

Vocabulary

Auction	The bidding, to determine the contract
Balanced hand	One with a relatively equal number of cards in each suit. No void or singleton, not more than one doubleton
Board	The container which holds a deal and shows who is dealer.
Bonus	Extra points for making a contract, The part score bonus is 50 points and game bonus is 300 points
Cash	To play a winning card or cards. To 'cash out' is to take all your winning cards
Claim	When the play is clear-cut, declarer may show his/her hand, claiming a stated number of tricks
Contract	The announcement by declarer of the denomination (trump suit or no trumps) for this deal and the target number of tricks to be won by the declaring side
Deal	Fifty-two cards distributed so each player has thirteen cards
Dealer	The player who announces points first on a deal
Declarer	The player on the side winning the contract who has the most points, or who announced points first. Declarer has responsibility for playing both his/her hand and dummy
Defeat the contract	To win, in defence, enough tricks so that declarer fails to make the contract. Defenders score 50 points for each undertrick
Defence	The line of play adopted by the defender
Defenders	The two players in opposition to declarer. Often referred to as LHO (lefthand opponent) and RHO (right-hand opponent)
Discarding	Playing another suit (not trumps) when unable to play a card in the suit led, preferably throwing a card that gives helpful information to partner
Doubleton	A holding of two cards in a suit, often shown by either leading the higher or playing the higher one before the lower
Drawing trumps	Continuing to lead trumps until opponents have none left – this involves counting the cards played to make sure all opposition trumps have been drawn
Ducking (hold-up)	Deliberately withholding a high card which could have won a trick
Dummy	The hand of declarer's partner which is placed up on the table
Duplicate competition	Where the result on each deal is determined by comparison with scores achieved by other pairs playing the same deal
Duplication	Duplication of distribution is when both players in a partnership have the same length in each suit. Duplication of values is when strong holdings in one hand

	are facing strong values in the same suit in partner's hand, such as AQ opposite KJ
Eight-card fit	A combined holding of eight cards in a suit between the two hands of a partnership
Establishing a suit	To force out the high card held by the opponents and set up winner
Fourth highest	The lead in a suit of the fourth card from the top. e.g. the lead of the 6 from K J 9 6 4
Game	Contract whose trick score is 100 points or more
High card points	Values given to high cards as follows: ace=4, king=3, queen=2, jack=1. There are 40 high card points (HCP) in the pack
Honours	The five highest cards in a suit (ace, king, queen, jack, ten)
Lead	The first card played to a trick
LHO	Left-hand opponent
Long suit	A suit of four or more cards in the same hand
Major suits	Spades and Hearts whose tricks score 30 points each
Minor suits	Diamonds and Clubs whose tricks score 20 points each
No trumps	A contract played without trumps. Tricks in no trumps score 40 points for the first trick and 30 points for the next ones
Opening lead	The card led to the first trick
Overtrick	A trick made by declarer above the number required for the contract
Pair	The partnership of two players
Part score	A contract to take at least 7 tricks, but less than game
Penalty	Points scored by defenders when declarer fails to make a contract
RHO	Right-hand opponent
Side suit	Any suit other than trumps
Singleton	Holding of only one card in a particular suit
Trick	Four cards, one from each player, played in clockwise rotation
Trump	A card in the suit named as trumps by declarer
Unbalanced hand	Contains a void or singleton or two doubletons
Void	Holding no cards in a particular suit