

Glossary

Last Revised April 20th, 2016

By Warren Watson

<http://watsongallery.ca/bridge/aaGeneral/Glossary.pdf>

A

Above the line	A rubber bridge term for overtricks and bonuses.
Adverse	Belonging to the opponents
Alert	Partner makes a bid of a suit that does not promise three cards.
Avoidance	Making a play to keep the danger hand off of lead.

B

Bagger	Six bagger is a six-card suit.
Balance	If you pass and then the bidding ends, you are in the balancing or reopening seat.
Bath Coup	Defender leads King from KQx and declarer holds up with AJx. Defender, thinking partner has the Ace, continues and gives declarer two tricks where he deserves one.
Below the line	A rubber bridge term for contracted tricks.
Bid	One through Seven in front of a suit or No Trump.
Bidding Ahead	of partner means taking a bid when partner would still get a bid if you pass. In other words, your RHO has bid a suit, doubled or redoubled.
Bidding Ladder	The order of suit and notrump contracts.
Bonuses	A rubber bridge term for game, slam and doubled contract points.
Book	Six tricks. The bidding ladder starts at the seventh trick.
BOSTON	Bottom of something and top of nothing. This refers to leading small from an honour and top (or second top) from suits headed by the Ten or lower.
Broke	bust, having no points
Broken Sequence	One leads the top of a broken sequence. Examples are Queen from QJ982 and King from KQ1098.

Bullet An ace
Bust having no points

C

Call bid, double, redouble or pass.
Casino Count Rule of 15 fourth seat opening. If HCP's plus number of Spades is 15 or higher than open.
Club A minor suit and lowest ranking suit.
Cold The contract was easily makeable.
Communication Transportation between dummy and declarer and transportation between the defenders.
Connected Touching
Contested Auction is an auction with competition
Contracted Tricks Book plus the bid. 2♠ contracts 8 tricks, the rest are overtricks.
Control First or second round control, namely the Ace, the King, void or singleton.
Cover Cards The aces and Kings and Queen in partner's pre-empt suit.
Crack Double a contract. "If you had passed, I would have cracked their contract."
Cross-ruff Ruff in both hands. One must cash side-suit winners before a cross-ruff is done otherwise the defenders will pitch their side suit losers when they cannot over-ruff.
Cuebid Bidding a suit you do not have length in to force partner to bid. It may show support, a control or a stopper. Bidding a suit by the opponent usually denies possession of length in that suit and is forcing.
Cut Before the deal, the RHO places bottom part of deck on top.

D

Danger Hand Is the hand that has tricks to cash or whose lead can hurt declarer's holding in a suit.
Dead Cards not containing an honour. 652 can be referred to as 3 dead or 3 rag.
Deal Thirteen cards to each player.
Dealer The person starting the bidding. This rotates clockwise each

	deal.
Deck	Regular deck with 52 cards and no jokers.
Declarer	The person who plays the hand.
Deer in the headlights	When dummy comes down, think of what you are going to play in every suit when declarer leads a small card or an honour towards dummy. When you have an honour in the pocket, do not play it unless to cover an honour.
Defensive Footprint	is a measure of how defenders help declarer by opening new suits and saving declarer a trick he would have lost if he had to play the suit himself.
Deuce	The two.
Diamond	The higher ranking minor suit.
Directionality	Some suits can be played in only one direction in order not to give the opponents an undeserved trick.
Discard	A card (not trump) one gets rid of when one cannot follow suit. Same as a sluff.
Distribution	a doubleton, singleton, or void
Double	At a low level, asks partner to bid and at a high level is for penalty.
Double Dummy	The trick potential of a deal is determined by looking at all four hands. In actual play, declarer faces the single dummy problem.
Double Tenace	Honour holding with two holes such as AQ10 or KJ9.
Doubleton	having two cards in a suit. Often a terrible lead.
Drop	To play for the drop of an adverse card means cashing the higher honours as opposed to finessing the honour.
Drop-dead	Means a bid that one makes that partner must pass. Typical drop dead bids are a suit bid by the responder who initially responded 1NT or initially made a negative double.
Dummy	The hand that goes face up and is played by declarer.
Dummy Play	same as declarer play.
Dummy Reversal	Trumping with the long-trump hand. When the last trump is drawn with the short-trump hand, there are no more trump in the long-trump hand and losers can be pitched instead of following with trump.

E

Elimination	Removing safe exits from a defender's hand
-------------	--

End Play	Giving the lead to a defender when he has no safe exit cards.
En Passant	Winning a smaller trump by ruffing behind the defender that has the larger trump or ruffing with small trump when the defender must follow suit and cannot over-ruff.
Exit card	is a card that a defender can lose the lead by playing and not give the declarer an undeserved trick.

F

Fixed	got a bad result from bad luck and not from bad actions by you or not from good actions by the opponents.
Finesse	playing up to an honour and hoping the higher honour is in front of the card. Typical finesses are small up to Kxx and small up to the Queen of AQ.
Flannery Hand	is a hand containing Five Hearts and Four Spades.
Flat Hand	is a hand with four triple three distribution.
Forcing Bid	is a bid that partner cannot pass
Forcing Defense	shortening declarer's trump by making him ruff in the long-trump hand. Also known as tapping the declarer.
Four Bagger	a four-card suit
Free Bid	Partner gets a bid even if you pass. You are bidding ahead of partner.
Frozen	Not guarded or having no small cards. AK frozen is AK tight or AK doubleton.
FSF	Bidding the fourth suit is forcing one round and most play it is forcing to game.

G

GF	Game forcing. The bidding cannot be stopped until game is reached.
Going down	Not making a contract.
Golden Fit	An eight card fit between you and your partner.
Grand Slam	Contracting and winning all 13 tricks.
Guard	A card that stops a suit from being run.
Guarded	Accompanied by a small card. Kx is King once guarded. Kxx is King twice guarded.

H

Hard values	Aces and Kings.
Heart	The lower ranking major suit.
Hit	Double a contract for penalty.
Hobson's Choice	the choice when only one thing is offered so the option is taking it or not taking it.
Honour Signal	denies the possession of a higher honour and shows the touching honour(s) below.
Hook	Finesse. Take the hook is the same as take the finesse.
Hot	Vulnerable
Hot versus Not	Vulnerable and opponents are not.
Huddle	a long hesitation

I

Interior Sequence	Is an opening lead against a No Trump contract or any time but the opening lead against a trump contract. With KJ1098, lead the Jack.
IntraFinesse	Q1098 opposite A543, play small to the Ten and if it loses to the Jack, run the Queen through, otherwise repeat the finesse.

J

Jam	To jam the bidding, one makes pre-emptive bids to take bidding space away from the opponents.
Jesus Saves	not you. Do not try to save partner. Lots of bids show strength not a scramble to find a fit.

K

Keycards	All the aces and King of trump. The Queen of trump is a minor keycard.
----------	--

L

Lead	Playing the first card to a trick.
Leg	A rubber bridge term meaning a contract lower than game
Leg cut off	Opponents get a game while you have a part score below the

	line.
Leg on	Partscore below the line in rubber bridge.
LHO	Left hand opponent
Long Hand	Long trump hand is the hand containing the longer length of trump.
Long Hand ruffs	Occur in Cross Ruffs, Dummy reversals, Trump Coups, Trump Endplays, Squeezes and hands desperate for transportation.
Losing Finesse	or pseudo finesse. With A542 opposite Q876, you run the Queen through. This is a losing play. One must play small to the Queen. In order to make this finesse one should have the Jack.

M

Marked	refers to the fact that from the play, a declarer is known or marked to have a certain card. A marked finesse is one you know is working.
Maximal Double	is a double of RHO's bid that invites partner to bid game. If Partner does not accept the invite he either bids the suit below game or lets the opponents play doubled.
Mirrored	Distribution is the same in both dummy and declarer's hands.
Mixed Raise	A jump raise of partner's suit in competition that is 9 or less with four-card support. It is constructive and pre-emptive. Yes, one can miss game, but that is alright. You will be ahead in the long run.
Morton's Fork	An example is holding two small opposite King small. You play up to the King and the King wins. Because the defender did not rise with the Ace, you pitch the remaining card in the suit on a side-suit winner.
Moysian	A 4-3 fit. Some use the term for a 5-2 fit as well.

N

Negative Double	is a takeout double showing the unbid suits when partner opens a suit and gets overcalled.
New Minor Forcing	A checkback over opener's rebid of 1NT or 2NT to clarify opener's major holdings. It has replaced Checkback

	Stayman.
New Suit Forcing	Opener cannot pass a new suit by the responder and will bid again.
Not Vulnerable	The penalty and rewards are less than when vulnerable.
Not Vulnerable	A rubber bridge term for nobody having one game towards rubber
Notrump	There is no trump suit.
Nullo bid	A contract that rates to take few tricks
Number	to go for a number means to be doubled down a lot. 1-800 is not toll free at bridge.

O

Open a suit	lead a suit for the first time. Declarer is often saved a trick when the defenders open a suit.
Opening Leader	The LHO of the declarer who makes the lead to the first trick.

P

Pass	Makes no bid on the bidding ladder.
Passed Hand bidding	ensues after partner opens in third seat.
Penalty	The score one gets when opponents do not make their contract.
Phantom Sacrifice	is a sacrifice that one makes over a game that is not making.
Pigeon Holes	The point ranges one places one's hand when partner opens. When partner opens One No Trump, 0-7, 8-9, 10-15 and 16+ are the most common pigeon holes. When partner opens a suit, 0-5, 6-9, 10-12, 13-15 and 16+ are the pigeon holes.
Pocket	The finesse works if the missing honour is in the pocket.
Protection Bidding	Balancing
Pseudo Finesse	A losing finesse. When you push an honour through in an finesse without the lower touching honour.
Psych	is a gross misrepresentation of either one's strength or length or both.
Push	At teams, when the difference between two scores is zero or ten, zero imps are scored and the board is called a push or a tie.
Pusher	An intermediate card that gets pushed through an opponent's honour in a finesse.

Q

Quacks	Queens and Jacks.
Quick rubber	A rubber bridge term for a rubber and opponents do not have a game.

R

Rag	Cards not containing an honour. 652 can be referred to as 3 rag.
Rank	The order of the suits. Notrump ranking the highest.
Rectifying the Count	Losing all the tricks you want to lose before carrying out a Squeeze.
Redouble	Either help partner change suits or I have ten points.
Reopen	to balance or to keep the bidding open.
Responsive Double	Is a double when partner makes a takeout double and his LHO raises his partner. It is also when Partner overcalls and his LHO raises his partner.
RHO	Right hand opponent
Roman Hand	is a one-Triple-four hand. (4441)
Rubber	A rubber bridge term for getting two games before the opponents do.
Rule 123	One counts the losers and pre-empts as high as possible without offering the opponents more than they can get from their game contract if they double.
Ruff	to trump.

S

Sack	is a sacrifice.
Sacrifice	Bidding over opponent's contract with the intention of giving them less points they can get for their contract.
Safety Play	To play a card combination for one loser to ensure against two losers. If one plays the same combination for zero losers, one may fail and have two losers.
Save	same as a sacrifice
Sequence	Three touching honours in No Trump and two touching honours in a suit contract.
Short Hand	Short trump hand is the hand containing the shorter length of trump.
Shortness	singleton or void
Shotgun	playing a card suspiciously quickly
Singleton	having one card in a suit
Skip Bid	A bid that skips a rung, a level, of the bidding ladder.
Slam	Contracting and winning 12 tricks, all tricks but one.

Slam Slider	The points needed to make 12 tricks is on a sliding scale from 34 HCP's to lower depending on fits and distribution.
Slow rubber	A rubber bridge term for a rubber and opponents have a game
Sluff	to make a discard. A nontrump card you play when you cannot follow suit.
Soft values	Queens and Jacks also called Quacks.
Spade	The highest ranking suit
Squeeze	You rectify the count, then run a long suit and defender must give up on one of the two suits he is guarding.
Stiff	A singleton.
Suit	Clubs, diamonds, hearts or spades
Support Double	The opener doubles RHO to show three-card support for partner's suit. A raise would show four-card support.
Supported Honour	An honour with the honour below.
Swallowing	Honours increase in value by the wasted honours they capture

T

Table Presence	Using hesitation (a huddle) or quick play (shotgun) to determine if the player has the important card.
Tapping	making declarer lose control of the hand by ruffing in the long-trump hand.
Telephone Number	means going down doubled for a number. Usually 800 or worse. 1-800 is not toll free at bridge.
Tenace	An honour holding with a hole such as AQxx or KJxx. Is A10xx the original ten-ace? Leads from tenaces and not towards tenaces are often disappointing to the player who does it.
Tight	same as frozen. King tight is a King singleton.
Timing	The order in which tricks are won and lost.
Topless Suit	Missing the AKQJ
Transportation	entries to and from dummy.
Trick	Every player plays one card to a trick
Trump Coup	Finessing for a trump honour when there is no more trump in dummy. One must shorten the long trump hand to the same length as the defender with the long trump.
Trump Promotion	Declarer must either over-ruff an opponent or ruff in front

of an opponent who can ruff with a high card that leaves an opponent who had no trump tricks with one.

U

Uncontested Auction is an auction in which the opponents do not bid.

Uppercut Ruffing with a high enough card that promotes a trump trick for partner if declarer over-ruffs.

V

Void Having no cards in a suit. The only time it is safe to not lead partner's suit is when you are void in it.

Vulnerable A rubber bridge term for having a game on.

Vulnerable The penalty and rewards are more than when not vulnerable.

W

Wasted Honour

King, Queen or Jack singleton, Queen or Jack doubleton or Jack tripleton. An insufficiently guarded honour or an honour opposite shortness.

Y

Yarborough

a hand containing no honours. A true yarborough does not even have a Ten.