

Bridge Glossary

Above the line	In rubber bridge points recorded <i>above</i> a horizontal line on the score-pad. These are extra points, beyond those for tricks bid and made, awarded for holding honour cards in trumps, bonuses for scoring game or slam, for winning a rubber, for overtricks on the declaring side and for under-tricks on the defending side, and for fulfilling doubled or redoubled contracts.
ACOL/Acol	A bidding system commonly played in the UK.
Active	An approach to defending a hand that emphasizes quickly setting up winners and taking tricks. See Passive
Advance cue bid	The cue bid of a first round control that occurs before a partnership has agreed on a suit.
Advance sacrifice	A sacrifice bid made before the opponents have had an opportunity to determine their optimum contract. For example: 1♦ - 1♠ - Dbl - 5♠.
Adverse vulnerability	When you are vulnerable and opponents non-vulnerable. Also called "unfavourable vulnerability."
Agreement	An understanding between partners as to the meaning of a particular bid or defensive play.
Alert	A method of informing the opponents that partner's bid carries a meaning that they might not expect; alerts are regulated by sponsoring organizations such as EBU, and by individual clubs or organisers of events. Any method of alerting may be authorised including saying "Alert", displaying an Alert card from a bidding box or 'knocking' on the table.
Announcement	An explanatory statement made by the partner of the player who has just made a bid that is based on a partnership understanding. The purpose of an announcement is similar to that of an Alert. It is made following calls whose meanings are not unusual, but which different partnerships treat differently. In the UK, common announcements include '12 to 14' (the range of partner's opening 1NT), and "Transfer to Hearts (or Spades)" if the partnership are playing transfers.
Artificial	A call that is not natural one that carries a coded message not necessarily related to the call's (or to the prior call's) denomination.
Asking bid	A bid that, by prior agreement, requests information about a feature of partner's hand: for example, number of controls, suit length, or control of a particular suit.
Attacking lead	A lead that instigates an active defence; often, the lead of an honour from a sequence, or a forcing defence.
Avoidance play	A play designed to keep a particular defender off lead, often to prevent the lead of a suit through a tenace position in either declarer's hand or dummy.
Balanced Hand	A hand is said to be balanced if it has a distribution of 4-3-3-3, 4-4-3-2, or 5-3-3-2. (Also defined as "no voids, no singletons, and at most one doubleton"). No-trump bids, when natural, generally denote balanced hands.
Below the line	In rubber bridge, points awarded for tricks bid for and taken are recorded below a horizontal line on the score-pad. These are the points counted towards game.
Bid	A declaration of both level and denomination that suggests a final contract. Some bids are instead used as conventions; they carry coded messages and are not normally intended as final contracts.
Biddable suit	A suit that is, systemically or by partnership agreement, long and strong enough to be bid.
Bidding	The first phase of a deal, when players establish the final contract by making a series of bids.
Bidding Box	A box, placed on the table that contains cards with bids printed on them. By selecting and displaying a card, a player can bid without speaking. Silent bidding removes one source of unauthorised information from the game.
Bidding System	The complete set of agreements and conventions assigned to bids, and sequences of bids, by a partnership.
Blackwood Convention	Popular bidding convention in contract bridge, used to determine number of partner's aces/kings to evaluate for slam bids.

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Blocked	If a suit is divided between partners in such a way that the hand with the shorter holding has only high cards, the suit cannot be run without an entry in another suit; it is then said to be <i>blocked</i> . If North holds ♦AK and South holds ♦QJ10, South cannot cash all three diamond tricks without an entry in another suit. The diamonds are <i>blocked</i> until North is able to unblock by playing the ace and king.
Board	A device that keeps each player's cards separate for duplicate bridge.
Bonus	In bridge scoring, beyond points for bid tricks taken, which are awarded for making a contract, the additional points awarded for making a doubled contract, or for making doubled or redoubled overtricks. There are also bonuses for a part score, a game, a small slam and a small slam. The size of most bonuses depends on the vulnerability. Bonus amounts are different in slightly different in rubber and duplicate
Book	The basic six tricks that must be taken by the declaring side. The first six "book" tricks are always assumed and are not taken into account in bidding or scoring. Thus, a contract at the 1-level commits declarer to take at least 7 (that is, 6 + 1) tricks, and provides trick points only for the trick above book. The term apparently originated from the whist practice of arranging the first six tricks into a stack called a "book."
Bottom	At duplicate scoring, the lowest possible score on a board.
Break	The distribution of cards in a suit between two (often unseen) hands: "I got a 4-1 spade break." An <i>even break</i> occurs when the cards are distributed evenly or nearly so, such as 3-3 or 4-2. A <i>bad break</i> , connoting a distribution that is difficult to handle, suggests an unexpectedly uneven distribution, such as 5-1 or 6-0.
Broken sequence	A sequence of honour cards, one or more of which is missing, for example AQJ.
Business double	A penalty double. Contrast with various competitive and informatory doubles such as takeout and negative double.
Call	Any bid, pass, double or redouble in the bidding stage.
Cash	To take a trick with a card that is currently the highest in the suit, thought certain to succeed, or to take all available winners in a suit.
Change of suit	A bid in a new suit, as 1♠ in the sequence 1♦ - 1♥ - 1♠.
Chicago	A form of bridge in which a rubber is completed every four deals, and the vulnerability is different in each of those deals (dealer's side is vulnerable on the second and third deals). The scoring and sequence of dealer and vulnerability used in duplicate are derived from those used in Chicago bridge. Chicago is said to have been devised by commuters who played bridge on daily train journeys, where the time available for play was limited by the length of the trip.
Claim	A statement by declarer about how the remaining un-played tricks will be won or lost. Normally the claiming player exposes his hand and describes the sequence of play for the remaining tricks (but such plays as finesses, unless already proven, are disallowed). A claim is best made only when the play of the rest of the hand is obvious. Claims are often unadvisable: apart from the possibility of a mistaken analysis, it can take longer to explain the line of play than to play it.
Clear a suit	Knock out an opponent's high-card control of a suit, or unblock one's own high cards.
Cold	A contract that a player cannot fail to make with best play on both sides is <i>cold</i> .
Come-on	A defensive signal that encourages partner to continue a suit, usually by means of the rank of the card used to follow suit.
Communication	The means of conveying a message to partner via the bidding or by the card played to a trick. The only legal means of communication is through the calls and plays themselves, rather than through mannerisms such as tone of voice and hesitations.
Competitive auction	A bidding sequence which involves both partnerships. Also, <i>competitive bidding</i> .
Concession	A statement by a player as to the number of remaining tricks that he must lose.

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Contract	The statement of the pair who has won the bidding, that they will take at least the given number of tricks. The contract consists of two components: the level, stating the number of tricks to be taken (in addition to the book tricks), and the denomination, denoting the trump suit (or no trumps). The last bid (followed by three passes) in the bidding phase denotes the final contract.
Control	1) A feature of a hand which prevents the opponents from taking immediate tricks in a suit. Aces are termed "first-round" controls and kings are termed "second-round" controls. In trump contracts, voids in side suits are also considered first-round controls and singletons second-round controls.
Control	2) (Said of trump contracts) Declarer's ability to manage the trump suit successfully. To <i>lose control</i> usually means being forced to shorten one's trumps so much that the opponents can subsequently control the play of the hand.
Convention	An agreement between partners on the meaning of a bid or sequence of bids, such that the meaning is not necessarily related to the length and strength of bid suits. Many bidding conventions are artificial. Also, an agreement that a particular defensive play has a special meaning.
Convention card	A form filled out by a partnership that shows the bidding and play conventions being used. Normally used during tournaments.
Count	(Noun). The number of cards held in a suit or suits, usually said of an opponent's hand. (Verb). To determine, by inference or by follow-suit, the number of cards held in a suit by an opponent
Count signal	A defensive card play that shows whether the player has an even or odd number of cards in a suit.
Coup	Any extremely skilful play.
Cover	To play a higher card than the card last played by the opposition; or to have stop in a particular suit.
Cross	To enter the opposite hand. Normally used of dummy or declarer's hand: "He crossed to dummy in diamonds."
Cross-Ruff	A playing technique in trump contracts, where extra tricks are gained by ruffing in both hands alternately.
Cue Bid	A bid of the opponents' suit in a competitive auction. Usually a conventional, forcing bid that shows strength, o an unusual hand, or a particular distribution, or request assistance from partner in that suit. A bid that shows a control in a suit (usually with an Ace or King, sometimes with a void), but does not indicate length or strength in the suit otherwise. Partnership agreements indicate when in an uncontested auction a bid is considered a cue bid. Usually used in exploring for a slam contract), or for showing stoppers needed for a no-trump game.
Danger hand	(Usually in reference to the defenders.) An opponent who, if he obtains the lead, can damage declarer's prospects.
Deal	The set of particular 52 cards as distributed to each player, and the bidding and play based on those cards. Also called board or hand.
Dealer	The player who deals the cards and bids first is he dealer. In duplicate bridge, cards are dealt only at the outset of the session and the deal is preserved during the session by the use of boards. The dealer for each board is determined by a mark that indicates the dealer's position on the physical board.
Deck	The 52 cards used in bridge.
Declaration	The contract in which a hand is played.
Declarer	Of the pair that makes the final bid in the auction, the player who first bid that call's strain. The declarer plays the cards in his own hand as well as dummy's cards.
Deep finesse	A finesse against two or more cards.
Defeat	To prevent declarer from taking the number of tricks called for by his contract.
Defence	Declarer's opponents or their line of play.

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Defensive bidding	A bid or sequence of bids designed to hinder the opponents' bidding, including sacrifices.
Delayed	Postponed, as the jump preference in the auction 1♥ - 1♠ - 2♦ - 3♥. The 3♥ is delayed support for hearts. Many bids have a different meaning depending on whether or not they are made at the first opportunity.
Denomination	Component of a bid that denotes the proposed trump suit or no trumps Thus, there are five denominations.
Develop	To establish tricks in a suit, usually by forcing out the opponents' stoppers.
Director	Referee (in duplicate bridge). The director enforces the rules, assigns penalties for violations, and oversees the progress of the game. The director is also responsible for the final scoring.
Discard	(Verb) To play a card that is neither of the suit led, nor trump, and that therefore cannot win the trick. (Noun) The card so played
Discouraging card	A card played as a signal that discourages partner from leading a particular suit. Contrast with come-on.
Distribution	This denotes the suit length in a hand by means of four numbers separated by hyphens. For example, 4-3-3-3 tells the reader that the hand has one four-card suit and three three-card suits. Unfortunately, this approach has a built-in ambiguity: it does not tell the reader which suit has four cards. Or The number of cards in each suit in a player's hand is usually expressed as a series of 4 numbers. A distribution of 4=6=2=1 means 4 spades, 6 hearts, 2 diamonds, and 1 club. Also called a "Hand pattern". Or The number of cards in one suit as distributed in four (or two) hands, expressed as series of four (or two) numbers. Or The degree to which a player's hand consists of particularly long and short suits.
Distribution point	A measure of a hand's strength due to the length or shortness of suits. See hand evaluation.
Double	A call that increases penalties if the opponents fail to make their contract, but that increases the bonuses if they make it. A player can double only a contract bid by the opposition. Often used conventionally for purposes other than to increase the penalties.
Double dummy	(Adjective or adverb.) Said of a play that is made as though all four hands were visible.
Double finesse	A finesse for two missing cards.
Double into game	To double a part score such that, if the contract is fulfilled, the total of the doubled trick scores will exceed 100 points.
Double raise	A raise of two levels, such as 1♠ - 3♠.
Doubleton	A holding of exactly two cards in a suit.
Down	A contract that is defeated is said to be <i>down</i> . Or, when followed by a number, the number of tricks by which a contract fails: for example, "Down two"
Draw	To extract, usually trumps. To remove the opponents' trump cards is to "draw trumps."
Drive out	To force a stopper from an opponent's hand, usually by repeatedly leading the suit.
Drop	(Verb) To fall under a higher card: "The ♠Q dropped under the ♠K." (Noun) That occurrence itself: "He played for the drop instead of finessing."
Duck	A play technique in which a player does not immediately play a card that might take a trick, but plays a small card instead.
Dummy	The partner of the declarer, whose cards are placed face up on the table and played by the declarer. Dummy has few rights and may not participate in choices concerning the play of the hand. Also used to refer to the dummy's hand as exposed on the table.
Dummy play	The play of the hand by declarer. The apparent contradiction is due to the fact that declarer plays both declarer's cards <i>and</i> the dummy's.
Dummy reversal	A playing technique in trump contracts that gains extra tricks by ruffing in the hand that began with the longer trumps.

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Duplicate bridge	A form of bridge where every deal is played at several tables, by several pairs, and their scores on each deal are subsequently compared. At minimum, two tables (four pairs) are required for duplicate bridge. Each entry might be a pair, or a team consisting of two or more pairs; the type of scoring varies accordingly. The hands of each deal are kept in metal or plastic containers called boards that are passed between tables.
Duplication of values	The possession of values in a single suit, in both partners' hands. Usually said of high card values in one hand paired with a singleton or void in partner's hand. Such a holding is normally undesirable: ♠KJ9 facing a void is much less useful than ♠KJ9 facing ♠Q4.
Echo	The play of first the higher, then the lower of two cards of the same suit on separate tricks to encourage or, by prior agreement, to discourage partner's continuation of a suit; or to signal possession of (normally) an even number of cards in the suit at the time the higher card is played.
Eight ever, nine never	A Bridge maxim that advises players when to finesse for a missing queen. With eight cards in the suit, always ("ever") finesse; but with nine cards, never finesse, rather play for the queen to drop under the play of the ace and king. Experienced players often ignore this advice in favour of other considerations such as the danger hand, and the known or inferred distribution of other suits.
Elimination	The removal, by playing a suit or suits, of safe exit cards from defenders' hands, normally in preparation for an endplay. The classic (but not the only) example is to leave an end-played defender with the choice of conceding a ruff and discard or giving declarer a free finesse.
Ending	The layout of the cards when just a few tricks remain to be played. In a "four-card ending," each player has four cards left. Such positions can be of special interest because squeezes and other endplays tend to occur near the end of the play.
Endplay	A play which forces a particular opponent to win a trick. Then that opponent must then make a favourable lead. That player is said to be "end-played". Normally, the player who is end-played is a defender. Although the word implies that the play occurs toward the end of a hand, it often occurs earlier, and in exceptional cases the opening leader can be said to be "End-played at Trick One."
Enter	To win a trick in the opposite hand, thereby giving it the right to lead to the next trick.
Entry	A card that allows a particular hand to win a trick that partner or an opponent has led to.
Equals	Cards in one hand that are adjacent in rank and thus have equal trick-taking power.
Establish	To make winners of the remaining cards in a suit by playing or forcing out higher cards.
Even	A split with the same number of cards in each hand. A 2-2 split is an <i>even</i> split.
Exit card	A card that is used to put a different hand on lead, normally to avoid making a self-destructive lead in another suit.
Exposed card	A card whose suit and rank become known through an irregularity. An exposed card may be subject to penalty. Always consult the director for any irregularities.
Extra values	Values (in the form of high card points or shortages or controls), which are in addition to the values that a player has promised so far in the bidding
Face	1) (Noun) The front of a card; the side that displays its suit and rank. Also 2) (Verb) To turn a card so that its face is visible to other players.
False preference	A return to partner's first-bid suit despite a longer holding in the second suit. Usually intended to give partner an opportunity for another bid.
False card	A card played with the intention of deceiving an opponent as to one's true holding. Also, the act of making such a play.
Feature	An honour or shortness in a suit. Conventional bids such as splinter-bids or cue bids are intended to show or elicit features.
Final contract	The last bid made on a hand.
Finesse	A technique that attempts to gain a trick or tricks by taking advantage of a favourable lie of the opponents' cards.

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Fit	1) A long suit (usually 8 cards or more) in two combined hands that might be used as trumps. Or 2) General term for two hands that are productive together (i.e., that have at least one fitting suit and few wasted values). Compare with misfit.
Follow suit	To play a card of the same suit as the one that was first led to the trick. Failure to follow suit when one can do so constitutes a revoke.
Forcing bid	A bid that, by partnership understanding, requires the bidder's partner to make another bid. A forcing bid is not necessarily a strong bid. It is legal to pass partner's forcing bid, and players occasionally do so if they believe it advantageous on a given hand, but it is damaging to partnership confidence.
Forcing defence	The lead and subsequent continuation of a suit that the defenders believe declarer will have to ruff in the long trump hand. The strategy is to shorten declarer's trump holding so as to leave the defenders in control of the hand.
Forcing pass	A pass in a competitive auction that requires partner to either make another bid or to double the opponents' current bid. Experienced partnerships often have agreements about differences in strength shown by bidding immediately, as distinct from making a forcing pass and then bidding over partner's double.
Four-card majors	An agreement that an opening bid of 1♥ or 1♠ promises at least four cards in the suit bid. An alternative is five-card majors. In Acol four card majors are the norm.
Fourth suit forcing	The initial use of a bid of the fourth suit as forcing to some level. Or an agreement that the partnership's bid of the fourth suit, in addition to its forcing nature, is possibly artificial.
Freak	(Also, "freak hand.") A hand with a very long suit or suits. Most would regard a hand with two six card suits as a freak.
Free bid	A bid that is made when a pass would still allow partner to make a bid. Normally used of a bid that is made after partner has opened the bidding and right hand opponent has overcalled. Compare with negative free bid.
Free finesse	A position in which a player leads up to an opponent's tenace, solving that opponent's possible guess. The term is normally used when the player is forced to make that lead.
Gambling 3NT	An opening bid of 3NT. The bidder hopes to make the contract by means of a long minor suit rather than by a preponderance of high cards.
Game	A contract, bid and made, worth 100 points or more. The un-doubled game contracts are 3NT (40 for the first trick + 30 each for the second and third); 4♥ and 4♠ in the majors (4 tricks × 30 points per trick); 5♣ and 5♦ in the minors (5 tricks × 20 points per trick). Game can also be made via a doubled or redoubled contract: e.g., 2♠ doubled is worth 2 × (2 tricks × 30 points per trick) = 120 points. The pair bidding and making the game is awarded a (game) bonus.
Game force	A bid that asks partner not to pass before the partnership's bidding has reached game (or the opponents have been doubled at a level high enough to compensate).
Game try	A bid, often in a side suit, that invites the partner to bid a game if he has extra values in the context of the prior bidding.
Good	Said of a card or cards that have been established.
Grand slam	A contract to win all thirteen tricks. Bidding and making a grand slam scores significant bonus points.
Grand slam force (GSF)	A method of determining whether the partnership holds the top trump honours when the bid of a grand slam is a possibility. In its original form, the GSF was initiated with a bid of 5NT, asking partner to bid a grand slam with two of the top three honours in the trump suit. Depending on the prior bidding, other bids are often used in place of 5NT, and there is a variety of schemes for responding to the GSF.
Guard	A holding that prevents an opponent from taking a trick or tricks.
Hand Evaluation	An algorithm used to assess the suitability of a hand for bidding.
High-low signal	See Echo.
High card	An honour card or the highest ranking card in a suit at any point during the play.

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High card points (HCP)	A method for evaluating a hand's strength, where every honour card is assigned a numeric value. See hand evaluation.
Hold up	To defer taking a winning card until an advantageous point in the hand, usually in reference to tricks that the opponents have led to. There are various purposes for holding up a winner, but it is frequently done to force the opponents to use their entries too soon.
Honour (card)	An ace, king, queen, jack or ten.
Honour bonus	At rubber bridge or Chicago, a scoring bonus. The bonus is 100 points for one hand holding four of the five trump suit honours. The bonus is 150 points for all five trump suit honours, or all four aces in a NT contract.
Honour tricks (also known as quick tricks)	A method of hand evaluation assigns point values to honours and combinations of honours. AK is two honour tricks, AQ is 1½ honour tricks, A or KQ is 1 honour trick, and Kx is ½ honour trick.
Howell movement	A tournament movement where each pair plays against each other pair, and there is a single set of winners.
IMP (International Match Points)	A method of scoring in a team match that compares a result on a board to that obtained at the other table and that converts the difference to IMPs using a table. The IMP scale's effect is to reduce the influence of very large differences, thus making it less likely that the outcome of an entire match will depend on one board only.
Informatory double	A double that is intended to convey information rather than to exact a penalty from the opponents. Such doubles include the takeout double, the negative double, the responsive double and the lead-directing double, although the latter is intended to convey information <i>and</i> to penalize.
In front of	A card or holding that is <i>to the right of</i> or <i>under</i> another. To say that the ♠A is <i>in front of</i> the ♠K is to say that the ace is to the right of the king, or under it, and normally cannot capture the ♠K if it is guarded.
Insufficient bid	A bid that is not higher than the immediately preceding bid, and therefore illegal.
Insult	The bonus for making a doubled or redoubled contract is sometimes referred to as the "insult" or as being "for the insult".
Interference	A call, such as an over-call or an initial pre-empt, that is intended to make it more difficult for the opponents to bid to their best contract.
Intermediate	Nines, eights and sevens are sometimes termed "intermediate cards." A jump overcall that by agreement may be made with a hand of opening bid strength and a long suit is termed an "intermediate jump overcall." An opening two-bid that by agreement may be made with values just short of those required for a game-forcing opening bid is termed an "intermediate two-bid."
Invitation	A bid which invites the partner to bid on to game or slam if he has extra values. It is a non-forcing by definition.
Irregularity	A breach of procedure, as described in the Laws and Proprieties, in bidding or play. If one is available, a director should be called to the table to make a ruling.
Jacoby transfers	Responses to opening bids of 1NT or 2NT that show the next higher suit and that request opener to bid that suit. Players who use Jacoby transfers usually agree that after an opening 1NT, 2♦ is a transfer to hearts, and 2♥ is a transfer to spades; similarly, 3♦ and 3♥ over an opening 2NT. They retain 2♣ as Stayman and reserve 2♠ for some other purpose. Opener simply completes the transfer with a typical NT opening bid. With an unusually good hand for partner's suit, opener either completes the transfer with a jump bid or bids some other suit, deferring the acceptance (often called a <i>super-acceptance</i>). These transfers were first described in a series of articles by Ollie Willner in <i>Bridge Tidningen</i> in the early 1950s, and were popularized for English speakers by Oswald Jacoby. Also known as Red Suit Transfers.
Jump bid	A bid made at a level higher than the lowest level at which that suit could be legally bid.
Jump overcall	An overcall made at higher than the minimally legal level: for example, 1♥ 2♠. Originally treated as strong bids, it has become standard to treat jump overcalls as weak, pre-emptive bids.

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Jump preference	A preference to partner's first-bid suit, made at a level higher than the minimally legal level. In the following sequence, 3♥ is a jump preference: 1♥ - 1♠ - 2♦ - 3♥. For many years, the jump preference was treated as invitational except in support of opener's <i>minor</i> , when it was treated as forcing. As of 2001, however, most experts treat all three –level jump preferences as invitational following opener's one-level new suit rebid: e.g., 1♣ - 1♦ - 1♠ - 3♣
Jump raise	A raise of partner's suit one level higher than the minimum legal raise. For example, 1♥ - 3♥ or 1♦ - 1♥ - 3♥
Jump rebid	A rebid of one's original suit, one level higher than necessary, usually showing a six-card suit: for example, 1♦ - 1♥ - 3♦. The range of strength shown by a jump rebid is a matter of partnership agreement: some treat it as a one-round force; others play it as only a little weaker than a game-forcing opening bid.
Jump shift	A jump bid of a new suit. As a rebid by opener (e.g. 1♥- 1♠ - 3♣) or responder (e.g. 1♥ - 1♠ - 1NT - 3♣), it indicates extra strength As direct response (e.g. 1♥ - 2♣): usually, a very strong hand.
Law of total tricks	A property of bridge deals which states that the total number of cards held by each side in its best trump suit equals the total number of tricks available to both sides. This is interpreted to mean that a side can safely bid to a level that equals its combined trump length. See hand evaluation
Lay-down	A contract that can be made on any rational line of play.
Lead	The first card played to a trick, which dictates the suit that others must play if able to do so (see follow suit). The hand that is entitled to lead to the next trick is said to be "on lead" or to "have the lead."
Lead-directing double	A double by the partner of the prospective opening leader that requests the lead of a particular suit. Experienced partnerships usually agree on a set of suit priorities, such as opening leader's bid suit, doubler's bid suit, dummy's first bid suit, or a suit that dummy has just bid conventionally.
Lead out of turn	Playing a card when it was another player's turn to lead. Subject to penalty.
Lead through strength	A maxim that advises a defender to lead a suit in which LHO has high card strength, forcing declarer to play high or low before third hand plays. The corollary is that a defender is advised to lead <i>up to weakness</i> in the fourth hand.
Length	The number of cards held in a suit.
Level	The number of tricks that (when added to the book of six tricks) a bid or contract states will be taken. For example, a bid at the four level contracts to take (6 + 4) = 10 tricks. The property of a contract that states whether it is at the part-score, game, or slam level.
LHO	Left-hand opponent
Light	(Adv.) To enter the auction with relatively low values (for example, to "open light" or "overcall light"). To do so can be either a matter of tactics or of general style.
Lightner Double	A penalty double, usually of a slam contract, that requests partner to choose an unusual suit for the opening lead. This criterion tends to regard as typical (and thus to exclude) a trump lead, the lead of defenders' bid suit, and the lead of an un-bid suit.
Limit	In the bidding, to define a hand's strength with some degree of precision.
Limit jump raise	An invitational jump raise of a major suit, such as 1♥ - 3♥. Limit jump raises usually show at least three-card support for partner's major suit and around 10-11 High Card Points or the distributional equivalent.
Long cards	Cards of the same suit, remaining in one hand, after all the other cards in that suit have been played from the other hands.
Long hand	In a partnership, the hand with the longer trumps.
Long suit	In a hand, the suit with the greatest number of cards. Seldom used of a suit with fewer than five cards.
Loser	A card which apparently cannot take a trick.

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Loser on loser	A card play tactic that attempts to create an advantage by playing two losers, often of different suits, on the same trick. Loser-on-loser play has many applications, including the creation of a ruffing position for declarer, the avoidance of over-ruffs by the defence, and interference with the opponents' communications.
Losing Trick Count	A method of hand evaluation based on counting losers.
Major Suit	The heart suit and the spade suit are major suits. Declarer scores 30 points for each trick taken in an un-doubled contract with a major suit as trump. Because game requires at least 100 points for tricks bid and made, both 4♥ and 4♠ (or 2♥ doubled and 2♠ doubled) constitute game contracts.
Major tenace	The highest and the third highest remaining cards in a suit, held in the same hand. For example, the ♠AQ before spades have been played. Tenaces define the structure of finesses.
Make	To take as many tricks as a contract calls for.
Marked finesse	A finesse for a card that is marked with a particular opponent.
Master	The highest card of a suit that is yet to be played.
Michael's Cue Bid	By prior agreement, an immediate cue bid of an opening bid, such as 1♦ - 2♦, for two-suited takeout. The cue bid of a minor suit shows length in both major suits. The cue bid of a major suit shows length in the other major suit and in an unspecified minor suit.
Mini-Bridge	A simplified form of contract bridge designed to expose newcomers to declarer and defensive playing techniques without the burden of learning a detailed bridge bidding system
Minor Suit	The club suit and the diamond suit are minor suits. Declarer scores 20 points for each trick taken in an un-doubled contract with a minor suit as trump. Because game requires at least 100 points for tricks bid and made, both 5♣ and 5♦ (or 3♣ doubled and 3♦ doubled) constitute game contracts.
Minor tenace	The second-highest and the fourth-highest (or lower) remaining cards in a suit, held in the same hand. For example, the ♠KJ before spades have been played.
Misfit	Two partnership hands, neither of which can support the other's long suit. For example, a red two-Suiter opposite a black two-suiter constitutes a misfit.
Mitchell movement	A movement in which, after each round, the pairs sitting in one direction remain stationary, the pairs sitting in the other direction move to the next higher numbered table, and the boards are moved to the next lower numbered table. Unless an arrow-switch is performed, the effect is to create two events, a "North-South" contest and an "East-West" contest, with a different pair winning each.
Movement	In a tournament, a progression of players and boards from table to table that enables the desired comparisons among the participants.
Multi	An ambiguous opening bid of 2♦ that promises one of several different types of hand.
Natural	A call which indicates willingness to play the contract named: a suit bid suggesting length or strength in that suit, a no trump bid that suggests a balanced hand, a double that suggests the ability to defeat the contract, or a pass that suggests weakness.
Negative Double	A conventional call used by responder in a competitive auction to denote possession of at least one un-bid suit.
Negative inference	An inference based on something that did not happen. For example, if a defender does not over-ruff, declarer might conclude that he <i>could not</i> over-ruff. Or if declarer does not ruff a loser in dummy, a defender might conclude that declarer does not have a loser in that suit.
Negative response	A bid that shows insufficient values for a stronger response. For example, a 2♦ response to a forcing 2♣ opening bid is often negative, as is a 1♦ response to a Precision 1♣.
New suit	A suit that has not yet been bid.
No bid	An alternative to "pass". Used in the United Kingdom, where "pass" might be mis-heard as "hearts." Regarded as improper in the US.
Non-forcing bid	A bid which partner may pass.

Bridge Glossary

Non-vulnerable	The state of vulnerability in which both bonuses and penalties are smaller. Therefore, less is at stake for a non-vulnerable pair investigating game or slam, or that is contesting the part score, than for a vulnerable pair. Also, "not vulnerable."
None vulnerable	In rubber bridge, the state of the score in which neither pair has made a game. In duplicate bridge, the vulnerability condition under which neither pair is designated as vulnerable for the board in play. Also, "neither side vulnerable."
North-South	One of the partnerships designated on duplicate boards.
No trump	A contract, or a bid that names a contract, to be played without a trump suit. In the bidding, no trump is the highest ranking,
No trump distribution	See balanced distribution.
Nuisance bid	An interference bid whose principal aim is not to pre-empt or to compete for the contract, but nevertheless to upset the smooth flow of the opponents' bidding sequence.
Obligatory	Of a finesse. A duck, made in the hope that a high card will fall. For example, declarer holds ♥K432 opposite dummy's ♥Q765. The ♥2 is led to the ♥Q, which wins. Declarer now leads dummy's ♥5 and RHO follows with the ♥J. Declarer ducks, hoping that LHO must now play the ♥A. The play is <i>obligatory</i> because given the first heart trick; no other play can yield three tricks. Of a false card: A false card that, like an obligatory finesse, cannot lose and might gain. An example is the play of the card that one is known to hold (for example, the play of a queen after it has been successfully finessed).
Odd-even discards	A defensive carding scheme under which the play of an odd-numbered card is encouraging and that of an even-numbered card is discouraging. The rank of the card may be used to show suit preference.
Off	Down or set. "We're off two" means "We have made two fewer tricks than our contract."
Off shape	Having a distribution that does not quite conform to that suggested by a bid, such as an opening bid of 1NT with 2=2=6=3 shape, or a weak-two bid with a seven card suit.
Off the top	Said of some number of tricks that can be lost or won without gaining or losing the lead. "There were eleven tricks off the top in spades," to mean that declarer could take eleven tricks without interruption; or, "We're down off the top," to mean that the defenders can take at least four immediate tricks against 4♥.
Offside	Unfavourably located, from the point of view of the player taking a finesse. If East holds the ♣K and North the ♣AQ, from South's point of view the ♣K is offside.
On	Makeable. A contract that can be made is said to be <i>on</i> . On side In rubber bridge, preceded by a number that indicates progress toward game. If one has 40 points below the line, one has 40-on.
One club system	A bidding system that uses a bid of 1♣ as artificial and forcing, but not necessarily strong.
One over one	A one-level response to partner's opening bid.
One round force	A bid that requests partner to ensure that the bidding continue for at least one more round. If partner's RHO bids, partner may pass, but is otherwise expected to bid.
One-suiter	A hand with only one long suit normally used to describe a hand with a six card or longer suit.
Onside	Favourably located, from the point of view of the player taking a finesse. If West holds the ♣K and North the ♣AQ, then from South's point of view the ♣K is onside.
Open	To start the bidding.
Opener	The player who makes the opening bid.
Opener's rebid	Opener's second bid.
Opening bid	The first bid in the auction.
Opening lead	The first card led by defenders. The dummy is not faced until after the opening lead, which makes the choice of opening lead more difficult than other leads. The opening lead can determine the outcome of the deal.
Opening leader	The declarer's LHO, who always makes the opening lead.

Bridge Glossary

Opponent	A member of the other partnership or team.
Optimum Contract	In unopposed bidding, the contract that cannot be improved upon by further bidding, nor could have been improved upon by taking a different line in earlier bidding. The contract is regarded as optimum because it offers the maximum score while minimizing the risk of failure.
Overbid	(Noun) A bid that overstates a hand's strength. (Verb) To bid voluntarily to a contract that the partnership cannot make (as a sacrifice). (Verb) To bid too high, irrespective of the result.
Overcall	The first bid made by one of opener's opponents.
Over-caller	The player making an overcall.
Over-ruff	To ruff with a higher trump following a prior ruff on the same trick.
Overtake	To play a card higher than the winning card played by partner, unnecessary to win the trick but necessary to gain the lead.
Overtrick	A trick taken by declarer beyond the number of tricks required by the contract.
Pack	Deck of cards.
Pair	Two players playing bridge together as partners.
Pairs	The normal form of duplicate bridge in which each pair competes separately, as distinct from team and individual
Par contest	A competition that uses composed deals, designed to test each pair's bidding and its card play. After the bidding, pairs are instructed to play (or defend) a specified contract. Results are compared not with other tables but with the predetermined par result.
Part-score	A trick score less than 100, obtained by making a contract or the contract that results in that trick score.
Partial elimination	An end-play in which declarer is unable to remove all possible safe defensive exit cards, and must hope that the remaining cards are so distributed that the defence cannot get off lead safely.
Partnership bidding	Sequences in which the opponents do not compete.
Partnership understanding	An agreement between partners, reached prior to the beginning of play, concerning the meaning of a call or play.
Pass	A call indicating that the player does not wish to change the contract named by the preceding bid, double or redouble. To pass transfers the right to make the next call to passer's LHO, unless it is the third consecutive pass, which ends the bidding.
Passed hand	A player who passed instead of opening the bidding. The inference is that a passed hand does not hold the values required to open the bidding.
Passed out	A hand is passed out if the bidding begins with four consecutive passes. After a hand has been passed out, the players should immediately proceed to the next hand.
Passive defence	An approach to defending a hand that emphasizes waiting for tricks that declarer must eventually lose, getting off lead safely, and avoiding plays that will set up tricks for declarer. Often indicated when neither declarer nor dummy has a running side suit or when the declaring side may have over-reached in the bidding.
Pearson points	High card points plus number of spades held.
Penalty	A score awarded to the defence when declarer's contract goes down. The size of the penalty depends on the number of tricks that declarer was set, the vulnerability, and whether the contract was doubled, or redoubled. A remedy assigned by a director to redress damage done by an infraction. The penalty for a minor, procedural infraction might be some number of tricks, or disallowing a particular bid or play. A more serious violation of the game's proprieties may be imposed by barring the offender from an event, a portion of an event, or from organized bridge.
Penalty card	A card, incorrectly exposed by the defence, whose subsequent proper play is governed by certain rules.
Penalty double	A call that doubles penalties if opponents fail to make their currently bid contract. Rewards are also doubled, should they succeed.

Bridge Glossary

Penalty pass	The pass of an inforamatory double to convert it into a penalty double
Percentage play	A play that is chosen because the mathematics of suit distribution suggests that it is more likely to succeed than an alternative line. Usually said of play in a single suit rather than the hand as a whole.
Peter	A high-low signal.
Phantom sacrifice	A sacrifice bid against a contract that the opponents would not have made.
Pin	The lead of a high card from one hand to capture a singleton of lower rank in an opponent's hand.
Play for	To assume that the opponents have a particular distribution or holding, and to plan and conduct the play on that basis.
Playing tricks	Cards, such as long cards in a suit, that will take tricks (usually, for declarer), and that therefore contribute to a hand's strength.
Point count	A method of hand evaluation which assigns a numeric value to a hand's high cards and distributional features, used as a guideline in bidding.
Positive response	A bid that announces the possession of at least minimum values. Often said of a response to a forcing opening bid.
Powerhouse	An unusually strong hand.
Precision	A bidding system that features artificial 1♣ opening bid.
Pre-empt, Pre-emptive bid	A bid (or raise) predicated on length of a suit rather than overall strength, primary function of which is to interfere with the opponents' bidding by taking away bidding space they need to exchange information.
Preference	A call that returns the bidding to partner's first-bid suit; for example, in 1♥ - 1♠ - 2♦ - 2♥, then 2♥ is a preference. A simple, non-jump preference shows neither strength nor support for the suit; it is simply a return to partner's presumably longer suit.
Prepared bid	A bid, often a slight violation of a partnership agreement that is chosen to avoid a later bidding problem.
Principle of Restricted Choice	A guideline to the play of the hand, concerning the probability of the location of key cards in the unseen hands.
Promote	In the play, to cause a card to become a winner. In the bidding, to assign a higher value to a card or to the hand as a whole, as a result of earlier calls made by partner or by the opponents.
Proprieties	A section of the Laws of Duplicate Contract Bridge that describes, in general terms, proper conduct as to the exchange of information concerning a hand, as to attitude and etiquette, as to partnership agreements, and as to spectators' conduct.
Psychic bid	A bid that grossly misstates high card strength or distribution, made so as to deceive the opponents. The Laws specify that psychic bids themselves are legal. It is, however, a violation to infer and fail to disclose that partner has psyched, when the inference is based on partnership agreement or experience. .
Quantitative	Of a bid: A call based, usually, on high card points, rather than a feature such as fit or shortness. A raise from 1NT to 3NT based on a 4-3-3-3 hand with 10 HCP is a quantitative raise.
Quick Tricks	See honour tricks
Quitted trick	A trick whose cards have all been turned face down (duplicate bridge) and gathered in front of the trick's winner (rubber bridge). In rubber bridge, a player may inspect a quitted trick if his side has not yet led to the next trick. In duplicate bridge, a player may inspect a quitted trick only if told to do so by a director.
Raise	A bid of partner's suit at a higher level. A raise shows a fit for partner's suit. 1?-2? is a single raise; 1?-3? is a double raise.

Bridge Glossary

Rank	The position of an individual card relative to others: Aces have the highest rank, followed by K, Q, J, 10, ... 2. The order of denominations in the bidding. No-trump is highest-ranked denomination, followed by spades, hearts, diamonds and clubs. A higher-ranked suit may be bid at the same level as a lower-ranked suit; the reverse is not true.
Rebid	Second and subsequent bids by the same player. A bid by the same player in a suit he has already bid.
Re-biddable suit	A suit with sufficient length and strength, according to partnership agreements, to be rebid in certain defined circumstances.
Re-deal	In rubber bridge, the prescribed remedy for a faulty deal. In duplicate bridge, re-deals are not used except in special cases and under a director's supervision.
Redouble	A call that doubles the penalties and bonuses that apply to a previous double. Used conventionally, a redouble may also convey additional information.
Red Suit Transfers	See Jacoby Transfers
Re-entry	A card that enables a hand to gain the lead on a later trick, after that hand has already gained the lead with a different entry card.
Refuse (a trick)	To duck.
Relay bid	An artificial bid that requests partner to further describe his hand. The relay is usually the lowest available bid, so as to leave as much room for description as possible.
Remove	To bid on over an undesired contract, especially a doubled contract.
Rescue	To remove from a contract that partner has bid and which, often, has been doubled.
Responder	Opening bidder's partner.
Response	A bid by responder immediately following an opening bid and RHO's call.
Responsive double	A double that follows LHO's opening bid, partner's takeout double and RHO's raise of opener's suit, to show moderate values and no clear opinion as to the best strain.
Retain the lead	Maintain the right to lead to the next trick by leading and winning the current trick.
Return	To lead back, usually the suit that partner led.
Reverse	Second round bid of a new suit that responder could have bid on the first round but bypassed instead. Such bids are made by opener and responder as a means of showing extra strength without jumping.
Revoke	Failure to follow suit as required when a player is able to do so.
RHO	Right-hand opponent.
Rise with	To play a high card in the hope of taking a trick: "Rise with the ace." Also, "go up with"
Roman	Descriptive of bids and card play agreements used or originated in the Roman System
Round	In the bidding, a sequence of four consecutive calls. Of a control, the round on which the control can stop the opponents from winning a trick. An ace, for example, is a first round control; the king is a second round control.
Rubber	In rubber bridge, the set of successive deals that ends when one of the pairs wins two games.
Rubber bonus	A bonus awarded to the pair winning the rubber: 500 points if the losers are vulnerable, 700 if they are not.
Rubber Bridge	The original form of contract bridge, a contest of four people playing only amongst themselves (as distinct from duplicate, which requires a minimum of eight players). There is often a wager on the result, normally so many pence per hundred of the final difference in scores between the two pairs.
Ruff	To play a trump on a trick when one has no cards in the led suit remaining. was led.
Ruff and Discard	The lead of a suit in which both opponents are void, so that one opponent can ruff while the other discard (or <i>sluffs</i>). A ruff and discard is usually damaging to the side that leads to the trick. Also, <i>ruff and sluff</i> or <i>ruff and slough</i> .
Ruff out	To establish a suit by ruffing one or more of its low cards.

Bridge Glossary

Rule of Eleven	A calculation that can be used when it is reasonable to suppose that opening leader has led the fourth highest card that he held in a suit. The rule says to subtract the value of the card led from 11. The result is the number of cards in the other three hands that are higher than the one led. Third hand, for example, can then make inferences about declarer's hand by examining his own holding and dummy's.
Rule of Two and Three	A (old) bidding guide that advises pre-emptors to be within two tricks of their contract if vulnerable, and within three if not. Few players now follow the Rule of Two and Three.
Ruling	A finding and decision by a tournament director or appeals committee.
Run	To play the winners in a suit.
Sacrifice	To deliberately bid over an opponent's bid, hoping that the cost of a penalty will be smaller than the value of opponent's presumably successful contract.
Safety level	A level at which the partnership can normally assume, on the basis of the previous bidding, that its contract will succeed. It is the point below which the partnership prefers to explore even higher contracts.
Safety play	A play that maximizes the chances for fulfilling the contract (or for achieving a certain score) by avoiding a play which might result in a higher score. Contrast with percentage play: the latter is the best play in a <i>suit</i> , while a safety play is the best line for the <i>contract</i> .
Scientific	A style of bidding that attempts to narrowly limit the strength of a partnership's hands, so as to make its bidding more accurate.
Second hand	The player to the left of the player who has led to a trick.
Second hand low	A precept that advises second hand to play a low card on RHO's lead.
Semi-balanced hand	A hand with 5-4-2-2 or 6-3-2-2 distribution.
Sequence	Two or more cards adjacent in rank.
Set	To defeat a contract. The number of tricks by which a contract is defeated ("a two-trick set").
Set up	Establish
Shaded	(Of a call) A call that is not quite warranted by the strength of the hand making it.
Shape	The distribution of suits in a hand.
Shift	In the bidding, a change of suit, usually said of a jump bid.
Short-suit game try	By agreement, a bid of a <i>short</i> side suit after a single raise, hoping to reach game. For example, after 1♥ - 2♥, opener might rebid 3♣ with a singleton or void in clubs. The bid tells partner where high cards will be least useful, indicating duplication of values. It requests partner to take positive action with high-card strength outside that suit. Otherwise, the bid requests partner to sign off (in this example, by bidding 3♥). See
Short-suit points	In hand evaluation, points counted for singletons and voids.
Show out	Fail to follow suit.
Shuffle	To mix the cards. Shuffling seldom results in random distributions: in the long run, the cards so mixed rarely match the mathematical expectancies.
Side suit	A suit that is not trumps.
Signals	The conventional meanings assigned to plays made by the defenders in order to exchange information.
Signoff bid	A bid that requests that partner passes. A call that denies extra values, one that normally results in a pass by partner.
Sign off	To make a signoff bid.
Single dummy	The normal manner of play, based on certain knowledge only of one's own cards and dummy's. Compare with double dummy.
Singleton	A holding of exactly one card in a suit.
Sit-out	A round in a movement during which a pair is idle.
Skip	An intentional irregularity in a Mitchell movement, where pairs or boards move in other than their normal fashion.

Bridge Glossary

Skip-bid warning	A warning to LHO that one is about to make a jump bid that could cause a revealing hesitation. Using a bidding box, one should place the "Stop" card on the table before placing the actual bid. One should wait approximately 10 seconds and then return the "Stop" card to the box. Only then should LHO make his bid at a normal even tempo.
Slam	A bid of six (a small slam) or seven (a grand slam)
Slam try	A bid that invites partner to bid a slam.
Slow	Cards that require establishment before they can be cashed
Solid	A suit strong enough to run without interruption or (in the bidding) that requires no fit with partner.
Sort	To arrange one's cards by suit and by rank within suit.
S.O.S. redouble	A redouble that asks partner for rescue from a doubled contract, normally a bad one.
Sound	A hand that is relatively strong for a call that is contemplated or that has been made.
Splinter bid	An unusual jump bid that by agreement shows a fit for partner's last-bid suit and a singleton or void in the bid suit. For example, a partnership could treat 4♣ in response to an opening bid of 1♠ as a splinter bid, showing a good hand with spade support and a singleton or void club.
Split	The distribution in the opponents' hands of the cards in a suit.
Spot card	A card that ranks below the 10.
Stack	A distribution of cards in defenders' hands that might make the play difficult for declarer. The defenders' trumps, for example, could be said to be <i>stacked</i> if they divide 5-0.
Stayman (convention)	A conventional bid of 2♣ that calls for a 1NT opening bidder to bid a four-card major, if one is held, and (usually) 2♦ otherwise. Many continuations have been devised.
Steal	To gain an advantage, usually through deception. The theft may be material (e.g., a trick or a contract) or non-material (e.g., a tempo). Despite the term <i>steal</i> , deception is entirely legal if it does not involve unauthorized information or concealment of information to which the opponents are entitled.
Step	In the bidding, the space between one bid and the next highest.
Step bid	A bid that conveys information on the basis of the number of steps it uses.
Stopper	A high card (normally, an honour) whose primary function is to prevent the opponents from running a suit in a no-trump contract.
Strip	To remove safe cards of exit from an opponent's hand. To prepare for a ruff and discard by removing all cards of a suit (or suits) in a partnership's hands.
Strong Club System	A set of conventions that uses an opening bid of 1♣ as an artificial, forcing opening that promises a strong hand, e.g. Precision.
Strong no-trump	An opening no-trump that shows a balanced hand and 15-17 or 16-18 HCP. A partnership's choice between the use of a strong no-trump or a weak no-trump has extensive implications for its entire bidding system.
Strong two-bid	An agreement to use an opening bid of two of a suit so as to indicate a strong hand and a strong holding in the bid suit.
Suit preference signal	A defensive carding method that signals a preference, or the lack thereof, for a suit other than the suit used for the signal.
Support	A fit with partner's suit.
Swindle	A deceptive bid or play.
Swing	A difference in scores between two tables in a board in a team match.
Swiss teams	A team event in which teams play other teams with a similar record of wins and losses. It typically consists of a series of relatively short (6 to 8 board) matches
Switch	To lead a different suit.
Table	A grouping of four players at a bridge session
Table presence	Awareness of opponents' behaviour and mannerisms, leading to inferences regarding their holdings and problems on a deal. It is improper to take action on inferences made on the basis of <i>partner's</i> behaviour. It is not improper to take any advantage of any observed behaviours of the opposition (but do not call foul if you have misread them!)

Bridge Glossary

Takeout Double	A conventional call used in a competitive auction to indicate support for the un-bid suits in a hand of opening strength, and to request that partner bid. The classic, ideal pattern is 4-4-4-1, with the shortness in the suit doubled. There are many informatory that anticipate a bid from partner, but "takeout double" typically refers to the double immediately over opening bidder,
Team	A form of duplicate bridge in which two teams contest several deals. One pair from each team sits North-South at one table and another pair sits East-West at the other table.
Tenace	A broken sequence of (often) honour cards, such as ♠AQ or ♦KJ. Declarer may lead toward his or dummy's tenace, preparing to finesse for a missing card. A defender may lead through declarer's or dummy's tenace to help his partner score cards behind the tenace.
Third hand	The player who makes the third call, or who is the third to play to a trick.
Third hand high	A precept that advises the third hand to play a high card on partner's lead.
Three suiter	A hand with length in three suits, thus shortness in the fourth. Distributions such as 4-4-4-1, 5-4-4-0 and 5-4-3-1 are often termed "three-suiters."
Throw	To discard.
Throw-in	See End Play
Timing	A player's agenda for tasks in the play of the hand: for example, ruff losers and then draw trumps; or, draw trumps and then run the side suit.
Top	Playing duplicate, the highest score achieved on a board.
Top of nothing	The lead of a high card from a suit that contains no honour card.
Touching	Adjacent. Both cards and suits may be touching. In the holding ♣KQ5, the king and queen are touching. In deciding whether to respond, a player notes that hearts and spades are touching suits.
Transfer bid	A bid that requests partner to make a bid in a particular suit, usually the suit immediately above that of the transfer.
Traveller	A slip of paper that is folded into a board in duplicate bridge. The traveller records the results at tables where the board has already been played.
Trick score	The score earned by contracting for and taking tricks. Trick scores count toward making a game.
Trump	(Noun) A card in the trump suit whose trick-taking power is greater than any side card. (Verb) To play a trump after a side suit has been led; also Ruff.
Trump control	The ability, from a combination of the holding in trumps with play technique, to prevent the opponents from taking too many tricks in a side suit.
Trump echo	An echo (high low play) in the trump suit, long used to alert partner to the possibility of a defensive ruff, and in the early 21st century to give partner a count of the hand.
Trump suit	A suit, determined by the declaring side during the bidding, which if played, wins a trick regardless of the rank of the other side suits played to that trick.
Two-club system	A bidding system that uses an opening bid of 2♣ as an artificial game force (such as ACOL)
Two-over-one response	A response to an opening one-bid, forced by suit rank to take place at the two-level.
Two-suiter	A hand containing two long suits, usually each containing 4 or more cards, with at least 10 cards between the two suits.
Two-way finesse	A finesse that could be taken successfully against either opponent.
Unauthorized information	Information obtained from partner that one is not permitted to act on: for example, the manner in which partner plays a particular card, or the tone of voice when making a bid.
Unbalanced distribution	Any distribution other than 4-3-3-3, 4-4-3-2 or 5-3-3-2.
Unbalanced hand	As above, a hand whose distribution is unbalanced.
Un-bid suit	A suit that has neither been bid nor indirectly shown.
Unblock	To play a card whose rank interferes with the use of cards in the opposite hand. Opposite dummy's KQJ, declarer's singleton ace blocks the suit, and so is played to unblock.
Underbid	To bid less aggressively, or to a lower contract, than most would with the same cards.

Bridge Glossary

Under-lead	To lead a low card when holding the top card or cards in a suit. The under-lead is standard in defence of no-trump contracts (so as to preserve communications between defenders' hands), but unusual against suit contracts.
Under-ruff	To play a trump lower than one already played on the lead of a side suit. Usually this is undesirable but can sometimes be required to adjust the number of trumps held while preparing advanced plays.
Under-trick	A trick that declarer does not win, causing the contract to go down. Multiple under-tricks occur: for example, two under-tricks could result in 4♥ down two.
Unfinished rubber	A rubber that the players agree not to finish. In rubber bridge scoring, a 300 point bonus is given to a vulnerable side, and a 50 point bonus to a side with a part-score.
Un-guard	To discard lower cards that help prevent a higher card from being captured by an opponent.
Unusual no-trump	An artificial jump overcall in no-trump that shows a two-suiter, usually bid to suggest a sacrifice. As originally played, 1Major - 2NT showed a hand weak in high cards with, probably, 5-5 in the minor suits.
Uppercut	To ruff in the expectation of being over-ruffed, when the over-ruff will cause a trump in partner's hand to become a winner.
Upside-down signals	An agreement that when following suit to partner's lead, a low card encourages a continuation and a high card discourages. This is "upside-down," or the reverse of traditional practice.
Variable no-trump	The use of a weak no-trump when not vulnerable and a strong no-trump when vulnerable.
View	An assumption about how the cards lie on a particular deal: "Sorry, partner, I took a view."
Void	No cards in a given suit.
Vulnerability	A scoring condition assigned to each pair in advance of a deal. In duplicate bridge, vulnerability is indicated on boards; in rubber bridge, it is determined by the number of trick points previously earned. Vulnerability affects both the size of bonuses for making contracts and penalties for failing to make them.
Vulnerable	At duplicate, a designation, shown on each board, that indicates whether larger bonuses and penalties apply to one, both or neither pair on that deal. At rubber bridge, having won one game
Waiting bid	A bid that enables the bidder to obtain more information before making a commitment. For example, some players use 2♦ over a 2♣ forcing opening bid as a waiting bid rather than as a negative response.
Waive	To condone an irregularity. In duplicate bridge, a waiver is an improper action.
Weak jump overcall	A jump overcall used to pre-empt the bidding.
Weak jump shift	A jump shift used to pre-empt the bidding.
Weak no-trump	A 1NT opening bid on a balanced hand with, usually, 12-14 HCP. The bid has mild pre-emptive value. To show a strong no-trump, the weak no-trump user opens with a suit and rebids in no-trump.
Weak Two	An opening bid of two of a suit (normally a major) to indicate a relatively weak hand with a long suit.
Whist	A predecessor of contract bridge.
Wide open	(Said of a suit) Without a stopper.
Wide-ranging bid	A bid made within a wide range of strengths and shapes, the opposite of a limit bid. An example from Acol is an opening bid of one of a suit which may be made with anything from 10 HCP (plus some shape) to 22 HCP (with a shape unsuitable for a 2 bid, such as 4-4-4-1). Such bids are limited only by the failure of the bidder to make a stronger or weaker bid; thus an Acol opening bid of one of a suit is limited by the fact that the opener failed to pass, to make a 2 level opening bid, or to make a pre-emptive opening bid.
Winner	A card that can take a trick on a given hand.
Wrong side	To place the contract in the less favourable hand for the partnership.
x	Any small card, of no trick-taking significance.

Bridge Glossary

X	An abbreviation of double used in bidding boxes and the printed word.
XX	An abbreviation of redouble used in bidding boxes.
Yarborough	Originally, a hand with no card higher than a nine. The Earl of Yarborough, during the 19th century, often bid 1,000 pounds to 1 against picking up such a hand at whist. (The actual odds against such a hand are approximately 1,827 to 1.) In common usage, the definition has come to include any exceptionally weak hand.
Zero	The lowest score obtained on a deal in a duplicate game. Also, bottom.