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***ADVANCED
BRIDGE;
THE HIGHER
PRINCIPLES
OF THE GAME
ANALYSED AND
EXPLAINED***

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Advanced Bridge; The Higher Principles of the Game Analysed and Explained

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PREFACE

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In the study of any game, the foundation of success must be a thorough acquaintance with the principles of play. This once attained, future progress becomes easy and rapid.

Many writers on Bridge have left much of the play to the individual judgment and knowledge of the player, and in most works on this subject, illustrations of the fundamental principles are largely wanting.

The present work is an attempt to supply these deficiencies; this volume is intended to aid the Bridge student in acquiring a practical acquaintance with the various forms of attack and defence as outlined by the best players. Particular attention is given to the dealer's play of the dummy hand, the management of trumps is outlined in detail, and the underlying principles are fully illustrated by the complete play of selected hands.

The writer has endeavoured to make this work simple in its arrangement and style so as to be adapted to the capacity of all lovers of Bridge, comprehensive and complete so as to be a sufficient and certain guide in the most difficult as well as in the easy situations.

The laws of Bridge published in this edition have been prepared by the author, who has used as a foundation the codes accepted by the principal clubs of the world. The author does not favour the exaction of a penalty for the dealer's lead out of turn. The American opinion on this point is divided, but the English practice is to exact no penalty.

Otherwise the various club codes show but minor differences.

THE LAWS OF BRIDGE REVISED 1905

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THE RUBBER

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1. The partners first winning two games win the rubber. If the first two games be won by the same partners, the third game is not played.

SCORING

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2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honours, chicane or slam.

3. Every hand is played out, and any points in excess of thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honours are ace, king, queen, knave and ten of the trump suit; or the aces when no trump is declared.

6. Honours are credited to the original holders and are valued as follows:

DECLARATION.			♠	♣	♦	♥	NO TRUMPS
Each Trick above Six			2	4	6	8	12
H	{	3 Honours	4	8	12	16	30
O	{	4 "	8	16	24	32	40
N	{	4 " (All in one hand)	16	32	48	64	100
O	{	5 "	16	32	48	64	100
U	{	5 " (4 in one hand)	18	36	54	72	—
R	{	5 " (All in one hand)	20	40	60	80	—
S	{	Chicane	4	8	12	16	—

Rubber 100, Grand Slam 40, Little Slam 20.

7. If a player and his partner make thirteen tricks, independently of any tricks gained by the revoke penalty, they score Grand Slam and add forty points to their honour count.

8. Little slam is twelve tricks similarly scored, and adds twenty points to the honour count.

9. Chicane (one hand void of trumps) is equal in value to three honours, *i.e.* if partner of player having chicane scores honours he adds the value of three honours to his honour

score, while, if the adversaries score honours, it deducts an equal value from their honour score. Double Chicane (a player and his partner both void of trumps) is equal in value to four honours, and the value thereof may be deducted from the total honour score of the adversaries.

10. The value of honours, slam, little slam, or chicane, is in nowise affected by doubling or redoubling.

11. At the conclusion of a rubber the scores for tricks, honours, Chicane, and Slam, obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

12. If an erroneous score affecting tricks be proven, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber,—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

13. If an erroneous score affecting honours, chicane or slam be proven, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

CUTTING

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14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMING TABLES

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17. The prior right of playing is with those first in the room. If there are more than four candidates for seats at a table, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed, the players cut to decide on partners; the two lowest play against the two highest. The lowest is the dealer, who has choice of cards and seats, and who, having once made his selection, must abide by it.

19. Should the two players who cut lowest, secure cards of equal value, they shall re-cut to determine which of the two shall deal, and the lower on the re-cut deals.

20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the re-cut are partners and the original lowest the dealer.

21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

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23. If at the end of a rubber, should admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY

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24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of beginning a new rubber or of cutting out.

25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

26. A player who cuts into one table while belonging to another, shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event he may signify his intention of returning to his original table, and his place at the new one can be filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the

rubber, and shall not in any way affect the substitute's rights.

28. If anyone break up a table, the remaining players have a prior right to play at other tables.

SHUFFLING

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29. The pack must neither be shuffled below the table nor so the face of any card be seen.

30. The dealer's partner must collect the cards for the ensuing deal and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he must re-shuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL

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32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and in dividing it he must not leave fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack he can neither re-shuffle nor re-cut the cards.

35. Should the dealer shuffle the cards, after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. THERE IS NO MISDEAL.

A NEW DEAL

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38. There must be a new deal—

a If the cards be not dealt into four packets, one at a time, and in regular rotation, beginning at the dealer's left.

b If, during a deal, or during the play of a hand, the pack be proven incorrect or imperfect.

c If any card be faced in the pack.

d If any player have dealt to him a greater number of cards than thirteen.

e If the dealer deal two cards at once and then deal a third before correcting the error.

f If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

g If the last card do not come in its regular order to the dealer.

39. There may be a new deal—

a If the dealer or his partner expose a card. The eldest hand may claim a new deal.

b If either adversary expose a card. The dealer or his partner may claim a new deal.

c If, before fifty-one cards are dealt, the dealer should look at any card. His adversaries have the right to see it, and the eldest hand may exact a new deal.

d If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for the eldest hand to decide as to a new deal. But in all other cases such penalties must be claimed prior to the completion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has

looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

41. Should three players have their right number of cards, and should the fourth, not being dummy, have less than thirteen and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is answerable for any revoke he may have made as if the missing card or cards had been in his hand. The other pack may be searched for the missing card or cards.

42. If during the play of a deal a pack be proven incorrect or imperfect, such proof renders only the current deal void, and does not affect any prior score. The dealer must deal again (Law 38 *b*).

43. Any one dealing with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good. If any one deals when it is the turn of an adversary, such error must be corrected before the cards are dealt for the following deal.

44. A player can neither shuffle, cut nor deal for his partner without the permission of his adversaries.

DECLARING TRUMPS

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45. The trump is declared. No card is turned.

a The dealer may either make the trump or pass the declaration to his partner.

b If the declaration be passed to partner, he must make the trump.

46. Should the dealer's partner make the trump without receiving permission from the dealer, the eldest hand may demand,

- 1st. That the trump shall stand, or
- 2d. That there shall be a new deal.

But if any declaration as to doubling, or not doubling, shall have been made, or if a new deal be not claimed, the declaration wrongly made shall stand. The eldest hand is the player on the left of the dealer.

47. Should the dealer's partner pass the declaration to the dealer it shall be the right of the eldest hand to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

48. If either of the dealer's adversaries make or pass the declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered.

DOUBLING, REDOUBLING, ETC.

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50. The effect of doubling, re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

51. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not

wish to double, he may ask his partner, "May I lead?" His partner shall answer, "Yes" or "I double."

52. If either of their adversaries elect to double, the dealer and his partner have the right to redouble. The player who has declared the trump shall have the first right. He may say, "I redouble" or "Satisfied." Should he say the latter, his partner may redouble.

53. If the dealer or his partner elect to redouble, their adversaries shall have the right to again double. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in paragraphs 52, 53, 55.

55. The process of re-doubling may be continued indefinitely.[\[1\]](#) The first right to continue the re-doubling on behalf of a partnership belongs to that player who has last redoubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player redouble out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the redouble shall stand, the process of re-doubling may continue as described in this and foregoing laws (52 and 53). If any double or redouble out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the maker of the

trump or the eldest hand, without consultation, to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may redouble only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

57. When the question, "May I lead?" has been answered in the affirmative or when the player who has the last right to continue the doubling, expresses himself satisfied, the play shall begin.

58. Should the eldest hand lead without asking permission, his partner may double, but only if the maker of the trump consent.

59. Should the right-hand adversary of the dealer ask permission to lead, the eldest hand does not thereby lose his right to double. Should the right-hand adversary of the dealer double before his partner has asked "May I lead?" the maker of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in Laws 52, 53, 55.

60. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent.

A declaration as to doubling or re-doubling once made cannot be altered.

[1] In some clubs, doubling ceases whenever the value of the odd trick exceeds one hundred points; in other clubs the limit is placed at two hundred points.

DUMMY

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61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

62. Before exposing his cards, the dealer's partner has all the rights of a player, but after his cards have been shown the dealer's partner takes no part whatever in the play, except that he has the right—

a To ask the dealer whether he has none of the suit in which he may have renounced.

b To ask the dealer when called upon to play his highest or lowest card whether he has conformed to the penalty.

c To call the dealer's attention to the fact that a trick has not been completed.

d To correct the claim of either adversary to a penalty to which the latter is not entitled.

e To call attention to the fact that a trick has been erroneously taken by either side.

f To participate in the discussion of any disputed question of fact which may arise between the dealer and either adversary.

g To correct an erroneous score.

63. Should the dealer's partner call attention to any other incident of the play, in consequence of which any penalty

might be exacted, the fact of his so doing precludes the dealer exacting such penalty.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consultation, call upon the dealer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

66. A card from the dealer's hand is not played until actually quitted; but should the dealer name or touch a card from the dummy hand, such card is considered as played, unless the dealer in touching the card or cards says, "I arrange," or words to that effect.

CARDS EXPOSED BEFORE PLAY

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67. If, after the deal has been completed and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, the eldest hand may, without consulting with his partner, claim a new deal.

68. If, after the deal has been completed and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or redouble which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either call the card or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY

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69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upward, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

3d. Every card so held by a player that his partner can see any portion of its face.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once, by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be called at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary

retain his hand he cannot be forced to abandon it. If, however, the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, the adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 91, 92 and 100), fail to play as directed, or if, when called on to lead one suit, lead another, having in his hand one or more cards of the suit demanded (Law 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82 and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

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76. If either of the dealer's adversaries lead out of turn, the dealer may call the card erroneously led, or may call a suit when it is the turn of either adversary to lead.

77. If the dealer lead out of turn, either from his own hand or dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow him, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against anyone except the original offender, who, if he be one of the dealer's adversaries, may be penalised as provided in Laws 60 and 76.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

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82. Should the third hand not have played and the fourth play before his partner, the latter (not being dummy or dealer) may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If anyone, not being dummy, omit playing to a former trick and such error be not corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If anyone (except dummy) play two cards to the same trick, or mix a card with a trick to which it does not belong, and the mistake be not discovered until the hand is played out, he is answerable for any consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

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85. A revoke occurs when a player (other than dummy), holding one or more cards of the suit led, plays a card of a different suit. The penalty for a revoke takes precedence of all other counts.

86. A revoke is established if the trick in which it occurs be turned and quitted, *i.e.* the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, have led or played to the following trick.

87. The penalty for a revoke is three tricks taken from the revoking player and added to those of the adversaries.

88. The penalty is applicable only to the score of the game in which it occurs.

89. Under no circumstances can the revoking side score game, in that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score toward game than twenty-eight.

90. A player may ask his partner, whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative or unless the revoking player or his partner has led or played to the following trick.

91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so

withdrawn are not exposed cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card, and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced.

92. If the player in fault be the dealer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both adversaries of the dealer have played to the current trick; but this penalty cannot be exacted against the dealer when he is fourth in hand, nor can it be enforced at all from dummy.

93. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

94. A revoke must be claimed before the cards have been cut for the following deal.

95. Should the players on both sides subject themselves to the revoke penalty neither can win the game by that hand.

96. The revoke penalty may be claimed for as many revokes as occur during a hand; but the accumulated penalty shall in no event exceed thirteen tricks. (See Law 7.)

GENERAL RULES

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97. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

98. Once a trick is complete, turned and quitted it must not be looked at (except under Law 84), until the end of the hand.

99. Any player during the play of a trick or after the four cards are played and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

100. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

101. Either of the dealer's adversaries may call his partner's attention to the fact that he is about to lead out of turn, but if he make any unauthorised reference to any incident of the play the dealer may call a suit from the adversary whose turn it is next to lead.

102. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

103. The partner of the eldest hand may inform him that their adversaries have incurred a penalty, but may not give any further information. Should he suggest the penalty, or demand the enforcement of it, such action shall be deemed a consultation, and no penalty can be enforced.

NEW CARDS

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104. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice of new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack is cut for a new deal.

105. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

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106. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

SPADE CONVENTION

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I.—Where players agree “not to play spades” the rule is, that if the spade make is not doubled, the hand shall be played where either side is 20 or over.