

BRIDGE VOCABULARY

Contract--The final bid. The final bid names whether the hand is to be played in NoTrump or in a Suit and the level Declarer is hoping to achieve.

Book--The first six tricks won by Declarer is Book. If you bid 4H, you contract to take 10 tricks--the four of your bid plus the six of Book.

Making--If you fulfill your contract by taking the requisite number of tricks, or more, you made your contract.

Going Down or Going Set--If you did not take enough tricks to fulfill your contract, you went down or went set.

Game--By bidding high enough that your trick score is 100 or more points (3NT, 4H, 4S, 5C, 5D) you have bid game and will earn a game bonus if you make.

Slam--By bidding six or seven of any suit or NoTrump (12 or 13 tricks), you have bid a Small Slam or a Grand Slam. There are even bigger scoring bonuses for bidding and making slams.

Partscore--Any bid less than game is a partscore (2H, 3D, 1S).

NoTrump--All suits are the same and the highest card in the suit led wins the trick.

Trump--The master or "boss" suit. Trump or NoTrump is the last bid made.

Dealer--Shuffles, deals and is given the first opportunity to bid or pass.

Declarer--Bids the final Trump suit or Notrump first and gets to play his hand as well as partner's hand.

Dummy--The non-speaking partner of declarer who lays down his hand and follows orders.

Opponents--The two bad guys sitting on your left and your right.

Defenders--The two players trying to defeat or set declarer's contract.

Opening Leader--The player to declarer's left who leads the first card for the defense against declarer's contract.

Director--The person who runs the tournament, interprets the laws, referees disputes, scores the game and awards masterpoints.