

Glossary of Bridge Terms

by Bob Gruber

1NT Forcing	The conventional agreement that a response of 1NT to an opening bid of 1♥ or 1♠ is forcing for one round; often used in conjunction with the two-over-one bidding style.
1NT response to 1♣	A conventional agreement to use a higher point range (8 to 10 or 9 to 11, rather than 6 to 10) for a 1NT response to an opening 1♣ bid.
2♥ as a Super negative	Shows a maximum of 4 HCP in response to a strong, artificial 2♣ opening. 2NT is used as the positive bid to show a good heart suit.
2NT as a limit raise	See <i>Truscott 2NT</i> .
2NT as a non-forcing invitational response to a minor	An agreement that a response of 2NT shows a balanced hand of 11 or 12 points and is only invitational, not forcing. This is used when a response of 1NT shows 6 to 10 points and 3NT shows a balanced hand of 13 to 15 points.
3NT as a balanced forcing raise	The conventional use of a 3NT response to an opening bid of 1♥ or 1♠ to show a forcing raise with 3 trumps and no short suit.
3NT as a weak preempt	The conventional use of an opening bid of 3NT to show a weak hand in either minor suit; called Gambling (3)NT and often used in conjunction with NAMYATS.
ACBL	See <i>American Contract Bridge League</i> .
Acol	A bidding system popular in the United Kingdom featuring a weak notrump, four-card majors and limit raises.
Acol 3NT opening	An opening bid of 3NT based on a long, solid suit with stoppers in at least two of the other suits; this falls somewhere between the gambling 3NT opening and the more traditional strong balanced hand of 25-27 HCP.
Advancer	Partner of the overcaller or takeout doubler.
Alert	A warning to the opponents that the last call by your partner has been assigned a conventional meaning, rather than the natural or literal meaning they might expect. Each opponent—at his or her turn, and his/her turn only—may ask for a further description of the actual meaning of the call. As with the Alert, it is the partner (not the bidder) who gives the explanation.
American Contract Bridge League (ACBL)	American Contract Bridge League (ACBL), the national not-for-profit organization that sponsors and sanctions duplicate bridge games at clubs and tournaments. ACBL awards masterpoints and keeps point and attendance records for members.
Announcement	A word or phrase that directly describes the meaning of partner's call. This is part of the Alert process and, at a minimum, is used in four cases: 1) when the partnership uses a natural opening bid of 1NT to describe a balanced hand (you give the <i>point range</i>); 2) when the partnership uses a Jacoby <i>transfer</i> (or Texas transfer) bid; 3) when the

	partnership uses a <i>forcing</i> 1NT response to a major suit opening; 4) when an opening 1♣ or 1♦ (non-forcing) may be fewer than three cards described as <i>could be short</i> .
Attitude Signal	The play of a card to tell your partner whether or not you like a particular suit. It's partner's option to follow this advice as seems fit. Traditionally, a high card is encouraging and a low card is discouraging. Other methods are possible. See Upside Down.
Auction	The process of determining the contract by means of successive bids/calls by the players in clockwise order, starting with the dealer . A player may pass (multiple times even) and then reenter a live auction with a bid at his/her next turn. The auction ends when there are 3 consecutive passes (or 7 NoTrump doubled and redoubled is reached), resulting in the final bid becoming the contract. If the auction starts with 3 passes, the auction does not end there; the person in 4 th seat does get to make a call .
Balanced Hand	A hand having no void or singleton suits and no more than one doubleton. Balanced distributions of your 13 cards are 4-3-3-3, 4-4-3-2, 5-3-3-2.
Bid	A promise/undertaking to win at least a specified number of tricks in a specified denomination/strain . More often than not, the denomination is one of the four suits (♠♥♦♣), but may be notrump (NT). The final bid (whether doubled , redoubled , or not doubled) becomes the contract . The numeric range of a bid is 1-7. This is because the 1 st six (6) tricks do not count toward fulfillment of the contract. Only tricks won after the 6 th trick are counted. Thus, the number of tricks promised is the number of the bid plus six (6). The first 6 tricks are called book . The lowest bid is 1♣ and is a promise to win 7 tricks (the book of 6 plus 1) with clubs as trump. The highest bid is 7NT, and is a promise to win all 13 tricks (the book of 6 plus 7) with no suit as trump. Of course, a player may pass instead of making a bid. Technically, a bid is a promise to win a specified number of tricks, but strategically, a player may make a bid he/she does not expect to fulfill (or make). Such a sacrifice bid is made in the expectation that the opponents will score fewer points for defeating your contract than they will for making their contract. Note, sometimes you make a contract you didn't expect to fulfill when you bid it. And, of course, sometimes you don't make a contract you expected to fulfill when you bid it.
Bidding	The various calls that make up the auction.
Bidding box	A small, tabletop box that holds pre-printed cards (one for each of the 35 possible bids, plus several Pass, DBL and RDBL cards) used for silent bidding. Bidding boxes are used by almost all (duplicate) clubs and all ACBL-sanctioned tournaments.

Bidding Message	The information given by a bid: either forcing, invitational or sign-off.
Bidding Scale	The order in which bids may be made.
Blackwood	<p>A bidding convention devised by and named after one of America's bridge greats, Easley Blackwood, in 1933. Like many bidding conventions, the Blackwood convention takes a bid, 4 NoTrump (NT), that is rarely used in normal bidding sequences and applies a specific meaning to it other than its natural meaning. In this case, Blackwood is used when one of the partners (or both) realizes the partnership has enough strength to bid 6 (contract for 12 tricks) or even 7 (contract for all 13 tricks), but wants to be sure the opponents cannot immediately cash enough Aces to defeat the contract. Thus, in the right circumstances, a bid of 4NT asks partner to show the number of Aces he/she holds.</p> <p>There are now several variations on the Blackwood convention, but a straightforward responding system is 5♣ shows 0 or 4 aces, 5♦ shows 1 ace, 5♥ shows 2 aces, 5♠ shows 3 aces. If the response shows that the partnership holds all the aces, a bid of 5NT by the Blackwooder (the 4NT bidder) asks for Kings in a similar responding system. 5NT is an attempt to get to the 7 level and guarantees that there are no 1st round losers.</p> <p>Note. 4NT is not always Blackwood. We stated that 4NT is "rarely" used for its natural meaning of a desire to play NT at the 4 level. That's true, rarely, but not never. We also stated that "in the right circumstances" 4NT is Blackwood. There are some circumstances in which 4NT has a different conventional meaning. Space limitations prohibit discussing these items in this glossary.</p>
Blitz	In a team game, a lopsided victory is called a blitz. When Victory Point scoring is used, a win by 28 IMPs or more garners all the Victory Points for the victors and zero for the losers, and is referred to as a "blitz." Also heard are "we blitzed them" and "we got blitzed."
Blocked	A situation in which entry problems within a hand make it difficult or impossible to take winners or possible winners in that hand. For instance, in a particular suit one hand has Ace-King (AK) tight , i.e. AK only, and the other hand has Q-J-10-9-8. If the hand with QJ1098 has no possible entry, the long-card winners will be stranded because the AK tight blocks entry to those long card winners.
Board	The four hands as originally dealt and placed in a metal or plastic duplicate board for subsequent play by other partnerships. A duplicate board is rectangular with four slots, each big enough to hold the 13 cards held by each player. As implied, this term applies to the duplicate form of bridge play and scoring. (The original boards were, indeed, made of wood, hence the term board.)
Bonus	Points scored for making a partscore, a game, a slam or for defeating the opponents' contract.

Book	<p>When the declaring side wins six tricks, that is considered book. Only tricks won beyond book count toward fulfilling the contract. (To make a contract of 3NT, you must take 9 tricks—6 for book, plus the 3 named in the bid.)</p> <p>On the defensive side, book is achieved when the defenders take the exact number of tricks to prevent declarer from winning overtricks. If the defenders win more tricks than the defensive book, declarer is guilty of undertricks and will lose points instead of earning points. (Actually, the declaring side doesn't lose points—doesn't have points subtracted—rather the defensive side earns points.) If the opponents' contract is 4H, defensive book is 3 tricks.</p>
Bottom (or zero)	The minimum number of matchpoints you can earn on a board, namely zero (0). The opposite of a top.
Bridge	<p>A card game for four players in two partnerships in which each hand/deal is conducted in two parts:</p> <ol style="list-style-type: none"> 1) the bidding (or auction), and 2) the play of the cards.
Broken Sequence	Two touching high cards followed by a gap and then the next highest card. For example, ♥ KQ10 or ♠ QJ9.
Bump	A raise of partner's suit, as in "you could have given me a bump," or "you might have bumped me one."
Business Double	A double that expresses a player's believe that the opponents' contract at the current bid cannot be made and the double increases the penalties for failure. Conversely, if the contract does "make," the points awarded are increased. Business doubles are usually made at a high level. Synonymous with penalty double.
Call	Any bid, double, redouble or pass . Thus, a call is a superset of the totality of bids , and is not synonymous with bid although it is often used as though it were.
Captain	The partner who knows more about the combined hands and is responsible for directing the partnership to its final contract. Usually the responder is the captain.
Card	<p>The smallest unit of the deck of cards or pack, which consists of 52 playing cards ranked highest to lowest in each of the four suits (♠♥♦♣) as:</p> <p>Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.</p>
Cash	<p>In bridge parlance, cash is synonymous with winning a trick or tricks. It has nothing to do with the amount of money in your wallet or purse, although playing for money has been known to empty a wallet or purse of its cash.</p> <p>The term "cash out" means taking all your winners right away. You might "cash out" in NT (or in a suit if all the trumps have been played)</p>

	to be sure you get all your winners before the opponents have a chance to “run” their winners.
Checkback Stayman	The use of 3♣ by responder after opener’s rebid of 2NT—to ask about opener’s major suit holdings.
Chicago	A form of rubber bridge where a rubber consists of only four deals and vulnerability is predetermined for each deal.
Club Series	The original title of the first book in the ACBL’s series of beginning bridge books.
Combined (hands)	The cards making up both hands belonging to one partnership.
Combined Points	the total number of points belonging to a partnership.
Constructive raises	The use of an immediate raise of a major suit to the two level to show 8 to 10 points, rather than 6 to 10 points.
Contract	The undertaking by declarer’s side to win, at the denomination named, the number of tricks specified in the final bid of the auction, whether undoubled, doubled , or redoubled . The number of tricks needed is the number of tricks bid plus 6. In duplicate scoring, success results in a plus score, failure in a minus score. In rubber bridge scoring, success results in a plus score, failure in a plus score for the opponents.
Control	A holding that will take the 1 st or 2 nd trick if a suit is led. A <i>first-round control</i> is an ace (or a void for trump contracts); a <i>second-round control</i> is a king (or singleton for trump contracts). In a trump contract, for the void or singleton to be a control, that hand must also hold 1 or more trumps, preferably enough to withstand an initial trump attack by the opponents and still have 1 or more trumps left to ruff a lead in the short suit.
Convenient club	Another name for the bidding style in which the longer minor suit is opened with no five-card major suit; this term is used because opener bids 1♣ with three cards in both minors.
Convention	<ol style="list-style-type: none"> 1. A call that, by partnership agreement, conveys a meaning other than willingness to play in the denomination named. In slightly different words, a bid whose meaning is other than what would normally be attributed to it. 2. A defender’s play that serves to convey a meaning by agreement rather than inference. For instance, when partner leads a suit and you’re not trying to win the trick—for reasons such as partner’s going to win it, you can’t beat the card already played by the declaring side, or you judge it more advantageous to win the trick later—normally you show positive attitude about continuing that suit by playing a high card and negative attitude by playing a low card. However, if you’re playing the upside-down attitude

convention, you'd reverse those plays, playing a low card to show positive attitude and a high card to show negative attitude.

Convention Card	A document which contains all (well, as many as you can show) of the partnership's agreements and is available for perusal by the opponents during the auction and the play. The partnership fills out 2 convention cards before play begins and neither partner refers to it during the auction and play.
Count Signal	A method of following suit or discarding that tells partner how many cards you have in a suit.
Cover	Playing a higher card than the one led. For example, playing the king when an opponent leads the queen or the jack.
Crossruff	Ruffing losers in both declarer's hand and dummy and thus using the trump cards separately.
Cuebid	An artificial, strength-showing bid of an opponent's suit (1H by your right-hand-opponent, 2H by you). Depending upon the exact circumstances, it may show general strength, two 5-card or longer suits, or even something else. The term "cuebid" is also used to describe a high-level bid that shows a specific ace.
Cuebid as a limit raise	Use of a cuebid of the opponent's suit following an overcall to show the values for a limit raise or better of partner's suit, i.e. of opener's suit (you're the responder) or overcaller's suit (you're the advancer).
Dangerous Opponent	The opponent that declarer wants to prevent from gaining the lead, either because that opponent has established winners or can lead a card that would trap one of declarer's or dummy's high cards.
Deal	<ol style="list-style-type: none">1. The distribution of the pack (also called a deck) to form the hands of the four players, 13 cards in each hand.2. The cards so distributed considered as a unit, including the auction and the play thereof.
Dealer	The player who distributes the cards. The dealer is the first player to make a call, and thus has the first opportunity to open the bidding.
Deck	The 52 playing cards , 13 a piece in each of four suits —spades (♠), hearts (♥), diamonds (♦), clubs (♣)—with which the game of bridge is played. The relationship of the suits is given in the rank entry of this glossary.
Declarer	The player who, for the side that makes the final bid , first bid the denomination/strain named in the final bid. He/she becomes declarer when the opening lead (by his/her left hand opponent) is faced.
Defeated Contract	If declarer fails to win/take enough tricks to fulfill the contract , the contract is defeated and the defending side earns points for each trick declarer is short of making the contract.
Defender	Either of declarer 's two opponents.

Defense	The side that did not win the contract.
Defensive Points	Points scored by the defending side for defeating the contract, i.e. preventing declarer from fulfilling the contract .
Defensive Signals	Specific cards played by the defenders in certain situations by which each defender can paint a picture to give partner the information needed to make an appropriate decision about how to defend the hand.
Delayed Stayman	See <i>Checkback Stayman</i> .
Denomination	The suit or notrump specified in a bid . Synonymous with strain .
DEPO	A convention used to handle interference following a Blackwood bid. DEPO stand for Double with Even, Pass with Odd. Thus, a double shows zero (0), two (2) or four (4) aces; a pass shows one (1) or three (3).
Describer	The opening bidder.
Diamond Series	The original title of the second book in the ACBL's series of beginning bridge books. It reviews bidding, presents play of the hand and introduces defense.
Discard	When a player is out of the suit led, he/she has the option of trumping the trick (as long as he/she has unplayed trumps in hand) or discarding from a side suit . If the contract is notrump , then trumping is not an option. A discard is also referred to as a sluff or as a pitch.
Discarding a Loser	Getting rid of a card in a player's hand that could lose a trick to the opponents.
Distribution	The number of cards held in each suit by a particular player or by a partnership. The number of cards held in a particular suit by a partnership.
Distributional Hand	Any hand that doesn't fit the description of a balanced hand. These include two-suiters (5-5-2-1 or 6-5-2-0, etc.) and other hands with voids, singletons and/or long suits (6+ cards).
Distribution(al) Points	A method of hand evaluation in which you assign points to long suits if you expect to play the contract in one of your long suits, or, if you're supporting partner's long suit you assign points to short suits instead. See both <i>Length Points</i> and <i>Dummy Points</i> .
DONT	Disturb Opponents' NT (DONT) is a conventional agreement that assigns the following meanings to overcalls of an opponent's 1NT opening bid: double shows a 1-suited hand (usually not spades); 2♣ shows clubs and another suit; 2♦ shows diamonds and a major suit; 2♥ shows hearts and spades; 2 shows spades.
DOPI	Double with 0, Pass with 1 (DOPI) is a convention that may be used when an opponent interferes after a 4♣ Gerber bid or a 4NT

	Blackwood bid. Double is zero (0) aces; Pass is one (1); cheapest bid is two (2); next cheapest bid is three, etc.
Dormer 2NT	See <i>Truscott 2NT</i> .
Double	<p>A call over an opponent's bid usually indicating doubt that the opponents can fulfill a contract at that denomination and level. It may be made directly after the opponent's bid, or after 2 passes.</p> <p>However, numerous bidding conventions have been invented changing the meaning of double in various circumstances to mean something else, such as "partner, please bid" or "I have at least 4-card length in 1 or 2 implied suits."</p> <p>In any case, if the final contract is doubled, it increases the scoring value of fulfilled or defeated contracts. Because it increases the scoring value to the defense of a defeated contract, this double is also known as a penalty double.</p>
Double-barreled Stayman	See <i>Two-way Stayman</i> .
Double Dummy	If an analysis of the play of a hand is done double dummy, it means it's done looking at all 4 hands. Playing double dummy, you never lose to an off-side stiff King. You see that it's singleton, so you play your Ace.
Doubleton	A holding of exactly 2 cards in a suit .
Double raise	See <i>Jump raise</i> .
Drawing Trumps	The playing of trumps until there are none in the opponents' hands.
Drive Out (a high card)	To lead a suit and force an opponent to play a high card to win the trick. Done to enable winning lower-ranking cards in the suit.
Drury	A conventional response of 2♣ by a passed hand to an opening bid of 1♥ or 1♠ in third or fourth position, asking if opener has a full opening bid. Opener's rebid of 2♦ shows a sub-minimum opening.
Duck	To play a low card from both hands and surrender a trick that could have been won, usually with the object of preserving an entry or of shutting out an opponent's suit.
Dummy	<p>a) Declarer's partner. He/she becomes dummy when the opening lead is faced, i.e. placed face up on the playing surface.</p> <p>b) Declarer's partner's 13 cards, once they are spread on the table after the opening lead, are collectively called the dummy.</p> <p>Dummy doesn't participate in the play. After the bidding is completed and the opening lead is made, dummy places his/her cards face-up on the table, sorted into suits, and they are played by declarer. In duplicate play, where each hand must be preserved for subsequent play by the other pairs, declarer names the card dummy is to play and dummy places that card in front of him/her on the table.</p>

Dummy Points	<p>In hand valuation, points used when planning to support partner's (long) suit:</p> <ul style="list-style-type: none"> holding 3 trumps count 1 pt. for a doubleton, 2 pts. for a singleton, 3 pts. for a void; holding 4 or more trumps count 1 pt. for a doubleton, 3 pts. for a singleton, 5 pts. for a void. <p>Note, length points are not included in the count of total points when counting dummy points. Add these points to your high-card points to figure total point-count. Dummy points are also called support points. Dummy points should be counted after you and partner have found a trump fit and you are supporting his/her long suit. Don't count dummy points when deciding on an opening bid.</p>
Duplicate Bridge	<p>A form of play and scoring involving four or more partnerships in which each deal is preserved and subsequently passed to the other partnerships, so that all partnerships get to play that deal/hand exactly as distributed when first dealt. The deal is thus, in essence, duplicated. At the end of play by all partnerships, the deal is scored by comparing how a given partnership did in comparison to all the other partnerships that held those identical hands. This method of scoring—comparison (or matching) of results when holding identical cards—greatly reduces, but does not entirely eliminate, the element of luck. This form of scoring is further described in the Matchpoints entry.</p>
Entry	<p>In the play of the cards, an entry is a card that will win the trick and thereby have the lead to the next trick come from the hand with the entry.</p>
Equals	<p>Cards with the same trick-taking potential. For example, the ace and the king in a suit held by the same player.</p>
Establish	<p>To make one or more cards in a suit into winners by forcing out the opponents' higher cards. This play is also called promotion.</p>
Exposed Loser	<p>A trick the opponents can take as soon as they gain the lead.</p>
Favorably Divided	<p>Having the outstanding cards in a suit divided the way the declarer would like them to be—as evenly as possible.</p>
Feature	<p>A holding of an ace or a king (occasionally a queen) which may be of particular importance to a given hand.</p>
Finesse	<p>An attempt to win a trick with a card that is not the highest outstanding card in the suit. This often involves a tenace, such as Ace-Queen. You lead toward this card combination and play the Queen, hoping the opponent in front of the A-Q holds the King. If this is the case, the King is on-side; if not, the King is off-side. Being on-side is also called being in the box.</p>
First-round Control	<p>An ace, or a void in a suit contract.</p>

Five-card Major System	A method of bidding which requires the opening bidder to have at least five cards in a major to open the bidding with that suit.										
Flannery 2♦	A conventional use of a 2♦ opening bid to show four (4) spades (♠), five (5) hearts (♥) and 11 to 15 points.										
Follow Suit	<p>Play a card of the suit that has been led. If you can, you must follow suit. You do not, however, have to try to beat the highest card played so far. For instance, if partner has already played the King of the suit led and you hold the Ace and one (1) or more other cards in that suit, you may play any of the cards you hold in that suit.</p> <p>If you are out of the suit led and hold cards in the trump suit, you have the option of trumping the trick in an attempt to win it, or discarding from a side suit. One reason to discard is that you believe partner will win the trick.</p>										
Forcing (bid)	A bid that requires partner to bid again.										
Forcing Game	A forcing game is when the defenders try to make declarer ruff so many times that he loses control of the trump suit and the hand. This strategy works best when one of the defenders has 4 or more trumps.										
Four-card majors	A bidding style where opening bids of 1♥ or 1♠ may be made on a four-card suit.										
Fourth Best	See Fourth Highest.										
Fourth Highest	The fourth highest card of a long suit (counting down from the top). Also referred to as fourth best.										
Gambling 3NT	An opening bid of 3NT based on a long, solid minor suit, rather than the more traditional 25-27 HCP.										
Game	<p>100 or more trick points accumulated by one side before the other side has done so. While the defending side scores points by preventing declarer from fulfilling his/her contract, these are not trick points; they are undertrick penalties. Trick points are only counted up to the level of the contract. Tricks won by declarer in excess of the contract are called overtricks and are scored in a separate category/area and do not count toward making a game. Overtricks do count in the final tally of points won. The point awards for a fulfilled contract are for each trick in excess of the book of 6 tricks up through the level of the contract and are as follows:</p> <table border="0" style="margin-left: 40px;"> <tr> <td>Clubs (♣)</td> <td>20 points</td> </tr> <tr> <td>Diamonds (♦)</td> <td>20 points</td> </tr> <tr> <td>Hearts (♥)</td> <td>30 points</td> </tr> <tr> <td>Spades (♠)</td> <td>30 points</td> </tr> <tr> <td>NoTrump</td> <td>40 points for the 1st trick, 30 points for each trick thereafter</td> </tr> </table> <p>The trick points above show you can score game in a single deal by making the following contracts:</p>	Clubs (♣)	20 points	Diamonds (♦)	20 points	Hearts (♥)	30 points	Spades (♠)	30 points	NoTrump	40 points for the 1st trick, 30 points for each trick thereafter
Clubs (♣)	20 points										
Diamonds (♦)	20 points										
Hearts (♥)	30 points										
Spades (♠)	30 points										
NoTrump	40 points for the 1st trick, 30 points for each trick thereafter										

	3NT, 4♥, 4♠, 5♣, 5♦
	When one side reaches 100 trick points , that side wins a game and a new game is started, with each side starting with zero (0) points in the new game. Note again, when building toward the game score of 100, overtricks are scored in a separate category/area.
Game Contracts	3NT; 4♥; 4♠; 5♣; 5♦
Game Raise	A raise to one of the five game contracts: 3NT; 4♥; 4♠; 5♣; 5♦
Gerber Convention	A convention invented by John Gerber of Houston, Texas in 1938. Like the Blackwood convention, it is used by players on their way to bidding a slam to find out the number of aces, and sometimes kings, held by partner. It is typically a jump to 4♣ after a bid of 1NT or 2NT. Partner's ace-showing responses are: 4♦-0 or 4; 4♥-1; 4♠-2; 4NT-3. If the partnership holds all of the aces, a bid of 5 asks partner how many kings he/she holds.
Going Down	Being defeated in a contract.
Golden Fit	At least eight cards in the same suit between your hand and your partner's hand.
Golden Game(s)	3NT, 4♥ and 4♠.
Grand Slam	Bidding at the 7 level and then winning all 13 tricks in the play (the book of 6 plus 7). Achieving a grand slam earns a grand slam bonus, which is 1000 points not vulnerable and 1500 points vulnerable.
Grand Slam Force	An agreement wherein a jump to 5NT asks partner to bid a grand slam with two of the top three trump honors, otherwise to bid a small slam in the agreed trump suit. Force is a misnomer in this context since it is really an Invitation, not a Force.
Grand Slam Force after Blackwood	An agreement that when 4NT is used as Blackwood to ask for aces, 6♣ (rather than 5NT) is used as the grand slam force unless the agreed trump suit is clubs
Hand	a) The cards originally dealt to a player, or the remaining portion thereof. b) The position at the table (e.g. second hand).
Hand Hog	A person who endeavors to direct the auction so that he/she gets to be declarer as often as possible, sometimes leaving the partnership in an inferior contract. One technique hand hogs use is to be the first one to bid NT, or barring that, removing 3NT to 4 of "his" major. Most hand hogs will deny being one, and in reality, many are probably unaware of their natural tendency to be one.
Hand Valuation	The number of total points, adding both high-card points (A=4, K=3, Q=2, J=1) and distribution points (1 point for each card in a suit over 4) or dummy points if the subsequent auction shows your hand will be supporting partner's long suit.

HCP	The abbreviation for High Card Points.
Heart Series	The original title of the third book in the ACBL's series of beginning bridge books, which focuses on defending and reviews bidding and play of the hand.
High-card Points (HCP)	The value of the high cards in a hand: ace=4; king=3; queen=2; jack=1. Note, these values are guidelines to help you evaluate the strength of your hand. They have no intrinsic value in scoring the hand.
Higher-ranking (suit)	A suit higher on the Bidding Scale. Spades is the highest-ranking suit; clubs is the lowest-ranking suit. The top-to-bottom order is: ♠♥♦♣.
High-Low (Signal)	The order of playing cards so that a higher card is played first followed by a lower card (the 5 followed by the 3, for example) expressing the desire for partner to continue playing the suit or suggesting an interest in that suit being played when partner obtains the lead. It may also suggest that the player started with an even number of cards in the suit.
Holding	The cards one is dealt in a particular suit or in the entire hand.
Hold-up Play	Refusal to win a trick you could win in order to make it difficult for the opponents to take more tricks in that suit. You break their communication and strand their winners in one hand.
Honor (card)	Any Ace, King, Queen, Jack or 10. In rubber bridge, if you hold the top 4 honors in the eventual trump suit , you score a 100 point bonus, known as holding 100 honors. If you hold the top 5 cards in the trump suit, you score 150 points, known as 150 honors.
Honors	Special bonuses (100 honors or 150 honors) in rubber-bridge scoring. See <i>Honor (card)</i> .
Honor Sequence	Two or more honor cards in consecutive order of rank. For example, the ♥K and the ♥Q.
Hop Up	When a player in 2 nd seat plays his highest card in the suit led in an attempt to win the trick.
IMPs	See International Match Points.
Interior Sequence	A sequence in which the top card is not contiguous with the solid (touching) portion of the sequence (KJ10 or A109, for example).
International Match Points (IMPs)	In team game scoring, you convert the difference between the results the two partnerships achieved on a board to International Match Points (IMPs) according to a table.
In the box	See <i>Finesse</i> .
Invitation	Making a bid (usually at a level of 2NT or higher) to ask partner to bid on to the game level if he has more than minimum strength.
Jacoby 2NT	A conventional response to an opening bid of 1♥ or 1♠ which shows a forcing 4-card or more raise of the major suit.

Jacoby Transfer Bid	A conventional response to an opening bid of 1NT where 2♦ shows hearts and 2♥ shows spades. Similar responses can be used over other notrump opening bids.
Jordan 2NT	See <i>Truscott 2NT</i> .
Jump	Bidding at a higher level than necessary (1D by partner, 2NT by you), which usually shows extra strength. But like so many bids in bridge today, the meaning may vary depending upon the circumstances. A jump may be a single jump, a double jump, a triple jump, etc.
Jump raise	Bidding partner's suit at a higher level than necessary (1S by partner, 3S by you). A single jump typically shows trump support and extra strength. If you jump two levels, it is a double jump.
Jump Shift	Jumping a level in the bidding and changing suits (1H-3D). Traditionally used to show a very powerful hand.
Keycard Blackwood	This version of Blackwood assumes that there are five key cards: the four aces and the king of the trump suit. The responses are: 5♣-0 or 4; 5♦-1 or 5; 5♥-2; 5♠-3. There are variations on Keycard Blackwood. See Roman Keycard Blackwood.
Lavinthal discards	A partnership agreement with possible variations that calls for the first discard on defense to give a suit preference signal rather than an attitude signal.
Law of total tricks	An observation that the total number of tricks available to both sides in their best trump suit on any hand is usually equal to the total number of the trumps in each side's best trump suit. It is usually applied in competitive bidding situations.
Lead	The 1 st card played to a trick . Each of the other three players must follow (in clockwise order) by playing a card of that suit if they have one.
Leaping Michaels	An extension of the <i>Michaels cuebid</i> convention used following a weak 2♥ or 2♠ bid by the opponents. A jump to 4♣ shows a powerful playing hand and at least five clubs and five cards in the unbid major. A jump to 4♦ shows a powerful playing hand and at least five diamonds and five cards in the unbid major.
Left-Hand Opponent	The player on your left, often abbreviated LHO.
Length	The number of cards held in a particular suit, often implying five or more.
Length Points	When evaluating your hand for play as the master hand, count 1 point for each card over 4 in any suit. Thus, add 1 for a 5-card suit, 2 for a 6-card suit, 3 for a 7-card suit, etc. Add 2 points for two (2) 5-card suit, 3 for a 5-card and a 6-card suit. (These are also called distribution points or long suit points.)

Level	The number of tricks a player contracts to take when making a bid. It includes an assumed six tricks (book).
LHO	Left-hand opponent , the player on your left.
Lightner Double	When the opponents bid to a “normal” slam contract, a double by the hand that will play after dummy asks for an unusual lead. Most often the opponents are in a suit and the doubler has a void and at least one trump. Sometimes the void is obviously in dummy’s 1 st bid suit. If not, opening leader is expected to work out where the void is. This is called a “Lightner” double, named after its inventor, Ted Lightner.
Like a Suit	To have high cards in the suit and/or to want the suit led or continued.
Limit Raise	The raise of a one-level opening bid to the three level. It shows a hand with about 10 or 11/12 total points and support for opener’s suit.
Link	A card which can be led to a winner (entry) in the opposite hand.
Long Suit	A suit which contains 4 or more cards.
Lose Control	Have no trumps left when the opponents get the lead and start taking their winners.
Loser	A card that will not, under normal circumstances, win a trick .
Lower-ranking (suit)	A suit lower ranking on the Bidding Scale. The lowest ranking suit is clubs.
Low-High (Signal)	A low card followed by a higher card (the 3 followed by the 5, for example), indicating an odd number of cards in the suit or a lack of interest in the suit.
Maintain Control	Have a sufficient number of trumps to prevent the opponents from taking enough tricks in their suits to defeat your contract when they get the lead.
Major (suit)	Hearts and Spades are deemed major suits . Note in the definition of game they each score 30 trick points per trick , which is 10 points/trick more than the minor suits.
Make	To take enough tricks to fulfill the contract.
Mastermind	To try to guide the bidding or play in a particular direction. Done by a player who feels superior to his/her partner. Often done so the “Mastermind” gets to be declarer.
Masterpoints	Point awards for winning or placing in a duplicate -bridge event sanctioned by the ACBL.
Matchpoints	In duplicate scoring, each pair is scored based on how well they did on a given deal in comparison to every other pair that played those same cards. As your “normal” score is matched to the other “normal” scores, you get 1 matchpoint for each pair that you outscored, ½ matchpoint for each pair that you tied, and zero (0) matchpoints for each pair that outscored you. Matchpoints are not calculated until a

	deal/hand has been played by all pairs that will play it. When all deals have been played and all matchpoints totaled, the winning pair is the one with the most matchpoints.
Michaels Cuebid	A conventional use of a direct cuebid to show a two-suited hand.
Minor (suit)	Diamonds and Clubs are deemed minor suits . Note in the definition of game they each score 20 trick points per trick .
MUD	A lead convention in which the original lead from three small cards is the middle one, followed in play by the higher. The name comes from the first letters of middle, up, down, the order in which the cards are played.
NABC	North American Bridge Championship.
NAMYATS	The conventional use of 4♣ to show a strong 4♥ opening bid and 4♦ to show a strong 4♠ opening bid; as a consequence, opening bids of 4♥ and 4♠ are weak preemptive bids. (It's Stayman spelled backwards.)
Natural bid	A bid which suggests playing in the denomination/strain named.
Natural Trick(s)	A holding in a suit such that you will score, i.e. win, a trick (or more) during the normal play of that suit, either because your high cards are well positioned relative to the opponents' or because you have a solid enough sequence regardless of the opponents' holdings.
Natural Trump Trick(s)	Card in the trump suit which will eventually be a winner. For example, a defender's holding of Q-J-10-9 in the trump suit has two natural trump tricks.
Negative Double	Traditionally, the normal meaning of a double was for penalty. One of the first variations was the Takeout Double , wherein the doubler, as the 1 st non-passer for his side, showed support for the suits not bid by the opponents. The negative double is a takeout double of sorts. In this case, partner bids a suit, right hand opponent bids a different suit, and you double to show some points and probably support for the 2 unbid suits. It is also possible that you hold support for only 1 of the unbid suits, but also have a retreat to partner's suit if he bids the "wrong" suit.
Nonvulnerable	State of the scoring before a side's first game is scored (rubber bridge) or as predetermined in duplicate and Chicago.
NoTrump (NT)	In the bidding , the NT denomination/strain is the highest denomination, higher even than spades (♠). In the play of the cards at notrump, all suits are equal and the highest card of the suit led will always win the trick . In keeping with its standing as the highest denomination, notrump is the best scoring denomination. The 1 st trick beyond the book of 6 scores 40 trick points. Each trick thereafter scores 30 points per trick.

Offense	The partnership that made the last bid in the auction and declares the contract.
Off-side	When taking a finesse against a particular card, if that card is a position to capture the lower ranking card when it is played, the particular card is said to be off-side. It is also referred to as being behind the lower ranking card.
On-side	When taking a finesse against a particular card, if that card is in front of the lower ranking card, the particular card is said to be on-side or in the box.
Opener's Rebid	The second bid by opener.
Opening Bid	The first bid that is not a pass. The player making this bid is called the "opener." or opening bidder.
Opening Bidder	The player who makes the first bid in the auction.
Opening Lead	The card led to the first trick after the bidding is completed. The opening leader is the player to the left of declarer.
Opponent	A player of the other side; a member of the partnership to which one is opposed.
Opponents' Suit	A suit held or bid by one or both of the opponents.
Overcall	A bid made after an opponent has opened the bidding. A suit overcall almost always has 5 or more cards in the suit bid. A notrump overcall should show a balanced or semi-balanced hand with regard to distribution of the 4 suits.
Overruff	To play a higher trump than the one played by an opponent when you are void in the side suit led.
Overtake	To play a higher card than the one already played by partner.
Overtrick	Each trick won by declarer's side in excess of the contract . Note, while overtrick points count in the final tally of points won, they do not count toward the 100 points needed to win a game .
Pack	The 52 playing cards, 13 a piece in each of four suits—spades (♠), hearts (♥), diamonds (♦), clubs (♣)—with which the game of bridge is played. The relationship of the suits is given in the rank entry.
Partner	The player with whom one plays as a side/partnership against the other two players.
Partnership	The two players seated opposite each other at the table.
Partner's Suit	The suit bid or rebid by your partner. Or during the play of the hand, the suit led by partner.
Party Bridge	Refers to bridge played at someone's home (or possibly the beach) that is usually played for fun and might involve heavy snacks and drinking, but could be for money.

Partscore	90 or fewer trick points scored on one or more deals . You can trade partscores (and penalty points) with the opponents until one side accumulates 100 or more trick points. When that happens a new game is started with each side starting with 0 trick points. If the opponents reach 100 or more, your partscore may be said to be “wiped out.” That does not mean those points are deleted or erased; it means those trick points do not carry over to the next game. Partscore points are counted at the end of the session.
Pass	A call specifying that a player does not, at that turn, elect to bid, double, or redouble. Passing on a given turn does not bar that player from bidding on a future turn. In fact, as long as the auction is alive, a player must make a call whenever it is his/her turn.
Passive Lead	An opening lead which is unlikely to hurt the defending side, but is not expected to have a positive effect either. In certain situations, a trump lead may be passive.
Pass Out	A deal where all four players pass. At rubber bridge, no score is recorded, and the hand is redealt. At duplicate bridge, the hand is scored as 0 for each side, but not redealt.
Penalty	The bonus awarded to the defending side for defeating a contract.
Penalty Double	See Business Double.
Pickup Slip	In duplicate tournament bridge, scores on a board are recorded on a slip of paper as they are achieved. After all boards of a round are played, the slips are picked up and taken to the table where the director keeps the results. Club games typically use Travelers .
Pieces	Number of cards in a suit, often the trump suit, such as “I raised because I had 4 pieces.”
Pitch	See Discard.
PLAN	The 4 steps declarer goes through before deciding how to play a contract. They are: 1) P ause to consider your objective; 2) L ook at your winners and losers; 3) A nalyze your alternatives; 4) N ow put it all together.
Play	<ol style="list-style-type: none"> 1. The contribution of a card from one’s hand to a trick, including the 1st card, which is the lead. 2. The aggregate of plays made. 3. The period during which the cards are played. 4. The aggregate of the calls and plays on a board.
Playing Ticks	The number of tricks your hand will take through power (assuming normal breaks of the missing cards), if you buy the contract. You need, of course, to distinguish suit contracts from NT contracts. As an example, let’s assume you’re estimating the playing tricks with spades as trump in this hand: ♠AQJ1043 ♥AK43 ♦A ♣K3. Start with

how many tricks your long suit(s) will take and add that number to your sure/likely tricks in other suits. This looks to be 9 playing tricks — 5 spades and 2½ hearts (assuming about half the time each of the other three hands holds 3 hearts), plus the 1½ quick tricks in the short suits.

Point Count	The high-card valuation introduced by Bryant McCampbell in 1915 and publicized by Milton Work and Charles Goren: ace=4; king=3; queen=2; jack=1.
Pop	Play the highest or nearly highest outstanding card in a suit, e.g. “he popped with the Ace.” Often said about 2 nd hand play.
Post-mortem	A favorite part of the game for many players in which they dissect a hand in great detail, covering what went wrong, what went right, and how to do better. The post-mortem may cover the bidding , the play , or both.
Practice Finesse	A simple illustration provides the simplest definition. Say declarer has winners for all the remaining tricks, but has a suit headed by the Ace and Queen, a tenace . Location of the King is unknown. A successful finesse for the King cannot help, since there are already winners for all remaining tricks, but a finesse that fails results in 1 less than the already guaranteed number of winners. There is no reason to take this finesse that can’t help, but can hurt. Therefore, doing so is known as “taking a practice finesse.”
Preemptive (bid)	A bid made to interfere with the opponents’ auction. It is usually made with a long suit and a weak hand.
Premium Points	Any points earned other than trick points. These are partscore bonus, bonus for making a doubled contract , bonus for making a redoubled contract, rubber bonus, small slam bonus, grand slam bonus, overtrick points.
Private Score	In duplicate bridge, players enter their methods on a Convention Card. The back of the Convention Card is lined to make it easy to record the results of each hand/board as it is played. This personal record of the event is known as a private score.
Promotion	The increase in the trick-taking potential of a card as the higher ranking cards are played.
Psych	See <i>Psychic Call</i> .
Psychic Call	A deliberate and gross misstatement of honor strength and/or suit length. Also known as a psych, this deliberate bluff in the bidding is one of the relatively few occasions in which bridge ethics do not call for the partner to immediately notify the opponents as soon as he/she recognizes the non-standard situation. Bridge ethics prohibit secret bidding agreements, and require full disclosure when asked if there is an agreement related to a specific bid

	or when asked to explain in response to notification by the bidding side that a bid may have a non-standard or unexpected meaning.
Puppet Stayman	A variation of the Stayman convention which may be used to discover whether opener holds a four-card or a five-card major suit.
Push	In a bridge team game, raw scores are often converted into International Match Points (IMPs). A raw score dead tie or a difference of only 10 is converted into 0 IMPs for each side and is called a “push.”
Quacks	Queens and Jacks.
Quantitative	A natural, limited, bid that may be non- forcing or forcing. An example, of a non-forcing limited bid is a raise of an opening 1NT bid to 4NT—it invites opener to bid a small slam but is not forcing. It shows 16-19 points. A forcing limited bid is seen in the auction 1NT-5NT—it requires opener to bid at least 6NT and invites 7NT. It shows 20-21 points.
Quick Loser	A trick the opponents can take as soon as they gain the lead.
Quick Trick (QT)	High card holdings that will win the 1 st or 2 nd round of the suit. The 3 rd round is a non-starter as far as quick tricks go. The pertinent holdings and their quick trick values are: AK = 2 quick tricks (QTs); AQ = 1½ QTs; Ace or KQ = 1 QT; King = ½ QT; AKQ = 2 QTs—3 rd round doesn’t count; KQJ = 1 QT; QJT = 0 QT A quick trick is limited to the 1 st or 2 nd round because with a trump suit in play, the 3 rd round is often trumped. A good opening bid usually contains 2½ quick tricks. Other high-card holdings (queens, jacks and QJ combinations) are often called “slow” tricks. A simple question may make it easier to evaluate the # of quick tricks in a suit, namely, how many times can you win the 1 st 2 tricks in a suit? Two, right? Ergo, the maximum # of quick tricks in any given suit is two (2), and the maximum number of quick tricks in the deck is 8.
Raise	To support partner’s suit by bidding that suit at a higher level.
Rank	The four suits in the 52-card pack rank downward in the order: spades (♠), hearts (♥), diamonds (♦), clubs (♣) In addition to the 4 suits, the denomination/strain known as notrump ranks higher than spades. The 13 cards of each suit rank downward in the order: <u>A</u> ce, <u>K</u> ing, <u>Q</u> ueen, <u>J</u> ack, 10, 9, 8, 7, 6, 5, 4, 3, 2 The denominations , i.e. the suit rankings and notrump , are used in the bidding . A denomination may be bid at the same level (1-7) as the last bid as long as it outranks the last denomination named. If the denomination is lower ranking, the level must be increased.

	The card rankings are used in the play of the hand. If the contract is played with a suit named as trump , any card in the trump suit outranks all the cards in the other 3 suits.
Rebid	Any subsequent bid make by a player who has already opened, responded, overcalled (or doubled) or advanced in an auction .
Redouble	A call over an opponent's double , increasing the scoring value of fulfilled or defeated contracts . In modern bidding methods, it is often used for other purposes. See for instance, SOS Redouble.
Reneg	See Revoke.
Repeated Finesse	A finesse that can be taken more than once.
Responder	The partner of the opening bidder.
Responder's Rebid	The second bid by the responder.
Response	A bid made after partner has opened the bidding. The player making this bid is called the "responder."
Result Merchant	An unhappy person who never gives the opponents credit for doing something right, preferring instead to find a way to blame you (his/her partner) for every poor result that your side suffers.
Reverse	Any rebid in a suit higher ranking than the original one.
Reverse Drury	Reverse Drury is initiated the same way regular Drury is: by a passed hand responding 2♣ to an opening bid of 1♥ or 1♠ in third or fourth position, saying nothing about the ♣ suit but instead asking if opener has a full opening bid. The difference is that opener's response has a reverse element to it. 2♦ is no longer the sub-minimum opening, it's 2 of the bid major that indicates that hand.
Revoke	The play of a card of another suit by a player who is able to follow suit. Remember, you must follow suit if you can. A revoke is a violation of the rules and typically results in a penalty for the offending side. Also called a "renege."
RHO	Right-hand opponent , the player on your right.
Right-hand Opponent	The player on your right, often abbreviated RHO.
Roman Keycard Blackwood	A version of Blackwood that assumes that there are five key cards: the four aces and the king of the proposed trump suit. It also takes into consideration the queen of the proposed trump suit. The responses are: 5♣- 0 or 3; 5♦- 1 or 4; 5♥- 2 (or 5) key cards without the queen of trumps; 5♠- 2 (or 5) key cards and the queen of trumps. A popular variation of these responses is called 1430, in which the club and diamond responses are reversed, giving: 5♣- 1 or 4; 5♦- 0 or 3; 5♥- 2 w/o the queen of trumps; 5♠- 2 with the queen of trumps.
RONF	An acronym for "Raise is the Only Non Force" when responding to a weak two-bid.

Rotation	The clockwise order in which the deal and the right to call or play progress.
Rubber	A rubber is winning 2 out of 3 games . Partitioning the play into rubbers is important because of the vulnerability condition. Both sides start out not vulnerable . When a side wins its 1 st game of the rubber, it becomes vulnerable. So, during the course of a rubber, at least one partnership and maybe both, will become vulnerable. Both sides revert to being non-vulnerable at the start of the next rubber. When a side wins a rubber, it also wins a rubber bonus .
Rubber bonus	A bonus awarded to the side that wins 2 games in the rubber. If both sides have won a game, both are vulnerable , the bonus is 500 points and the rubber is said to be a 500 rubber. If the other side has not won a game, the bonus is 700, and the rubber is known as a 700 rubber.
Rubber Bridge	The form of bridge in which a deal is not played more than once. The unit in scoring is a rubber, which denotes the winning of two games by one side.
Ruff(ing)	Playing a trump card , usually done in an attempt to win the trick . You cannot ruff a side suit unless you are out of that side suit. See also Trumping.
Ruff-sluff	Describes the situation in which a suit is lead that both opponents are void of and both opponents have trump and that situation enables the opponents to ruff in one hand and sluff (a loser) from the other.
Sacrifice	A sacrifice bid is made by a player who does not feel there is a realistic expectation of making/fulfilling that contract. Such a bid is made in the expectation that the opponents will score fewer points for defeating your contract than they will for making their contract. In the post-mortem , this strategy is referred to as “taking a sac.”
Safe Suit	A suit that can be led without giving an opponent a trick that the opponents are not entitled to.
Safety Play	A play by declarer that may sacrifice one or more potential overtricks to reduce the odds of being defeated by unfavorable distribution. Such plays are more important in rubber bridge or team play than at matchpoint duplicate, where overtricks may be important.
Scoring	There are a variety of ways in which scoring is done. They all start, however, with the basic scoring covered in the <i>Game</i> entry and the <i>Trick Points</i> entry.
Second Hand	The player who plays the second card to a trick.
Second-round Control	A (protected) king or a singleton in a suit contract.
Sequence	Two or more cards in the same suit in consecutive order or rank. For example, the king, the queen and the jack is a sequence of 3.

Set	To defeat the contract.
Shift	In the play of the hand, to lead a suit other than that previously led.
Short Suit	In an original hand of 13 cards, a suit containing 3 or fewer cards. However, in Duplicate Bridge, for purposes of the Alert system's <i>could be short</i> announcement, it is 2 or fewer cards in the suit.
Shuffling	Mixing the cards.
Side	Two players who constitute a partnership against the other two players.
Side Suit	Any of the other three suits beside the trump suit.
Sign-off (bid)	A bid that asks partner to pass at his/her next turn.
Single raise	Bidding partner's suit at the lowest level available (1S by partner, 2S by you). This bid shows a trump fit and minimum point count to be able to respond (typically 6-9/10 points in support of partner's suit).
Singleton	A holding of exactly 1 card in a suit.
Slam	A contract at the 6 level (called a Small Slam), or at the 7 level (called a Grand Slam). Since the 1 st six tricks are book and don't count toward fulfilling the contract, a small slam is a contract to win 12 (or more) tricks, and a grand slam is a contract to win all 13 tricks. Fulfilling, i.e. making a slam contract, earns the appropriate (and substantial) slam bonus .
Slam Bonus	Achieving a small slam (bidding 6 and making 6 or 7) earns a small slam bonus, which is 500 points not vulnerable and 750 points vulnerable. Achieving a grand slam (bidding 7 and making 7) earns a grand slam bonus, which is 1000 points not vulnerable and 1500 points vulnerable.
Slough	The British spelling of sluff .
Slow Loser	A trick the opponents can take eventually but not immediately, since declarer has one or more winners left in the suit.
Slow Trick	See Quick Trick.
Sluff	The American spelling of slough . A synonym of discard .
Small Slam	Bidding at the 6 level and then winning 12 or more tricks in the play (the book of 6 plus 6 or more). Achieving a small slam earns a small slam bonus, which is 500 points not vulnerable and 750 points vulnerable.
SOS Redouble	A redouble when your side has been doubled for penalty in a low-level contract. It requests partner to pick another contract. (Partnerships must be clear when the redouble is for rescue and when it's strength-showing.)

Splinter Bid	A conventional double jump in a new suit to show a fit with partner and a singleton or void in the suit bid.
Splinter Raise	See <i>Splinter Bid</i> .
Split	The distribution of the outstanding cards in a suit.
Splitting Honors	Playing one of two honors which are in sequence. Playing the king or queen from a holding of the K-Q-6, for example.
Spot (Cards)	Cards ranking below the 10 ... from the 9 to the 2. (While the 10 has no HCP value, it is an Honor card.)
Stayman	<p>A convention devised by Sam Stayman to enable a partnership to uncover a 4-4 major suit fit after a NT opening at the 1 or 2 level. (4 of a major—♠ or ♥—which scores 120 trick points, is usually the easiest game to make.) A bid of clubs at the cheapest level—2♣ after 1NT, 3♣ after 2NT—asks partner to bid a 4-card major if he has one. Lacking a 4-card major, the NoTrumper bids diamonds at the cheapest level.</p> <p>Using this convention gives up the ability to play clubs at the cheapest level, which is generally not a big loss. As implied, this convention is most often used when the NT bidder's partner has enough points to either invite or bid game. Over 1NT, the invitation can be either a raise to the 3 level of the major the opener bid, or 2NT if opener bid 2♦ or the “wrong” major. After a 2NT opener, the limited bidding space prohibits invitational bids. On the bright side, it doesn't take very many points to bid game after a 2NT opening.</p>
Stiff	A holding of exactly 1 card in a suit.
Stopper(s)	Protected honors you hold in a suit an opponent has bid. Examples are Kx, Qxx, Jxxx. This term refers to their ability to “stop” the opponents from running their suit if you declare a notrump contract. These are clearly not guaranteed stoppers but are, nonetheless, bid as stoppers.
STP	Stop, Think, Plan.
Strain	The suit or notrump (NT) specified in a bid. Synonymous with denomination.
Stranded	Winners that cannot be taken because there is no entry to them.
Strip and Endplay	Play of a deal where declarer forces a defender to make a favorable lead in a suit by eliminating the cards in one or more of the other suits (the strip) before giving the lead to the defender (the endplay).
Stronger Suit	A suit which has equal length to another suit but has more high-card strength.
Strong Raise	An old-fashioned raise of a one-level opening bid to the three level. It shows a hand with 13 or more points and support for opener's suit.

Strong 2♣	The use of an opening bid of 2♣ as strong, artificial, and forcing to show a hand which can virtually guarantee game or even slam.
Strong Two-bid	An opening suit bid at the two level which shows at least 22 points and is forcing to game.
Suit	One of four groups of cards in the pack , each group comprising 13 cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).
Suit Preference (Signal)	A device in defensive play whereby a player may indicate a desire to have partner lead one suit rather than another, when partner has a choice.
Supper Acceptance	A jump of a level when accepting partner's transfer bid (after your 1NT opening) to show a maximum-strength hand and good fit.
Support	The number of cards held in a suit that partner has bid.
Support Double	Used by opener to show exactly three-card support for responder's suit following an overcall on opener's right after partner has responded in a suit. When the intervening call is double, opener can redouble to show three-card support.
Support Points	See Dummy Points.
Sure Trick	A trick that can be taken without giving up the lead to the opponents.
Taking a Sac	See <i>Sacrifice</i> .
Takeout Double	The (penalty) double may be the 1 st bid to have an alternate usage applied to it. Since it is easier to defeat declarer when he/she is contracting to take 10 or 11 tricks (bids of 4 & 5) as opposed to just 7 or 8 tricks (bids of 1 or 2), low level (penalty) doubles are somewhat rare. Being frugal types, bridge players didn't like this bid laying largely fallow at low levels in the auction . This frugality led to the birth of the takeout double bidding convention . At low levels in the auction, when holding shortness in the opponent's bid suit, moderate length in the unbid suits and some measure of strength, double expresses a desire for partner to compete for the contract by bidding one of the other suits. The takeout double is often made at your first turn to bid. It is not an attempt to penalize the opponents if the previous bid were to become the final contract. In this context/situation, a double is called a takeout double. Do not expect a double order of buffalo wings to suddenly appear at your door.
Temporizing bid	See <i>Waiting bid</i> .
Tenace	Two high cards in the same suit in the same hand with one ranking two degrees below the other. Examples are: AQ, KJ, QT. These holdings often allow you to trap the missing honor by taking a finesse .
Tempo	The speed with which a player bids or plays his/her cards. Playing at the same pace is good. Too fast on occasion generally says you have

	no problem whatsoever with this bid or play. Too slow on occasion generally indicates you do have a problem
Third Hand	The player who contributes the third card to a trick; the partner of the player leading to a trick.
Tight	A holding in a suit in which the only cards you hold are the ones mentioned. “AK tight” means holding those 2 cards and no others in that suit. “KQJ tight” means holding those 3 cards and no others in that suit. “I had the 87 tight” means holding the 8 and 7 only in that suit.
Top	The maximum number of matchpoints you can earn on a board scored duplicate style. If a board is played nine times in a duplicate session, “top” is 8 because the best you can do is beat the other eight pairs who played it, scoring 1 matchpoint for each pair you beat.
Top of Nothing	The highest-ranking card of three or more low cards.
Top of a Sequence	The highest-ranking card in a sequence.
Tops and Bottoms	A bridge session (game) in which most of your scores are either very high or very low. The players might later remark that “we had tops and bottoms.”
Touching	Cards that are adjacent in rank (e.g. the queen and jack).
Touching Honors	Two or more honors in sequence. In a holding of Q-J-10-7, e.g. the first three are touching honors.
Trap (a high card)	A position where a high card can’t win a trick because the opponent next to play has a higher card.
Trap Pass	A rarely seen ploy where a player passes with an opening hand in hopes of entering the auction later and making a doubled contract because of his unrevealed strength or making a successful penalty double.
Traveler	In duplicate bridge, as a board travels from one table to the next, the score is recorded on a slip of paper that accompanies the board as it moves. The traveler is folded to hide the scores, so new pairs playing the board won’t be influenced by prior results. Also see Pickup Slips .
Treatment	An approach to bidding or a special way of handling certain hands that is beyond the scope of a basic bridge course.
Trick	The unit by which the outcome of the contract is determined, consisting of four cards , one contributed by each player in (clockwise) rotation, beginning with the lead . The highest card of the suit led (or the highest trump) wins the trick. The player who wins the trick chooses the card to lead to the next trick. There are 13 tricks in each deal.

Trick Points	<p>Points scored by the declarer's side for fulfilling the contract. Trick points, which count toward scoring/making game, are only counted up to the level of the contract. Tricks won by declarer in excess of the contract are called overtricks and are scored in a separate category/area and do not count toward making a game and earning a game bonus. Overtricks do count in the final tally of points won.</p> <p>The point awards for a fulfilled contract are for each trick in excess of the book of six tricks up through the level of the contract and are as follows:</p> <table> <tr> <td>Clubs (♣)</td> <td>20 points</td> </tr> <tr> <td>Diamonds (♦)</td> <td>20 points</td> </tr> <tr> <td>Hearts (♥)</td> <td>30 points</td> </tr> <tr> <td>Spades (♠)</td> <td>30 points</td> </tr> <tr> <td>NoTrump</td> <td>40 points for the 1st trick, 30 points for each trick thereafter.</td> </tr> </table>	Clubs (♣)	20 points	Diamonds (♦)	20 points	Hearts (♥)	30 points	Spades (♠)	30 points	NoTrump	40 points for the 1st trick, 30 points for each trick thereafter.
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NoTrump	40 points for the 1st trick, 30 points for each trick thereafter.										
Trick Score	The points scored for contracts bid and made, not including overtricks.										
Tripletton	A holding of exactly 3-cards in a suit.										
Trump (suit)	Each card of the suit , if any, named in the contract . For purposes of winning tricks in the play of the cards, any card in the trump suit outranks all the cards in the other 3 suits. If a player, including dummy's hand, is out of the suit led and has a trump card, he/she has the option of trumping the trick. If more than one person trumps, the highest ranking trump wins. Note that trumping is an option. A player does not have to trump simply because he/she is out of the suit led. He/she may instead discard one of the side suits .										
Trump Echo	A high-low in the trump suit is commonly used to show three or more trumps.										
Trumping	Playing a trump on a non-trump-suit trick. A trump can be played when the trump suit is led or when you cannot follow to the lead of another suit (you have no cards remaining in the suit led). A trump beats any card in any other suit. If a trick contains more than one trump, the highest trump wins the trick.										
Trump suit	In the bidding , a promise to win the specified number of tricks with the named suit serving as the trump suit. In the play, any card in the trump suit is promoted to outrank all the cards in the other 3 suits, the side suits.										
Trump tight	If during the play of the cards a player has only trumps left in his hand , he is said to be trump tight.										
Truscott 2NT	A conventional jump to 2NT after an opponent's takeout double to show a limit raise or better in partner's suit. Also called Dormer 2NT and Jordan 2NT.										
Turn	The correct time at which a player may call or play.										

Two suiter	Holding 5+ cards in one suit and 4+ cards in another is considered a two-suited hand.
Two-way Finesse	Having cards in both hands such that a finesse (in the same suit) in either hand is possible. Easy to spot when both hands hold tenaces, say one holding the A-J-5 and the other the K-10-4, but also possible when one hand holds something like Ax(x) and the other K-J-10.
Two-way Stayman	A variation of the Stayman convention in which a response of 2♣ is non-forcing Stayman and a response of 2♦ is game-forcing Stayman.
Unbalanced Hand	Any hand that doesn't fit the description of a balanced hand. These include two-suiters (5-5-2-1 or 6-5-2-0, etc.) and other hands with voids, singletons and/or long suits (6+-cards).
Unbid Suit(s)	A suit or suits not bid by either partnership during the auction.
Unblocking	Playing or discarding a high card during the play in order to get rid of it to allow the opposite hand to take tricks in the suit.
Undertrick	Each trick by which declarer 's side falls short of fulfilling the contract .
Unfavorably Divided	Having the outstanding cards in a suit divided the way declarer would not like them to be—as unevenly as possible.
Uppercut	A ruff, usually be a defender, aimed at promoting a trump trick for partner.
Upside-Down	By agreement, defenders use the cards they play to show their attitude toward the suit led, and in different circumstances, their count in the suit led. Traditionally, a high card says you like the suit partner led, a low card says you don't. With count, the tradition is high-low shows an even number of cards and low-high shows an odd number; the trump echo is an exception. If they decide to play upside-down attitude and/or upside-down count signals, they will reverse the manner in which they show attitude and/or count.
Up-the-line	The practice of making the cheapest bid when responding or rebidding with two or three four-card suits (responding 1♥ to an opening bid of 1♣ or 1♦, for example, when holding four hearts and four spades).
Valuation	The method of determining the value of a particular hand during the auction. Usually a combination of values for high cards held and length.
Victory Points	Most team games today are scored in Victory Points rather than won-loss or IMPs. After the raw score difference the two partnerships achieved is converted to IMPs, another conversion is done using either the 20-pt Victory Point scale or the 30-pt Victory Point scale. The 20-pt scale is most commonly used.
Void	To have no cards of a suit in your hand.

Vulnerable The condition of having won a **game** in the **rubber** and being subject to more severe penalties for failure, and more lucrative bonuses for success.

Vulnerability The conditions for assigning **undertrick** penalties and premiums. There are only 2 primary conditions: **vulnerable**, and not vulnerable. The scoring details for these conditions are listed below:

	Non-vulnerable	Vulnerable
Undertricks:	50	100
Small slam bonus	500	750
Grand slam bonus	1000	1500
Rubber bonus	500	700

We need to note that the undertrick penalties are increased if the final contract is doubled or redoubled.

Waiting bid A bid asking for a further description of partner's hand while saying nothing specific about the bidder's hand.

Weak Two-Bid The use of an opening bid of two in a suit other than clubs as preemptive. Classically, this bid describes a hand with fewer than 13 total points and with a strong, six-card suit, 2 of the top 3 honors.

Winner A card that will, under normal circumstances, win a **trick** at some point in the play of the cards.