

# Student Vocabulary

## Lesson 1 - Introduction to the Deck and Tricks

1. Deal - distribute cards to players.
2. Deck - the complete set of 52 cards used to play bridge.
3. Discard - play a card from one's hand when unable to follow suit.
4. Follow Suit - play from one's hand a card of the same denomination as the card led.
5. Hand - the cards that a player is dealt.
6. Opening lead - the first card played to the first trick.
7. Rank - a number or symbol indicating the relative power of cards in the same suit.
8. Shuffle - randomly rearrange the 52 cards of the deck.
9. Suit - one of the 4 denominations (spades, hearts, diamonds, and clubs), which distinguishes cards from one another.
10. Trick - the contribution of one card from each player, starting with the leader.

## Lesson 2 - Leads and Discards, 4-Person PBJ

1. Play in turn - Wait until the person on lead has led to a trick and until the person to your right has played to that trick

## Lesson 3 - High Card Point and Estimating Tricks

1. High card points - A simple and commonly-used method to evaluate a hand by assigning points to the highest-ranking cards, which in the long run take the majority of tricks: Ace=4; King=3; Queen=2; Jack=1.

## Lesson 4 - Introduction to Trumps

1. Doubleton - an original holding of two cards in a suit. One is said, for example, to hold a "doubleton ♣K" (naming the honor) when the second card is a spot card or "small doubleton club" if both cards are spot cards.

2. Honor Cards - Aces, Kings, Queens, Jacks, and 10's. These cards tend to take most of the tricks and are the easiest to recall after a hand has been played.
3. No Trump - when a hand is played in no trump, only a card from the suit led to a trick may win the trick.
4. Spot Cards - 2's through 9's are called spot cards because they have spots on them. Note that even though the 10 has spots, it's more often classified as an honor card. Because spot cards take few tricks, they are often denoted in a hand as "x", so that a player focuses more on the honor cards.
5. Hand Record - 1) a written representation of the 13 cards held by one player; 2) a written representation of the 13 cards held by all 4 players in a given hand.
6. Shape - a description of a player's 13 cards in terms of the length of each suit starting with Spades, then Hearts, Diamonds, and Clubs. For example 4-4-3-2 shape means the player holds 4 Spades, 4 Hearts, 3 Diamonds, and 2 Clubs. This term is synonymous to distribution.
7. Singleton - an original holding of one card in a suit. One is said, for example, to hold a "singleton ♣K" (naming the honor) or a "singleton club" if the card is a spot card.
8. Trumps - a specified suit, the 13 cards of which, outrank all other cards in the deck during the play to a trick. For example, if Spades are trumps, then the ♠2 would outrank any Heart, Diamond, or Club that was led to the trick. If more than one trump is played to a trick, then the highest ranking trump wins the trick.
9. Void - a suit in which a player was dealt no cards. One is said, for example, to be void in Spades or to hold a Spade void.

## Lesson 5 - Introduction to Partnership Bridge

1. Declarer - player winning the right to name the trump suit (or no trump). This player is also responsible for instructing the dummy which card to play at every trick.
2. Defender - either of the two players who are not declarer or dummy. Their objective is to work together to minimize the number of tricks the declarer might take.
3. Dummy - player seated opposite the declarer. This player must not make any comments or even nonverbal suggestions to the declarer or other players (unless the declarer leads from the wrong hand or fails to follow suit), but is otherwise required to follow the instructions of the declarer.
4. Left-Hand Opponent (LHO) - player at same table seated to one's immediate left.
5. Partner - Player seated across the table from another player.

6. Right-Hand Opponent (RHO) - player at same table seated to one's immediate right.
7. Table Position - one of the 4 seat assignments at a bridge table relating to the compass points: North, East, South, and West.

## Lesson 6 - Strategies for Declaring and Defending

1. Agreement (or partnership agreement) - an advanced understanding between partners about the meaning of the cards they play.
2. Length lead - an initial lead of a suit which by partnership agreement indicates the relative rank of that card among all cards the leader holds in that suit.
3. Pulling trumps - the act of leading trumps with the purpose of removing the opponents' trumps.
4. Quick Losers - tricks which the opponents should take in a suit before the declarer can regain the lead. For example, if the opponents hold the Ace and King of a suit, but declarer has the Queen, he would count two quick losers. In this same example, if the dummy had a singleton in this suit plus some trumps, the declarer would count only one loser, because the dummy could win the second round of the suit by ruffing.
5. Quick Tricks - tricks which the declarer can take immediately in a suit before the opponents can regain the lead.
6. Ruff (or Trump) - the act of playing a trump card when another suit is led.
7. Sequence - 2 or more cards of consecutive rank in the same suit held by one player.

## Lesson 7 - Contracts

1. Bid - a call a player makes during an auction in an attempt to gain the right to name the final contract.
2. Book - the first 6 tricks taken by the declarer.
3. Contract - a commitment made by one partnership to take at least 6 more tricks than the level of the contract in the specified denomination.
4. Denomination - a component of the contract indicating which suit is named as trumps, or if there are no trumps.

5. Double - a call during the auction that increases the scoring values.
6. Level - a component of the contract indicating the trick-taking commitment of the declarer (by adding 6 to the level).
7. Pass - a call during an auction indicating no desire to bid, double, or redouble at that particular turn.
8. Redouble- a call during the auction which increases the scoring of a contract already doubled.

## Lesson 8 – Games, Slams and Scoring

1. Bonus - a special award credited to the declaring partnership for fulfilling a contract.
2. Game - a contract in which the trick value is 100 or more points.
3. Grand Slam - a contract at the 7-level, a commitment to take all 13 tricks.
4. Minor Suit - Diamonds and Clubs.
5. Major Suit - Spades and Hearts.
6. Non-vulnerable - a condition for the declaring partnership which affects the scoring. Contract bonuses and penalties are smaller than when the declarer is vulnerable.
7. Overtrick - any trick the declarer takes in excess of the contract commitment
8. Partial score – a trick value of less than 100 points.
9. Sacrifice - a contract that is deliberately bid beyond its trick-taking potential, assuming the opponents will get a higher score if allowed to play.
10. Slam - any contract at the 6- or 7- level. 7-level contracts are known as “grand slams,” and promise to take all 13 tricks. 6-level contracts are called “small slams”.
11. Trick score - the score awarded for just the tricks bid and made. These are the points that count towards game.
12. Vulnerable - a condition for the declaring partnership which affects the scoring. Contract bonuses and penalties are greater than when the declarer is non-vulnerable.



## Lesson 9 - Introduction to the SAYC Bidding System

1. Alert – An announcement made by a player for the benefit of his opponents that a bid just made by his partner is not natural and has an unusual meaning.
2. Auction - Another term for bidding.
3. Convention Card - a means of communication of agreed upon bids.
4. Double – At this stage, all doubles are for penalty.
5. Duplicate Bridge - General term for the method of bridge used in tournaments. The same cards are bid and played at all tables participating in a tournament. The score is computed by comparing one partnership results to the those results obtained by all partnerships, playing the same cards.
6. Opening Bid - The first bid made.
7. Overcall - A bid made by an opponent of the player making the previous bid.
8. Redouble - Used in two sequences: Either to tell partner to change suits or to tell partner that a doubled bid can be made.
9. Responder - The partner of the opening bidder.
10. Standard American Yellow Card (SAYC) - SAYC is a standardized bridge system used by players who play duplicate bridge.

## Lesson 10 – SAYC, Trump bidding

1. Preempt - A bid that raises the level of bidding dramatically. It is usually done with a weak hand and a long suit. The purpose is to force your opponents to make decisions with very little information about the others hands. Well placed pre-empts take bidding room away from the opponents and make them guess. Pre-empts can be opening bids (i.e. 3S or 2D) or can be overcalls (such as bidding 4S over your right hand opponent's 1D opener). Use of pre-empts should depend on position (whether your partner is a passed hand) and vulnerability.

## Lesson 11 – Putting it all together

1. Overcall - A bid that is made by an opponent of the opening bidder.