

## BEGINNING BRIDGE GLOSSARY by Maritha Pottenger

- Auction:** the sequence of bids (which is ended by three consecutive passes) by which a contract to take a certain number of tricks is reached.
- Bidding:** the 15 words which can be used by the four players to describe their hands and to reach a contract: one, two, three, four, five, six, seven, spades, hearts, diamonds, clubs, no trumps, double, redouble.
- Book:** 6 tricks. Most contracts are understood to be the number of the contract plus book. Thus a contract of 7 is a commitment to take all 13 tricks (book of 6 plus 7 more).
- Declarer:** Individual who wins the contract. His/her side bid highest before 3 consecutive passes, but s/he was the first person to name the suit (or no trumps) which became the final denomination. Declarer plays his/her own cards and directs the playing of Dummy's cards.
- Doubleton:** holding only 2 cards in a suit.
- Dummy:** Partner of Declarer. Person whose cards are placed face up after the Opening Lead is made.
- Finesse:** an attempt to gain an extra trick if an honor is favorably placed, e.g., leading low toward AQ.
- Game:** In rubber bridge, 100 points or more below the line is game. In duplicate, 100 points or more is game. 3NT (100 points), 4 hearts or 4 spades (120 points) or 5 Clubs or 5 diamonds (100 points) is game. The scoring bonus for a vulnerable game is 500 points. The scoring bonus for a non-vulnerable game is 300 points.
- Go Down:** to fail to make a contract. "He went down one in 6 Diamonds." Also called being set or going set.
- Grand Slam:** Making all 13 tricks. Scoring bonus: 1000 if non-vulnerable; 1500 if vulnerable.
- Guard:** Protect. Generally, players will guard honors or guard against long suits. To guard a king, keep one other card in the suit; to guard a queen, keep two other cards in the suit, etc. To guard against a long suit in Dummy, keep as many cards (usually 4 or 5) as that long suit has.
- High Card Points:** system of hand evaluation wherein Ace counts 4 points, king=3; queen=2; jack=1. Having 12 HCP is considered sufficient to open the bidding.
- Honor Promotion:** When you "cover an honor with an honor," you quickly "promote" the lower honors to trick-taking status. For example, If Declarer plays J from J109; next player plays the Queen; Declarer "covers" with Dummy's King and fourth player takes the Ace, Declarer's 10 will take the second round of the suit.
- Honors:** The Ace, King, Queen, Jack and Ten in each suit are the honor cards. In rubber bridge, if you held all 5 cards in your trump suit, you got 150 points above the line for honors. If you held 4 of the 5 in your trump suit, you got 100 points above the line. With all 4 Aces, you get 100 points above the line in No Trump.
- Level(s) of Bidding:** how many tricks are contracted for. The levels range from 1 to 7.
- Majors:** Major suits are hearts and spades.
- Minors:** Minor suits are diamonds and clubs.
- No Trump:** A contract in which no trump suit exists. High cards only (and long suits) take tricks. Opening 1NT shows 15-17 HCP; 2NT shows 20-21 & 3NT shows 25-27.
- Opener (or Opening Bidder):** The person who makes the first bid other than pass.
- Opening Lead:** the first card played in a hand of bridge. The Leader (person who makes the Opening Lead) is the individual to the right of dummy.
- Overcall:** a bid made by the opposing side when one side has opened the bidding. Promises a 5-card suit.
- Part Score:** Any score that is less than one hundred or any score when the Declarer did **NOT** bid game. Scoring bonus for a part score in duplicate: 50.
- Responder:** The person who is partner to the Opener. However, once Opener has bid and responder has also bid, Opener can respond to Responder's response. (Or, Opener can make a Rebid—second bid.)
- Scoring:** points awarded for contracts bid and made, or for contracts bid, but not made. Declarer gets points for each trick bid (if the contract is made) plus a bonus for either part-score, game, or slam. Defenders get points for each under-trick when the contract is not made (when Declarer is set or "goes down.")
- Set:** to prevent Declarer from fulfilling his/her contract. "The defenders set 4 spades by one trick."
- Singleton:** a single card in a particular suit. Holding only one card in a suit. Also called a **stiff**.
- Small Slam:** Making 12 of 13 tricks. Scoring bonus: 500 if non-vulnerable; 750 if vulnerable.
- Trick:** When all 4 players have played one card each, that is trick. Each hand of bridge has 13 tricks. Each minor suit trick (if bid & made) is worth 20 points; major tricks are 30 each; no trump tricks are 40 for the first and 30 for each subsequent trick.
- Trump:** a suit that beats any other card except a higher card in that suit. Trumps are determined by the auction.