



A

Auction – When each side makes bids to name the final contract for a hand of bridge. Also known as bidding.

B

Bid – An undertaking to win at least a specified number of **odd tricks** (tricks in excess of 6) in a specified suit or notrump.

Bidding – Bidding is when each side makes bids to name the final contract for a hand of bridge. This is also known as the auction.

Book – Six tricks is called the book. After you take six tricks you start fulfilling your contract with each subsequent trick.

C

Call – Any bid, double, redouble or pass.

Contract – The contract is the bid that won the bidding auction. It is also called the final contract.

D

Deal – 1. The act of handing out 13 cards to each player. 2. One particular allocation of the 52 cards to the four players including the bidding, the play and the scoring based on those cards. Also called a board or hand.

Dealer – The person that distributes the 52 cards to the players. The dealer also makes the first call to start the auction.

Declarer – The partner in the declaring side that first mentioned the suit (or notrump) during the auction. Declarer plays both hands of the partnership.

Declaring side – The partnership that won the contract during the auction.

Defending side – The partnership that did not win the contract. They are trying to defeat the contract by taking enough tricks so the contract is not fulfilled.

Doubleton – When you only hold two cards in a suit.

Down – When declarer fails to take the number of tricks contracted, the contract is said to go down, or that the defenders set the contract. If the contract is 3 NT, and declarer only takes 7 tricks, we say the contract has gone down 2 tricks.

Dummy – The partner in the declaring side that puts their hand face up on the table. This is the partner that did not mention the suit (or notrump) first.

E

Entry – A sure winner that you can play to in a hand that you want to be in to either take a finesse or cash winners. For example if Dummy has the ♥A and the ♣JT9 which are all sure winners, but declarer's hand doesn't have a club, but it does have the ♥3, you can lead the ♥3 and win the ♥A, and then cash the 3 club tricks. The ♥A is said to be an entry to dummy.

F

Final Contract – See contract.

G

Game – A final contract of 3 Notrump or higher, 4♥ or higher, 4♠ or higher, 5♣ or higher, and 5♦ or higher. Game is when the declaring side gets 100 points or more for the tricks they take. See scoring.

H

Hand – 1. The 13 cards that a player holds. Example: East's hand was ♠AJT95 ♥QJ4 ♦A43 ♣T8. 2. Informally used to substitute for deal to refer to all 4 hands. Example: I played 3NT on that hand.

Honor card – Ace, King, Queen, Jack or Ten.

L

Lead – The first card played to a trick. It determines the suit that must be played to the trick, if you have one.

LHO – The opponent to your left.

M

Make – To make a contract is for declarer to take the number of tricks contracted. If the contract is 3NT, declarer needs to take 9 tricks to make the contract. See also set and down.

N

O

Odd trick – Each trick that the declaring side takes after book. In the bidding you only state how many odd tricks you think you will take.

Opening Lead – The first card played to the first trick of a particular deal. The opening lead is made by declarer's LHO (Left Hand Opponent).

Overcall – An overcall is a bid of your own suit after the opponents have opened the bidding.

P

Part Score – A final contract that is less than game in a particular suit or NT. In other words, a part score would be a final contract in:

- Clubs below 5♣
- Diamonds below 5♦
- Hearts below 4♥
- Spades below 4♠
- Notrump below 3 notrump

Promotion – When you make sure tricks from lower cards in a suit, it is called promoting tricks, or promotion. For example if you hold the King, Queen and Jack

in a suit but not the Ace, you lead the King and the opponents take their Ace. You have promoted the Queen and Jack to sure tricks.

R

Rank – The order of the suits is called their rank. The rank order from highest to lowest is:

NT Notrump

♠ Spades

♥ Hearts

♦ Diamonds

♣ Clubs

Renegé – When you accidentally fail to follow suit when you have a card of the suit led. This cannot happen in an online game, because the software prevents it from happening. However in a face to face game this can happen. There are penalties when you renege.

Revoke – Same as a renege. See above.

RHO – The opponent to your right.

Ruff – When a player is out of the suit led and they play a trump. This is also known as trumping the trick.

S

Set or Setting a contract – When declarer fails to take the number of tricks contracted, the defenders set the contract or the contract went down. If the contract is 3 NT, and declarer only takes 7 tricks, we say the contract was set 2 tricks.

Short Side – The partner's hand that has the fewest cards in a suit. You should almost always play high cards in a suit from the short side first. This prevents you from being blocked in the short hand.

Singleton – When you only have one card in a suit.

Spot Card – Any card 9 or lower.

Stiff – Another term for singleton, when you have only one card in a suit.

Stopper – A high card in a suit that will stop it from being run. An Ace is a sure stopper, as is K Q. K 4 3 would be an example of a partial stopper, because the Ace can be played after the King preventing it from taking a trick.

Sure Winner – A high card in a suit that is a guaranteed winner (if it doesn't get ruffed!). An Ace is one sure winner, an Ace and King are 2 sure winners, etc. Frequently used in a Notrump contract to plan declarer play.

T

Trick – A set of four cards played, one by each player, during the play of a hand.

Trump – The suit the final contract is being played in. If there is no suit, you are playing in a notrump contract.

Trump a trick – When a suit is led that you have no cards in, and you play a trump. See also Ruff.

U

V

Void – When you have no cards in a suit you are said to be void in the suit.

X

X – Sometimes used when showing a hand. An X is a “stand-in” or a placeholder for some small card, when the card is so small that its number doesn’t matter.

Y

Yarborough – When you have no card higher than the 9 in your hand, you have a Yarborough. It is the worst hand in bridge. Even worse is a Yarborough that is 4-3-3-3.