

## Glossary of Terms

**Auction:** Another term for the bidding.

**Balanced Hand:** A hand containing no void, no singleton and not more than one doubleton.

**Barrier:** As opener, when planning your rebid, imagine a 'barrier' just above your first suit at the next level up. eg 1♥ - rebid 2♥. A new suit rebid below the barrier shows 12-15 points. eg 1♥ – rebid 2♣. A new suit rebid above the barrier shows 16-19 points. Eg 1♥ – rebid 2♠ (also known as a **Reverse**).

**Blocked:** A suit is blocked if there is a high card in the short hand that prevents the suit from being cashed. A player will often aim to unblock the suit.

**Competitive bidding:** When both partnerships contribute to the auction. bid.

**Contract:** The final bid in the auction, which determines the trumps suit (or no trumps) and the number of tricks to be won

**Conventional bid:** A bid that has a special meaning and is not natural.

**Cover:** When second or third to play to a trick, following suit with a card that beats the opponent's card.

**Crossruff:** Trumping losing cards from both hands in the opposite hand. This sometimes involves not drawing trumps.

**Dealer:** The first person to speak in the bidding.

**Declarer:** The person who plays the hand.

**Defenders:** The Declarer's opponents i.e. the pair who are not Declarer or dummy.

**Discard:** To throw away a card of a different suit (when you can't follow suit)

**Doubleton:** Two cards in a suit.

**Drawing trumps:** Playing trumps until neither defender has any left.

**Ducking:** Refusing to win a trick when this would be possible.

**Dummy:** The Declarer's partner. After the opening lead the dummy's hand gets placed face upwards on the table and is played by the Declarer

**Entry:** A card that allows a player to get on lead.

**Establish:** Playing to dislodge the opponents' high cards in a suit in order to make tricks with lower cards. This can be often be accomplished by using one's highest cards to knock out the opponents' winners.

**Finesse:** An attempt by declarer to win a trick with a card that is lower in rank than a card of the same suit still held by an opponent.

**Following Suit:** Playing a card in the same suit as the one led by another player.

**Forcing Bid:** A bid which tells partner that he must bid again.

**Game:** Bidding to 'game' means you have bid to the level where you are entitled to extra bonus points for bidding up to that level.

**High Card Points:** Ace = 4, King = 3, Queen = 2, Jack = 1

**Honours:** The Ace, King, Queen, Jack and 10 are known as honours. The 10 doesn't contribute to a hand's High Card Points but is frequently a useful asset.

**Interior Sequence:** A holding in a suit that contains a sequence of at least 2 consecutive cards and a higher-ranking card that is not part of the sequence. For example: AJ105, KJ106, Q1093. It is customary to lead the top of the touching cards.

**Invitational Bid:** Invites partner to bid again if he has a maximum hand.

**Jump Bid:** A bid that is at a higher level than necessary.

**Knock out:** Using a high card to dislodge an opponent's higher card in a suit, with the aim of establishing the suit.

**Limit Bid:** Has a small and precise point range including an upper limit to the number of points. A bid that tells everything in one bid.

**Long Hand:** The player (usually declarer or dummy) that has more cards in a key suit than his partner. See also short hand.

**Loser:** A card that cannot (or is unlikely to) win a trick.

**Major Suits:** Hearts and Spades

**Minor Suits:** Clubs and Diamonds

**Non Vulnerable:** When a pair is vulnerable it affects game and slam bonuses and undertrick scores. In Duplicate bridge the vulnerability changes on each board.

**Opener:** The first person to bid anything other than 'Pass'.

**Opening Lead:** The very first card played. It is always made the person on the left of Declarer.

**Overcall:** A bid made by the opponents of the player who opens the bidding.

**One-off:** When the declarer fails to make the contract by 1 trick. (Two-off by 2 tricks etc)

**Penalty Points:** scored by defenders when a contract is defeated.

**Penalty Double:** A double made in the expectation that the opponent's contract will be defeated. Partner is usually expected to pass. See also Takeout Double.

**Pre-empt:** Making a high-level bid with a weak hand and a long suit with the objective of causing problems for the opponents.

**Promote:** A card is promoted when the opponents' higher cards have been knocked out.

**Responder:** The partner of the player who started the partnership's bidding.

**Reverse Bidding:** a new suit above the barrier.

**Rule of 11:** The Rule of 11 is most commonly used in a No Trump contract by 3rd player when it looks like partner's opening lead was 4th highest of their longest suit. It helps work out the card we need to play.

**Rule of 14:** The Rule of 14 is used when responding to an opening bid. It helps to decide whether or not we can make a change of suit response at the two level when we have less than 10 points.

**Rule of 20:** The Rule of 20 is used by the opening bidder when deciding whether or not to open with an unbalanced hand of 10-11 points.

**Ruff:** To win a trick with a trump (when you can't follow suit).

**Sequence:** Two or more consecutive cards in a suit: usually honours (e.g. KQJ).

**Short Hand:** The player (usually declarer or dummy) that has fewer cards in a key suit than his partner. See also long hand.

**Show Out:** Fail to follow suit, through either discarding or ruffing.

**Sign Off:** Bid a sign-off bid tells partner not to bid again.

**Singleton:** Only one card in a suit.

**Split:** The way in which the defenders' cards in a particular suit are divided between their two hands. For example, a 4-2 split indicates that with 6 cards in a suit missing, one defender has 4 cards of the suit and his partner has 2 cards.

**Spot cards:** Any card of any suit 2-9.

**Stopper:** A card that prevents the opponents cashing tricks in the suit. Always important in NT, but also sometimes in a suit contract.

**Switch:** When a defender doesn't return his partner's suit but instead leads a different suit.

**Take-out Double:** A call of 'double' that is not for penalties but asks partner to bid their longest suit.

**Top Winners:** Tricks that are readily available to either declarer or the defending side without needing to lose the lead. Also called Top Tricks.

**Trick:** Four cards, one from each player, played in clockwise rotation

**Unblock:** Cashing a winner in order to facilitate the cashing of tricks in the same suit in the opposite hand.

**Void:** No cards in a suit.

