, however, is up to him. The four hands are then stacked face down, the player to the dealer's left being at the bottom, the dealer's partner's hand next, and so on with the dealer's hand on top. The pack is cut (but not shuffled) and dealer deals the cards in three rounds of five, five and three cards at a time. Then bidding and play continues in the normal manner.

Passing Goulashes

In this variant, play is the same as Goulash

except that after the completion of the goulash deal each player passes three cards to his partners. After looking at these cards, he passes two cards to his partners and finally, in the same way, passes one card. Then bidding and play follows.

Super Contract Bridge

This variant is based on the rules of Contract Bridge except as follows:

1. A 53-card pack is used, the standard deck plus the addition of a joker.

2. The joker may be named as the highest-ranking card of any suit, at the time it is played. This includes the trump suit. But the joker may not be named as part of any suit to which the holder has previously discarded. If this should occur, it is considered a revoke.

3. Each player receives 13 cards, the last card being placed face up on the table.

4. After the opening lead is made and the dummy goes down, the declarer may exchange the face-up card for any card in his hand or the dummy, always showing the card for which it is exchanged.

5. The scoring is as in Contract Bridge except that the joker may be counted as a trump honor, or as an ace at no-trump, in which case six trump honors score 300; five aces at no-trump score 300.

Plafond

One of the earliest forms of Contract Bridge, Plafond is a French game. It is played the same as Contract Bridge except that scoring is done as follows:

1. The trick score is the same as in Auction Bridge (see page 151) except that only the value of odd tricks bid for and made can be scored below the line, as in Contract Bridge. Any trick won in excess of the contract scores 50 points.

2. Fulfilling any contract, whether or not it is doubled, scores 50 points in addition to the trick score and overtricks, if any. If the contract is doubled, the bonus is 100; if redoubled, 200. Each undertrick counts 100 points undoubled, 200 doubled, 400 redoubled; there is no vulnerability.

3. Four honors in one hand count 100, or 150 if partner holds the fifth; five honors in one hand or four aces at no-trump count 200.

4. It is not necessary to bid a little slam (which counts 100) or grand slam (which

counts 200) in order to score for it.

5. Each side receives a bonus of 100 points when it wins its first game. The side which wins the rubber receives 400 points. If the rubber is unfinished, a side having the only game receives a bonus of 150.

Nulló Bridge

This variant of bridge, which is sometimes called Spanish Bridge, permits the holder of a bad hand to bid and score as a declarer. Either the rules of Contract or Auction Bridge are used, except for the following:

1. There is an added denomination ranking called *nulló*, which falls between spades and no-trump. That is, nulló ranks above spades, but below no-trumps.

2. A nulló contract is played without a trump suit and is scored the same as no-

trump except that every trick the declarer loses counts for him and every trick he wins counts against him. *Example:* If a player bids three nullós and wins four tricks, he makes his contract, and game (if contract), for the nine tricks won by his opponents counts for him. Doubling and redoubling rules hold good in this game.

Antibridge or Reverse Bridge

This game is played like Nulló Bridge except that it extends the same principle to trump-suit contracts. That is, a minus or negative bid ranks just lower than the regular or positive bid. *Example:* Minus four spades ranks above four hearts but below a regular or positive four spades. The bid, in this case, would be made if the declarer takes no more than three tricks with spades trumps.

CHAPTER 13

The Big Euchre Family

The Euchre or Trumps family of card games is one of the largest. With its many variations, this game has long been considered eminently respectable and has held its place as the leading family game until Whist and its popular offspring, Bridge, began to overshadow it during the early part of the twentieth century. Most card historians believe that it is a direct descendant of the old Spanish

game of Triomphe, mentioned in the earliest writings on card games as far back as 1520. In France, Triomphe was modified slightly and became known as Ruff. This game underwent a few changes in the early eighteenth century and was given the new name of Euchre. Incidentally, Euchre was probably introduced into America by the French in Louisiana.

PARTNERSHIP EUCHRE

The description that follows is of the standard partnership game, which is the popular form of Euchre.

Requirements

1. Four players, two against two as partners.

2. A standard Euchre 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck.

3. In a suit that is not trump the cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven (low).

4. In a suit that is trump the ranking is as follows: jack of trumps, highest; jack of the other suit of the same color, next highest; then follow ace, king, queen, ten, nine, eight, seven. *Example:* If hearts were the trump suit, the rank of trumps would be heart jack, diamond jack, heart ace, heart king, heart queen, heart ten, heart nine, heart eight, heart

seven. In the diamond suit (the same color), the ten would follow the queen. The other suits would retain their rank.

5. The jack of trumps is known as the *right bower*, and the jack of the other suit of the same color is known as the *left bower*.

Variant. Some players strip out all cards below the nine, leaving a 24-card deck for play. The rank of the remaining cards is the same as described previously, and there is usually no change in the number of cards dealt.

Beginning of the Game. The selection of the dealer, seating positions, changing seats, selecting partners, shuffle and cut are as provided under the General Rules for Card Games, chapter 1.

The Deal. The dealer deals each player five cards in two rounds beginning with the player at his left and going in clockwise rotation. He deals three cards at a time per round to each

player and then two at a time per round, to give each a hand of five cards. Or, he may deal two cards around the first time and then three around. The next card (twenty-first) is turned face up on top of the remainder of the deck. Should the turn-up be accepted as trump, regardless of by whom, dealer has the right to exchange the turn-up for any card in his hand. In practice, the turn-up is not taken into his hand but is left on the deck until played; dealer signifies his exchange by placing his discard face down underneath the deck.

The deal passes in a clockwise rotation.

Making the Trump. Commencing with player to dealer's left, each player in turn has the option of passing or of accepting the turn-up for trump. An opponent of dealer accepts by saying "I order it up." Partner of dealer accepts by saying "I assist." Dealer accepts by making his discard; his acceptance is called *taking it up*.

Dealer signifies refusal of the turn-up by removing the card from the top and placing it (face up) partially underneath the pack; this is called *turning it down*. When all four players pass in the first round, each hand in turn, commencing with the player at the dealer's left, has the option of passing again or of naming the trump suit. The rejected suit may not be named. Declaring the other suit of the same color as the rejected suit is called *making it next*; declaring a suit of opposite color is called *crossing it*. If all four players pass in the second round, the cards are bunched (mixed together for the shuffle) and the next dealer in turn deals.

Once the trump is fixed, either by acceptance of the turn-up or declaration after it is rejected, the bidding ends and play begins.

Playing Alone. The player who fixes the trump suit has the option of playing alone, without help of his partner's cards. If he wishes to exercise this option, he must declare "Alone" distinctly at the time he makes the trump. His partner then turns his cards face down and does not participate in the play.

The Play. The opening lead is made by player to the left of dealer, or if a player is alone, opening is made by opponent to his left. Each hand must follow suit to a lead if able; if unable, the hand may trump or discard at will. A trick is won by the highest card of the suit led, or, if it contains trumps, by the highest trump. The winner of a trick leads to the next.

Object of the Play. To win at least three tricks. If the side that made the trump fails to get three tricks, it is said to be *euchred*. Winning all five tricks is called a *march*.

Scoring. The following table shows all scoring situations:

Partnership making trump wins 3 or 4 tricks	1
Partnership making trump wins 5 tricks	2
Lone hand wins 3 or 4 tricks	1
Lone hand wins 5 tricks	4
Partnership or lone hand is euchred, opponents score	2

The Game. Five, seven, or ten points, as agreed. In 5-point game a side is said to be *at the bridge* when it has scored 4 and opponents have scored 2 or less.

Markers. A widespread method of keeping score is by use of small cards lower than those in play. When game is 5 points, each side uses a three-spot and a four-spot as markers. To indicate score of 1, place the four face down on the three, leaving one pip exposed; score of 2, place the three face down on the four, leaving two pips exposed; score of 3, place the three face up on the four; score of 4, place the four face up on the three. In higher-point games a four-spot and a three-spot or a five-spot and two-spot are frequently used as markers to keep score.

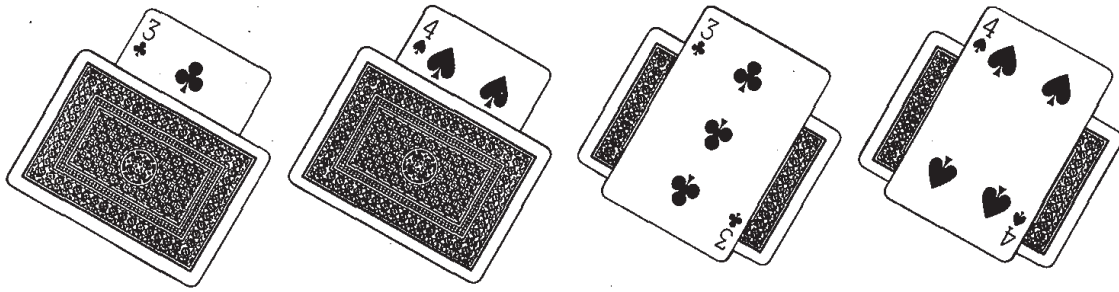
Rubbers. Many Euchre games are scored by rubber points, as in Whist. The first side to win two games wins the rubber. Each game counts for the side winning it: 3 rubber points if the losers' score in that game was nothing; 2 rubber points if the losers' score was 1 or 2; and 1 rubber point if the losers scored 3 or more. The winners' margin in the rubber is 2 points bonus, plus the winners' rubber points, minus the losers' rubber points.

Additional Rules

Misdeal. There may be a new deal by the same dealer if a card is exposed in dealing; if a card is faced in the pack; or if the pack is found imperfect. When a pack is found imperfect, previous scores stand.

A deal by the wrong player may be stopped before a card is turned up; if the error is not noticed until later, the deal stands.

Error in Bidding. A player who *orders it up* when he is partner of dealer, or *assists* when he is an opponent of dealer, is deemed to have accepted the turn-up for trump. If a player names for trump the suit of the turn-up after it has been turned down, his declaration is void and his side may not make the trump.



Euchre scoring by using small value cards.

Declaration Out of Turn. If a player makes a declaration (or turn-down) other than a pass, out of turn, it is void and his side may not make the trump.

Incorrect Number of Cards. If any hand is found to have too many or too few cards, and the error is discovered before the first trick is quitted, there must be a new deal; if the error is not noticed until later, play continues and the side holding the erroneous hand may not score for that deal. If dealer has accepted the turn-up and plays to the first trick before discarding, he must play with the five cards dealt him and the turn-up card is out of play.

Lone Hand. A hand playing alone does not incur penalty for lead or play out of turn or exposing a card, but must correct the error on demand if it is noticed in time.

Lead Out of Turn. If a hand leads out of turn and all other hands play to the trick before the error is noticed, the trick stands. But if any hand has not played, the false lead must be taken back on demand of any player and becomes an exposed card. Any cards played to the incorrect lead may be retracted without penalty. An opponent of the incorrect leader may name the suit to be led at the first opportunity thereafter for the offender or his partner to lead; such call must be made by the hand that will play last to the trick.

Exposed Cards. A card is deemed exposed if it is led or played out of turn; dropped face up on the table except as a regular play in turn; played with another card intended to be played; or named by a player as being in his hand. An exposed card must be left face up on the table and must be played at the first legal opportunity.

Quitted Tricks. Each trick as gathered must be turned face down, and the tricks must be kept separate so that the identity of each can be determined. Quitted tricks may not be ex-

amined for any purpose until the end of play. If a player turns up a quitted trick at any previous time, the opponents may call a lead from his side.

Revoke. Failure to follow suit to a lead when able is a revoke. A revoke may be corrected before the trick is quitted, and if it is corrected any opponent who played after the revoke may retract his card and substitute another. If a player so mixes the tricks that a claim of revoke against his side cannot be proved, the claim must be considered proved.

Upon proof of established revoke, the non-revoking side has the option of scoring the hand as played or of taking the revoke penalty. The revoke penalty is 2 points, which may be either added to the score of the nonrevoking side or subtracted from the score of its opponents. If the revoke was made by the opponents of a lone hand, the penalty is 4 points.

Strategy of Euchre

As to the number of trumps in play, it is fairly safe to assume that there will be about six. Of these, the maker of trump will generally hold three, leaving an average of one for each other player. But if trump is ordered up, there is a very good chance that the dealer will have at least two trumps. The odds are approximately 7 to 3 against any hand's being dealt a card of each suit, but roughly 2 to 1 against the opening side's being able to trump the first lead of a side suit.

With two fairly "sure" tricks in the hand, a player is usually justified in taking action. It is safe to assume that your partner will give you at least one trick. Any three trumps are a "take," and ace + or king + is worth a try. At 0-0 score, however, neither opponent of the dealer will have little interest in ordering it

up, for if it is turned down their side will have first chance to name a new suit. Actually, the only reason for ordering it up is a hand of three fairly sure tricks, including at least two good trump cards. Of course, the dealer should order it up if he can, even at some risk, at the beginning of a game.

Advanced scores sometimes require different strategy. For instance, with the score 4 to 2, or 4 to 1, the side at the bridge (having 4 points) will frequently accept the turn-up regardless of its cards, for even if they suffer euchre, the 2 points will not give the opponents the game. But if an opponent becomes the maker, he might play alone, make march, and thus win the game.

Another common situation arises when one side has 3 points. Here a conservative strategy is called for by the opponents, since if it makes the trump the side with the 3 points needs to take only three tricks to win, whereas if the opponents make the trump they require all five tricks.

The determining factor of playing alone should be based on one of the two following situations: (1) a sure winning hand, such as two bowers and the ace of trumps, or every card either an ace or a trump; or (2) a hand having a reasonably good chance of three tricks when your opponents are at the bridge and your side has 1 or 2 points.

The best move for the opening leader, if he holds two or more trumps, is to lead one of them. Otherwise, he should generally open a plain suit in which he has no high card, rather than one in which he has. In following to a lead, always attempt to win the trick (or let your partner win). Holding up a high card for a possible later trick in a suit once led is poor strategy.

Call-Ace Euchre

This is a variant in the matter of determining partnerships, with four, five, or six players. Trump is made as in Partnership Euchre, by acceptance of the turn-up or declaration after it is rejected. The maker of trump calls a suit, and the holder of the best card in that suit becomes his partner, but must not reveal the fact until the card is duly played. As certain cards are not in play, the best card may turn out to be a king, queen, or even a jack; or the caller may hold it himself, in which case he has no partner. The maker of the trump may

also say "Alone," or call on a suit of which he holds the ace.

If the maker of the trump and his partner take three tricks, they score 1 point each; for a march, 3. If they are euchred, each opponent scores 2. A lone hand scores 1 for three tricks; for a march, 1 for each player, including himself (4, 5, or 6, depending on the number playing).

Two-Handed Euchre

The rules of Partnership Euchre apply except as follows:

1. The deck is reduced to 24 cards by discarding the sevens and eights.
2. The declaration "Alone" does not exist and the score for march is 2 points.
3. Laws on irregularities omit penalties for errors that do not damage the opponent, for example, exposure of cards, lead out of turn.

Three-Handed or Cutthroat Euchre

The rules of Partnership Euchre apply except as follows:

1. Each player plays for himself and there is no assisting.
2. In play, the player who makes trump plays against the other two, who keep their tricks together as partners. The scoring is as follows:

Maker of trump wins 3 or 4 tricks	1
Maker of trump wins 5 tricks	3
Maker of trump is euchred, each opponent	2

3. In applying rules on irregularities, the maker of trump is deemed a lone hand and the other two a partnership.

Railroad Euchre

This very popular variant (also called Joker Euchre) is a partnership game (two players as partners against two) which is played with a 24-card deck to which a joker is added. The joker is the highest trump, ranking ahead of the right bower. The suit of the joker, if it should happen to be the turned-up card, may be agreed on beforehand, but it is usually set as spades.

The rules of Partnership Euchre hold good except in the manner of playing alone as given here:

1. When a player declares that he will play alone he may "call for his partner's best." He does this by passing any card from his hand face down across the table to his partner and receiving a card in exchange, also face down. Neither he nor his partner may look at the other's passed card before passing his own. The lone player cannot recall the exchange or make another.

2. When the dealer is playing alone, he has a chance to make another discard after receiving partner's card, exchanging a card for the turned-up trump. If he so wishes, the card he exchanges may be the one just passed to him by partner.

3. A lone player may be opposed by either one of his opponents, also playing alone against him. The lone opponent must make the announcement. After he does so, he calls for partner's best, and the exchange is made in the manner described in 1 above.

4. The opponents of a lone hand that is euchred score 4 points.

Railroad Euchre Variations. Any or all of the following variations may be employed to increase the interest in Railroad Euchre or any other Euchre game:

Laps. Points in excess of those required to win a game are carried over and counted as part of the next game. The effect of this rule is to preserve the incentive of playing alone, regardless of the score.

Slams. If a side reaches game with the other side having no score, the winners score for two games. Thus, a single can often be a rubber.

Pat Hand. If a player decides to play a lone hand "pat," that is, without exchanging with his partner or exchanging for the turned-up card if he is dealer, he scores 5 points if he wins all five tricks. Should he fail to win all five tricks, his opponents score 1 point. Should he be euchred, the opponents score 3 points. When a player announces that he is playing a pat hand, neither opponent is permitted to play alone against him.

Jambone. If a lone-hand player announces "Jambone," he exposes his entire hand face up on the table. Whenever his turn to lead comes, the opponent at his left may call the card for him to play. Whenever it is lone

hand's turn to play a trick, opponent at his right may call the card for him to play. Opponents, however, may not consult with each other, nor may they force the lone-hand player to make an illegal play. Opposing jambone alone is not permitted. If the lone-hand player succeeds in taking all five tricks, he scores 8 points. If he wins three or four tricks, he scores 1 point. If he is euchred, opponents score 2 points.

Jamboree. Should the player who made trump hold the five highest trumps ("jamboree"), he may show them immediately and score 16 points (which includes the score for march). The hand is not played out. This royalty rule applies only to the player who made trump. If the dealer was the maker of trump, he may use the turned-up card to complete a jamboree. The needed card may also be received in an exchange with partner, but in this case, most players score the jamboree as only 12 points.

Jackpot Euchre

This variation, which is sometimes called Buck Euchre, may be played by four, five, or six players, each playing for himself. If four play, the 24-card deck is used; the 28-card deck is used for five players, the 32-card deck for six players. The joker is added to the deck and ranks as the highest trump ahead of the right bower as in Railroad Euchre. However, making the trump and the play are as in Partnership Euchre. The differences are as follows:

1. Each player must put a chip into the pot before the deal.

2. The player who makes trump is not required to take 3 tricks. He simply has the advantage of deciding a favorable trump suit. But any player must take in at least one trick or pay a chip to the pot. Each player scores 1 point for each trick he takes in play.

3. The player who first reaches a score of 12 wins all the chips that are in the pot. Should at any time a player take all five tricks, however, he collects the entire pot, regardless of what his score is at the time. A new game is then begun.

AUCTION EUCHRE

Requirements

1. Five, six, or seven players.
2. The deck: five-hand, 32-cards, as in

four-hand; six-hand, 36 cards, the usual pack with sixes added; and seven-hand, 52 cards. In each instance, the joker may be added if

tableau building disregards suit.

Layout. Deal two columns of four cards each, leaving room between the columns for two more columns. These eight cards start the tableau.

Foundations. The eight aces, as they become available, are moved into two columns in the center and built up in suit to kings.

Play. Cards in the tableau may be built downward, regardless of suit. The top card of a tableau pile is available for building on another pile or on foundations. Only one card at a time may be moved. Spaces in the tableau must be filled at once from the waste pile or the hand.

Waste Pile. Turn up cards from the hand one at a time, placing unplayable cards face up on a single waste pile. The top card of this pile, as well as the card in hand, is available for play on foundations or the tableau.

Harp

Harp is Klondike played with two packs. It would be too easy if whole builds could be moved bodily, so the rule makes only the top card available.

Layout. Lay one card face up and beside it a row of eight cards face down. Deal the next card face up on the second pile, then deal seven more face down, one on each remaining pile. Continue in the same way so as to make nine piles, increasing in number from one to nine cards, with the top card of each pile face up and the rest face down.

Foundations. The eight aces, as they become available, are placed in a row above the tableau and built up in suit to kings.

Play. Cards may be built on the tableau, downward, in alternating color. Only the top card of each tableau pile is available for building on the foundations or the tableau. If the last face-up card is removed from a pile, turn up the top face-down card, which then becomes available.

A space in the tableau may be filled only by an available king; but for this purpose a group of cards on top of a pile, in proper sequence and alternation, with a king at the bottom, may be moved as a unit.

Waste Pile. Turn up cards from the hand one by one, placing unplayable cards face up on one waste pile. The top card of the waste pile, as well as the card in hand, is available for play on foundations or the tableau.

Redeal. There is no limit on redealing until the game is won or blocked.

House in the Wood

This is La Belle Lucie with two packs, but what a difference! The one-pack deal is blocked nine times out of ten by an unlucky third deal. Though restricted to one deal, this game is and can be won nine times out ten, assuming you don't destroy it with your own hand.

Layout. Deal the cards face up in 34 fans of three cards each and one fan of two. (See La Belle Lucie, page 408, for diagram.)

Foundations. All aces are foundations, to be put in a row as they become available, and to be built up in suit to kings.

Play. Only the top card of each fan is available. Available cards may be built on foundations or upon each other, in suit, up or down. Only a queen may go on a king and only a deuce on an ace. If all cards of a fan are removed, it is not replaced. There is no redeal.

House on the Hill

Follow the rules for House in the Wood except as regarding foundations. Here the foundations are one ace and one king of each suit, placed as they become available. Aces are built up in suit to kings, and king foundations are built down in suit to aces.

Intelligence

This is a European variation of La Belle Lucie, generally called Patience Intelligent in tribute to its opportunity for skill.

Layout. Deal 18 fans of three cards each. (See La Belle Lucie, page 408, for diagram.) If any aces are turned up in dealing, place them at once in the foundation row and replace them with the next cards.

MULTIPLE SOLITAIRE

Any solitaire may be played as a competitive game among two or more persons. Following

are the three chief methods.

Comparative Scoring. Each player has his

own pack or packs, and plays his own game. After each player has finished by winning his game or coming to a standstill, the scores are compared. The score is usually the number of cards built on foundations, but it may be some other quantity if the game is not one of foundation building. It may be agreed that a competition will comprise a certain number of games. Special systems of this kind are described in connection with Golf and Pyramid.

Common Foundations. The comparative scoring method may be combined with the idea of playing on common foundations. Each player has his pack or packs, and his own layout; but the foundations are common to all, and are built on by all the players. After the game comes to a standstill, the foundation piles are sorted out and the number of cards belonging to each player is counted. Widely popular is multiple Klondike using this system.

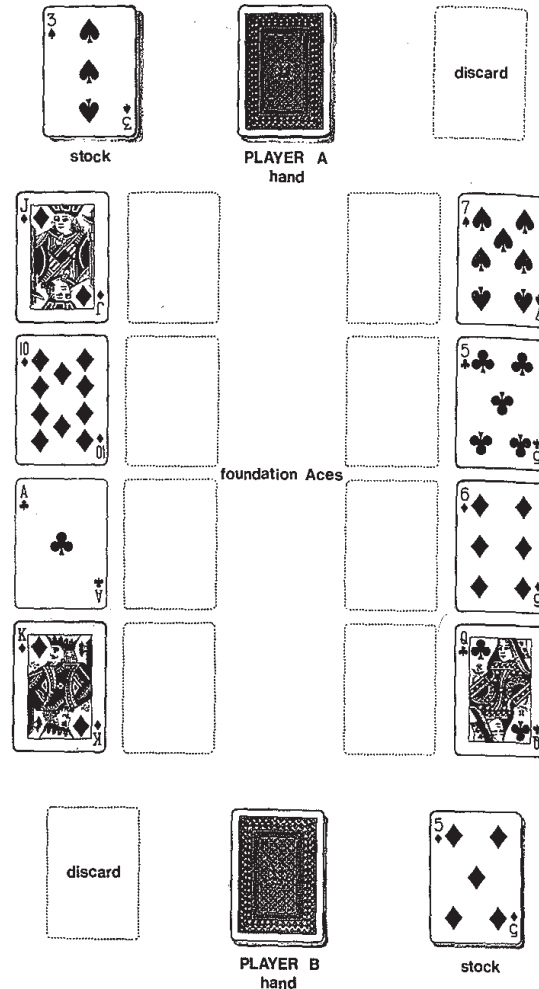
Identical Cards. Cribbage Squares, Poker Squares, and like games lend themselves to a very effective test of skill among a number of players. Each has his own pack. One player, appointed as "caller," shuffles his pack and then turns cards up, one by one, announcing the suit and rank of each. Each other player, having sorted his pack into suits for convenience, picks out the called card and puts the card into position as he pleases in his own tableau. Thus, all the tableaux comprise the same 16 or 21 cards, and the player with the highest count wins.

Russian Bank

This popular pastime for two players is often called Crapette, but is really a double solitaire. Each player uses a deck with a differently colored or differently designed back, so that there will be no confusion when the cards are separated after the game. Each shuffles his deck and has his opponent cut it before play begins.

Layout. Each player then lays out four cards face up, at his right and in a line toward his opponent. These eight cards (four by each player) constitute the tableau. Each then counts off the next 13 cards from the deck (some make it 12) and places these cards face down at his right. He may place them at his left if he chooses. This is the player's stock.

The top card of the stock is turned face up.



Layout for Russian Bank.

It does not matter whether the cards for the tableau or the stock are dealt first, but both players should follow the same procedure. The remaining cards of the deck are placed face down in front of each player. These packets are the hands from which cards will be dealt, as described later. A space is left between the tableau cards where the eight aces, which make the foundation, will go. Any aces that turn up in forming the layout are immediately placed into the foundation spaces.

Object of the Game. To build as many of one's 52 cards on the foundations, tableau, or opponent's stock as possible according to the rules of play.

The Play. Players may cut the cards before the layout is made to decide which player makes the first play—low cut having the privilege. An alternate method (more popular) is to have the player whose first tableau card is of lower rank than his opponent's

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make the first play. If these are equal, then the next tableau card decides it, etc. The first plays must be to build any available cards from the tableau or the stock on the foundations, also known as *center piles*.

Aces begin a foundation pile and are built up in ascending sequence in the same suit. Cards must be played to foundations when they become available. This play takes precedence over all others. Many players follow the rule that a card from the tableau must be played to the foundation, even if it necessitates moving an available card on top of it to some other place where it is playable. A card once built on a foundation may not be removed from there under any circumstances.

After having made all possible plays to the foundation, a player may make plays in the tableau if he wishes. But he is not required to do so. Only the top card in any tableau is available for play. However, available cards may be moved from one tableau pile to another. Available cards in the tableau are built in descending sequence, alternating in color.

A player may use an available card from his opponent's stock to make builds to the tableau in his turn of play. Cards must be built on the tableau in such a manner that all cards in the tableau are visible.

The top card of the stock is always available for play. If it can be built on a foundation pile, it must be played there before any other play can be made. An available card from the stock may be built on any tableau pile in descending sequence and alternating color. It may be played on an available card in the opponent's stock in a sequence going either way so long as it is in the same suit. These plays are known as *feeding* or *loading*.

When an available card is played from the stock, the next card underneath it becomes available. If it is face down, it is turned up.

Beside the feeding plays from the stock, a player may also feed cards to his opponent from the tableau or from his own hand. But he may not feed cards to his own stock. And no cards may be fed from the foundations. If a player in his turn does not wish to make any plays from his stock or the tableau, he turns up the top card of his hand, placing it face up to one side into a discard pile.

The top card of the stock is always available for play. If it can be played to any of the foundations, it *must* go there before any other play may be made. When an available card from stock is used in play, the card under-

neath it (if any) becomes available for play.

If a card turned up from the hand is not used for play, and is discarded, the turn to play goes to opponent. If a player uses the last card of his hand, he turns over the discard pile and this becomes his hand from which he will turn a new pile. If a player does not use the last card of his hand, he must leave it face up on the discard pile, and it is not available for play by him when his turn to play next comes. He turns over the entire pile for use as a new hand.

A card from the hand must be turned up in such a manner that opponent can see it easily. If a player turns a card from his hand, he must play it if possible or put it into the discard pile.

When a space appears in the tableau, it must be filled by a card from the stock or by an available card in the tableau. Some make it a rule that it must be filled first from the stock if possible. If no cards are available in the stock, a space may be filled from the discard pile or the hand. But some forbid the use of a card from the discard pile.

If a player makes any other play or touches any other card when a card is available for play to the foundations, his opponent may call "Stop," and the turn to play ends for the offender. The card in error is returned to its original position. But if the error involves a card in the discard pile, opponent of the offender may play that card to the foundations if he chooses.

Scoring. The game ends when a player disposes of all of the cards in his hand, stock, and discard pile. He scores 1 point for each card left in opponent's hand or discard pile and 2 points for each card left in his opponent's stock. It is customary to score a 30-point premium, additionally. When the game ends, the opponent may not play off any cards. If neither player gets rid of all his cards, one of two methods may be used in scoring. The player with the lowest count scores the difference between his count and opponent's. There is no additional premium. Or, the game is a draw.

Additional Rules. If too many cards are placed in the stock or tableau, the error cannot be rectified after the first card has been turned for play in the stock or from the hand.

Aside from the stop penalty of losing one's turn, there is no other penalty for making an incorrect play. If the incorrect play is detected by opponent, it must be corrected

while it is still the offender's turn to play. Otherwise, it stands.

If a player looks at any but the top card of a stock or hand, he may play the top card if it is available. But he may make no further plays in that turn.

A player may look back through his stock or the face-up cards of his stock only if opponent permits it. In either case, the opponent may also see those cards.

Single-Deck Russian Bank

Object of the Game. The object of this game is to build on the tableau piles or the opponent's stock.

The Layout and Play. Players cut, low card dealing. Beginning with nondealer, each receives 26 cards, two at a time, then three at a time after that, all face down. Nondealer lays out his first four cards in a row, face up, to form the first part of the tableau. Cards available for builds in the tableau are played on each other in sequence and in the same suit.

Cards may be built in sequence, either ascending or descending; but once a player has started building a sequence in one direction, he must continue to build in the same direction. Sequences are continuous; that is, an ace may be built on a king or a king on an ace.

The spaces created in the tableau by building cards are filled by cards which the nondealer turns from his hand one at a time. If any other builds are thus created, the nondealer may make them. So long as spaces are created or builds are made, the nondealer may continue to turn available cards from his hand. When he turns a card that cannot be used in play, he leaves it face up in the discard pile.

It is then dealer's turn to play. He turns up four cards to complete the tableau to eight cards. He then makes plays exactly as described for the nondealer, but using all available cards in the eight piles of the tableau. When he can no longer play according to the rules, he turns a card face up into his discard pile. Players thus alternate.

A player may build on his opponent's discard pile in suit and in ascending or descending sequence. But cards from the tableau may not be used for this purpose. If an entire pile can be moved from one part of the tableau to continue a sequence in the same suit and in the same direction in another pile, it is per-

missible to do so. A space may be thus created. Spaces in the tableau must otherwise be filled by cards from the hand or discard pile. When the top card of the discard pile is used in play, the one under it becomes available for play.

When a player has no more cards in his hand, he turns over his discard pile to deal a new hand from it. When either player gets rid of all his cards, or when neither can continue according to the rules, the game ends. There are no stop penalties in this game.

Scoring. This is the same as in Russian Bank with two decks, except that there is no score for cards left in the stock.

Spite and Malice

This is one of the most popular two-hand games played in the United States, and for a good reason. Spite and Malice is a game of recent vintage, and is especially popular as a husband-versus-wife game in many parts of the United States. It has supplemented Russian Bank, which in some ways it resembles. Interest in the game continues to the very end. It is almost impossible for one player to be so far behind that he must abandon hope of winning. The opponent may be down practically to his last card, while you have scarcely started, and you can still run out the game on him. In mechanics, Spite and Malice is very similar to the principal solitaire games, and is quickly learned by anyone who plays solitaire.

Two standard 52-card decks plus four jokers are needed for Spite and Malice. The decks should be of different back designs or colors. The rank of cards is king (high), queen, jack, ten, and so on, down to ace (low).

Object of the Game. To play off one's payoff pile.

The Play. One deck (without the jokers) is shuffled and divided into two equal packs (26 cards each). These are *payoff piles* for the two players. Each player selects a pile and turns over the top card. The highest designates the *lead player*. Should both cards be of the same rank, the cards are reshuffled and a new top card is turned over.

The second deck (with the four jokers) is shuffled by the lead player's opponent, who deals a five-card hand to each player (one at a time, face down) and places the remaining cards in the center of the table as the stock.

To start the play, each available ace must be played immediately to form a center stack. There may be any number of center stacks. Each available two must be played, if possible, on an ace in a center stack. Center stacks are built up in ascending order, regardless of suit—any deuce on any ace, any three on any two, etc. Both players play to the center stacks.

Each player may have four *side stacks*. These are discard piles. A player may play only to his own side stacks and only from his hand. Any card may start a side stack. Side stacks are built downward, regardless of suit (any five on any six), or with like cards (any queen on any queen).

The top card of a payoff pile may be played only to the center. When it is played, the next card is turned up. A card from the hand or from the top of a side stack may be played to the center. A card from the hand may be played to a side stack, but only one such card in a turn. A player may make as many legal plays to center stacks as he wishes; but when he plays to a side stack, his turn ends and his opponent's turn begins. Cards may not be moved from one side stack to another, or moved to fill a space. A player may also end his turn by saying so, when he cannot—or does not—wish to play.

Each joker is wild and may be played in place of any card except an ace. If a joker becomes available at the top of a side stack, it may be played to the center. At the beginning of each turn, a player draws enough cards from the stock to restore his hand to five cards. When any center stack is built up through the king, it is shuffled back into the stock.

Scoring. The player who first gets rid of all the cards in his payoff pile wins, his margin being the number of cards in his opponent's payoff pile. If there are cards left in both payoff piles, and neither player can or will play, the winner is the player who has fewer cards in his payoff pile and he wins the difference; but it is never legal to count the cards in a payoff pile during play.

Spite and Malice for Three or Four Players

This game is played the same as two-hand Spite and Malice, except for the following:

1. Three decks of cards are used. One standard deck of 52 cards is shuffled and divided into three 17-card packets in the three-

hand game (the one card left over is mixed in with the stock); or it is divided into four 13-card packets in a four-hand game. These packets are the payoff piles. Each player turns up the top card of his payoff pile and the high card becomes the lead player. Play always proceeds in a clockwise rotation.

2. The two decks of 52 cards plus six jokers are shuffled together and then five cards are dealt to each player (one at a time face down). The remainder of the combined pack is placed in the center of the table as the stock.

3. The game ends when any player gets rid of his payoff pile. Each player pays to or collects from all other players the difference in the number of cards left in their respective payoff piles.

Pishe Pasha

This is a simple and fascinating two-hand card game played double-solitaire style. It is found in most towns and cities in the United States with a high concentration of foreign-born Jews. Two standard 52-card decks are used in Pishe Pasha.

The Object of the Game. To be the first player to get rid of all cards in his stock and discard pile by laying them off on the opponent's discard pile and/or onto the four foundation piles.

Foundations. The four aces are the foundations. Each ace, as it becomes available, must be immediately placed in one of the reserved spaces between each player's cards (stock and discard piles). The foundations are built up in a suit and sequence. *Example:* On the ace of diamonds must be played the two of diamonds, then the three of diamonds, and so on, up to the king of diamonds. A card once played on a foundation may not thereafter be removed.

The Deal. Either player shuffles the cards and becomes the first dealer. The opponent cuts the cards. The dealer, starting with his opponent, deals each player 26 cards; the first round is dealt two at a time, and the subsequent eight rounds are dealt three at a time. Each player squares his 26 cards face down in a pile at his left, forming his stock.

The Play. The nondealer starts the play by turning the top card of his stock face up and placing it next to his stock to form his discard pile. If the card is an ace he places it in one of the foundation's reserved spaces. The non-

dealer then turns up another card from the stock and starts his discard pile. The dealer then turns up the top card of his stock and may do one of two things:

1. He can, if able, place his card on the foundation.

2. He can, if able, place the card on his opponent's discard pile. A card, regardless of suit, may be placed on the opponent's discard pile if it is in sequence, the sequence going up or down. *Example:* If the top card of the opponent's discard pile shows a ten of any suit, a player may add (lay off) either a jack or a nine. Having added a jack, the player may continue with a queen or a ten, etc.

When the stock is exhausted, the discard pile (if any) is turned face down to form a new stock, and so on. Cards are turned up from the player's stock one by one; so long as each can be played on either the foundation or the opponent's discard pile, the player's turn continues. On turning an unplayable card, the player must put it face up on his discard pile and his turn of play ends. Having played a card from the stock, the player may complete whatever additional moves the play makes possible from his discard pile before turning the next card from the stock.

End of Game. When a player gets rid of his last card of his stock and discard pile, he calls "Game" and is declared the winner. He scores 1 point for each card left in his opponent's stock and discard pile. *Example:* The opponent's stock holds ten cards and the

opponent's discard pile holds 11 cards. The winner scores 21 points for game.

Additional Rules. Whenever a card becomes available that can be played on a foundation, it must be played immediately.

When a card is playable both on foundations and on the opponent's discard pile, the card must be played to the foundation.

When a player violates a rule of play, his opponent may say "Stop." And, on demonstration of the error, he may compel the violator to correct his error—or take over the turn of play.

Pounce

This is a round game for three players or more. The object of the game is to be the first to get rid of his stock. Each plays with his own deck of cards, each starting a game of Canfield or any other solitaire in which aces are foundation cards. Each player makes his own tableau. All play at once, not waiting for turns. But all foundations are placed in the center, and a player may play on any foundation in the center.

The first player to get rid of all the cards in his stock is the winner, regardless of how many cards he has managed to play to the foundations. (*Variation:* Some play that all the cards must be played up to the foundation to win.)

Players may run through their hands as often as they like.

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