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instead of two; or he may bid a greater number of tricks in the same suit as the dealer, or the same number—that is, in this case, one—in a higher suit; or, last of all, he may bid, or contract, to make a greater number of tricks in a higher suit. The right to double, or overbid, goes, in turn, to the left. Dummy is now at liberty to pass, double, or make a higher call. After him the third hand, and after the third hand, the dealer may again jump into the fray and outbid the last bidder. This process goes on until three players, in order, have passed. That is, refused to double or outbid the last bidder.

Let us suppose that the dealer has called "one spade." The leader has passed, and the dummy has called one club. Third hand has called two spades—which is a higher count than one club, as two tricks in a suit are reckoned more difficult to secure than one trick in a suit, although the scoring value of two spades is no greater than the one club. Dealer has then bid one diamond; leader, three spades; dummy, one heart; third hand, two clubs; dealer, four spades; leader, one no trump; dummy, two diamonds; third hand, three clubs; dealer, six spades; leader, two hearts; dummy, four clubs; third hand, three diamonds; dealer, five clubs; leader, two no trumps, etc., etc., until, for purposes of argument, the dealer has bid seven tricks at no trumps, which is the highest bid, except that it can be doubled and redoubled; but after a redouble, there shall be no more doubling. Thus any one of the players may agree to make a grand slam in no trumps (84) any other player can double the call (168), only to be redoubled by another (336). After this, there can be no more doubling.

DOUBLING INCREASES TRICK VALUE.

The play of the two combined hands always rests with the partners who make the final call. When two partners have both made declarations in the same suit, the partner—not the adversary—who made the first call in that particular suit is the player who must play the hands, his partner becoming the dummy, and his left-hand adversary becoming the leader. Thus the dealer bids one heart, the leader bids one no trump, dummy bids two hearts, third hand bids two no trumps, and the dealer doubles two no trumps. The leader, dummy, and third hand all pass. That is, declare themselves satisfied. Now it rests with the leader to play the hand, as he made a call in no trumps before his partner did, notwithstanding the fact that his partner agreed to make more tricks in no trumps than he, the leader, did; and also, notwithstanding the fact that the final bid has been doubled, as doubling does not carry with it the right to play the hand, but merely increases the value of the tricks when scored.

When the player of the two hands wins the number of tricks which were declared, or a greater number, he scores below the line the full value of the tricks won, just as at bridge. When he fails, his adversaries score above the line, fifty points for each under trick; that is, for each trick short of the number finally declared; or, if the declaration was doubled or redoubled, one hundred or

two hundred respectively for each such trick. Neither the declarer nor his adversaries score anything below the line for that hand. The adversaries score as much for every under trick in, let us say clubs, as they do in no trumps. Fifty is the invariable score for each under trick, unless the declaration has been doubled.

The loss on the declaration of one spade is limited to one hundred points irrespective of tricks, whether doubled or not.

If a player makes a trump declaration out of turn, the adversary on his left may demand a new deal, or may allow the declaration so made to stand, in which case the bidding goes on as if the declaration had been made in order.

If a player, in bidding, fails to call a sufficient number of tricks to overcall the precious declaration, he shall be considered to have declared the requisite number of tricks in the call which he has made, and his partner shall be debarred from making any further declaration, unless either of the adversaries double or overcall.

After the final declaration has been accepted, a player is not entitled to give his partner any information as to any previous call, but he may inquire, at any time during the play of the hand, what was the value of the final declaration.

Doubling and redoubling affect the score only, and not the value in declaring—e. g., two diamonds will still overcall one no trump, although the no trump declaration has been doubled.

A player cannot double his partner's call, or redouble his partner's double, but he may redouble a call of his partner's which has been doubled by an adversary.

This act of doubling reopens the bidding. When a declaration has been doubled, any player, including the declarer or his partner, can, in his proper turn, make a further declaration of higher value.

When a player, whose declaration has been doubled, fulfils his contract by winning the declared number of tricks, he scores a bonus of fifty points above the line, and a further fifty points for every additional trick which he may make. If he, or his partner, have redoubled, the bonus is doubled.

If the declarer fails to make the odd trick, his opponents may not score below the line. All they may score is the fifty points, a trick penalty—above the line.

If a player doubles out of turn, the adversary on his left may demand a new deal.

A declaration once made cannot be altered, unless it has been overcalled or doubled.

A player may overbid the previous call any number of times and may also overbid his partner, but he cannot raise his own bid unless it has been overcalled by another player, in the interval.

A FEW WORDS AS TO SCORING.

I must add a few words as to scoring in auction, as the method employed is a trifle complicated. Honors, chicane, and slams are scored by the original holders exactly as in bridge.

A game consists of thirty points obtained by tricks alone, when the declarer fulfils his contract, which are scored below the line, exclusive of any

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