

BRIDGE VOCABULARY

Lesson 1

Suits

(in order of increasing rank): **Clubs, Diamonds, Hearts, Spades**. Then **No Trump** (not actually a suit)

- Each suit has 13 cards (in order of increasing rank) 2 3 4 5 6 7 8 9 10 J Q K A (The A, K, Q, J are called the **Honors**)
- Clubs and Diamonds are called the **Minors**
- Hearts and Spades are the **Majors**

Trick:

When a player leads a card, that card and the three cards that are subsequently played by the other three hands constitute a trick. There are thirteen tricks in each hand.

Trump:

A suit designated to be more 'powerful' than the other suits. The highest trump played to a trick wins, regardless of the rank of any other cards in the trick. E.g. the 2 of trump beats the Ace of any other suit.

Ruff:

A verb meaning to play a trump on a trick when some other suit has been led.

Slough

(Verb, pronounced 'sluff'): Play a card other than one in the suit led or trump.
Also: **discard**.

Auction:

A sequence of bids at the conclusion of which the declarer and contract for the hand are determined.

Bid:

Specification of a number and a suit (or No Trump) during the auction. E.g 1♣ (one Club)

Contract:

The final bid of the auction. It specifies the number of tricks the **declarer** must win and what the trump suit will be if any. Examples:

- a bid of 4♠ (four spades) specifies spades as the trump suit and that 10 (6+4) tricks must be won to fulfill the contract.
- A bid of 2NT (two no trump) specifies that there will be no suit designated as trump and that 8 (6+2) tricks must be won to fulfill the contract.

Declarer:

The player who, in their partnership, first mentioned the suit specified in the final contract. The declarer is responsible for playing their and their partner's (**dummy's**) cards in attempting to fulfill the contract. Note that declarer is not necessarily the person who made the final bid of the auction.

Dummy:

The hand held by declarer's partner. It is displayed face up on the table for all player's to see after the **opening lead** is made.

Opening Lead:

The first card played to the first trick after the end of the auction. The person making this lead (the Opening Leader) is the player to the left of the declarer.

Promotion:

During the play of a hand, small cards in long suits may be promoted to winners when all higher ranking cards in the suit have been eliminated. This is a common way of creating extra winners, especially in No Trump (NT) contracts

Finesse:

A way of creating winners by leading toward broken honor sequences. Examples of broken honor sequences are AQ832 or KJ108. In the first of these we lead towards the AQ and play the Q. If the K is held by the player to the left of the AQ the Q will take a trick - a 50% chance. In the second case we lead toward the KJ and play the J. If the Q is to the left of the broken honor sequence either the J will win or it will drive out the Ace, making the K a winner.