

Bridge Glossary

1. Agreements: Agreements with your partner such as hand evaluations, opening bid requirements, leads and defensive signals.
2. Auction: The process of determining the contract.
3. Balanced Hand: One which has cards in all 4 suits, with no voids, singletons, and not more than one doubleton.
4. Bidding System: There are many and you are learning the Standard American System.
5. Bid out of turn: When you bid and it is not your turn to bid . . . Penalty!!
6. Captain: Partner making the decisions in certain situations.
7. Carding: The defensive signaling used by a partnership.
8. Claim: A statement by declarer about how the remaining tricks will be won or lost and best made when everything is obvious. Declarer must show his hand and describe the sequence of play for the remaining tricks. Sometimes, this takes longer than actually playing it out.
9. Cold: A contract that a player cannot fail to make.
10. Convention: A bid with a defined artificial meaning, and not intended as a willingness to actually play in that suit.
11. Cue-Bid: An artificial bid you make to convey certain information to your partner, usually re-bidding a suit opponents has bid.
12. Declarer: The person playing the hand. He was the first one to bid the suit in which the contract is being played.
13. Distributional Hand: A hand which has a disproportional number of cards in one or more suits.
14. Doubles: See Binder. Many different types of Doubles.
15. Doubleton: A suit with only 2 cards in it.
16. Dummy: Partner of the Declarer.
17. Dummy Reversal: A declarer play technique where you ruff dummy's losers in hand.
18. Duplicate Bridge: Every deal is played at 2 or more tables.
19. Face Card: A king, queen or jack.
20. Forcing Bid: A bid that requires a partner to make another bid.
21. Fouled Board: When a board is played several rounds gets mixed, unknown to rest of tables.
22. Game: A contract, bid and made, worth 100 points or more.
23. High Card Points: Points assigned to the A, K, Q and J.
24. Howell Movement: A type of duplicate bridge movement common with 3-5 tables where both N/S and E/W pairs move positions and tables, allowing all pairs to play against each other.
25. Insufficient Bid: A bid that is not higher than the immediately preceding bid.
26. Invitational Bid: One which invites partner to go to game, but is non-forcing.
27. Jam the Bidding: Slang. To preempt.
28. Jump Raise: A raise of partner's suit one level higher than required.
29. Jump Rebid: A rebid of one's original suit, one level higher than necessary.
30. Jump Shift: A jump bid of a new suit.
31. Lay-down: A contract that can be made by any rational player.
32. Lead out of turn: Making the 1st lead when it's not your turn to lead. Not good...Penalty!
33. Limited Hand: As soon as one partner has defined his hand in both strength and distribution, it is said he has "limited his hand".
34. Majors: Hearts and Spades

35. Memory Squeeze: Where you play off all your winners and hope the opponents can't remember which cards to save.
36. Mitchell Movement: a type of duplicate bridge movement, used commonly used with 6 or more tables, where N/S pairs stay stationary while E/W pairs move up 1 table while the boards move down 1 table.
37. Minors: Clubs and Diamonds
38. Natural Bid: A bid that actually means just that.
39. Opponents: LHO is your left-hand opponent. RHO is on your right.
40. Out of tempo: When you engage in a prolonged hesitation to make a bid, then pass.
41. Overcall: A bid you make after your RHO open's the bidding. Your partner is called the "Advancer".
42. Pass out of turn: When it is not your turn to pass - - Penalty!
43. Penalty: Score awarded to the defense, when a contract fails (goes down, doesn't make).
44. Psych Bid: When you make a bid without a hand or HCP to support it, trying to fake your opponents.
45. Quick Tricks: Honor cards or combinations thereof that are usually expected to win a trick.
46. Revoke: When you to a card of another suit while your still have a card(s) of that suit.
47. Revoke (established): When you play to the next trick you revoke, the revoke is established and there are penalties associated with that.
48. Ruff: To play a trump card on a trick where another suit had been led. Also, to "trump".
49. Set: To set a contract is to defeat it.
50. Shortness: A void, singleton or doubleton.
51. Singleton: A suit with only 1 card in it.
52. Slams: A small slam is taking all of the tricks but one. A grand slam is taking all 13 tricks.
53. Square Hand: A hand which has almost equal numbers of cards in each suit. 4-3-3-3
54. Stopper: A high card, normally an honor, whose function is to stop the opponents from running a long suit in No Trump.
55. Temporizing bid: An interim bid you make to gain time in order to describe your holding further.
56. Tenace: - Any holding of cards not quite in a sequence, i.e., A-Q is major tenace and K-J is minor tenace.
57. Unbalanced Hand: A hand with shortness in one or more suits.
58. Undisciplined Bidding: Not adhering to your partnership agreements.
59. Void: A hand with 0 cards in a suit.
60. Yarborough: A bridge hand containing no honor cards.