

NG34Bridge Glossary

The Bidding

Auction -- the entire round of bidding on a deal.

Bid -- a number (1 through 7) followed by the name of a suit or notrump (1♥, 3NT, 7♣, etc.)

Call -- any bid, pass, double or redouble.

Contract -- the number of tricks the declaring side must take to earn a plus score. A bid becomes the final contract if it's followed by three passes. (If the last bid is 3♣, the bidder has contracted to make clubs trump and to take at least 9 (6 for "book" plus the 3 bid) of the 13 possible tricks)

Opening bid -- the first bid that is not a pass. The player who makes this bid is called the "opener".

Response -- a bid made after partner has opened the bidding. The player who makes this bid is called the "responder".

Overcall -- a bid made after an opponent has opened the bidding. A suit overcall always promises at least 5 cards in the suit bid.

Rebid -- any subsequent bid made by a player who has already opened, responded or overcalled in an auction.

Single (or simple) raise -- to bid partner's suit at the lowest level available (1♠ by partner, 2♠ by you).

The Play

Book -- the first six tricks taken by declarer. Only tricks in excess of book are counted for fulfilling the final contract. (To make a contract of 4♠, you must take 10 tricks, (6 for book plus the 4 named in the bid)

Declarer -- the player who first named the suit (or notrump) specified in the final contract

Dummy -- declarer's partner. Dummy does not participate in the play. After the bidding is completed and the opening lead is made, dummy places his cards face-up on the table, sorted into suits, and they are played by declarer.

Defenders -- opponents of declarer.

Trick -- four cards, one contributed by each player in turn (clockwise around the table). The highest card of the suit led (or the highest trump) wins the trick. The player who wins the trick chooses the card to lead to the next trick. There are 13 tricks in each deal.

Lead -- the first card played to a trick. Each of the other three players must follow (in clockwise order) by playing a card of that suit if they have one.

Opening lead -- the card that starts the first trick of a deal, after the bidding is over. The opening leader is the player to the left of declarer.

Trump suit -- the suit named in the final contract.

Notrump -- a contract played without a trump suit. The highest card of the suit led wins the trick.

Trumping (or ruffing) -- playing a trump on a non-trump-suit trick. A trump can be played only when the trump suit is led or when you cannot follow to the lead of another suit (you have no cards remaining in the suit led). A trump beats any card in any other suit. If a trick contains more than one trump, the highest trump wins the trick.

Discard -- to play a non-trump card when you cannot follow to the suit led.

The Cards in Your Hand

Honours -- Ace, King, Queen, Jack.

High-card points (HCP) -- the total point-count of the honours (AKQJ) in your hand.

Void -- to have none of a suit in your hand.

Singleton -- a one-card suit.

Doubleton -- a two-card suit.

Balanced hand -- having no void or singleton suits and (usually) no more than one doubleton. Balanced distributions of your 13 cards are 4-3-3-3 , 4-4-3-2 , 5-3-3-2 (sometimes 5-4-2-2)

Unbalanced (distributional) hand -- any hand that doesn't fit the description of a balanced hand. These include two-suiters (5-5-2-1 or 6-5-2-0, etc.) and other hands with voids, singletons and/or long suits (6+-cards).