

**OUTLINES OF AUCTION BRIDGE; BEING
A CONCISE STATEMENT OF THE RULES
OF THE GAME, TOGETHER WITH AN
ELUCIDATION OF THE ESSENTIAL POINTS
A BRIDGE PLAYER MUST KNOW IN
ORDER TO PLAY AUCTION**

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Outlines of auction bridge; being a concise statement of the rules of the game, together with an elucidation of the essential points a bridge player must know in order to play auction by Charles Stuart Street

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OUTLINES
OF
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THE RULES OF THE GAME

TOGETHER WITH

An elucidation of the essential points a Bridge
player must know in order to play

AUCTION

BY

CHARLES STUART STREET

Author of "Concise Whist," "Whist Up-to-Date,"
"Bridge Up-to-Date," "Sixty Bridge Hands,"
and "Good Bridge."

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Introduction

In the following few pages I have tried to show the Bridge player what he must know in order to play Auction. Realizing the painful fact that there are many who wish to learn, and few students, I have outlined in this brief manual a system of play which has been tested and found satisfactory.

CHARLES STUART STREET.

OUTLINES OF AUCTION BRIDGE

will be mailed on receipt
of price, 75 cents.

ADDRESS

CHARLES STUART STREET

240 East 51st St., N.Y.

The Rules of Auction

In addition to the generally known rules of Bridge the following rules govern the play of Auction :

1. The value of the tricks is the same as in Bridge, but no one can ever score towards the game except the declarant, and he only when he fulfills his contract. The opponents can never score except in the honor column.

2. The winners of the rubber add 250 points in the honor column.

3. The dealer must declare to win at least the odd trick in a trump suit or at No-trumps: he cannot pass the bid.

4. After the original declaration, each player in turn has the right to pass, to double or

redouble, or to make a higher bid than the previous one. Thus, one odd in Clubs outranks one in Spades, and one in No-trumps is higher than one in Hearts. Also, the player who undertakes to win two odd in Diamonds is making a higher bid than the one who ventures one in Hearts, because the two in Diamonds equal 12 as against 8 for the one trick in Hearts. So also a bid of two in Diamonds outranks one in No-trumps because, while each bid equals 12, the one who declares to take the greater number of tricks is considered the higher bidder.

5. A player always may bid higher than the previous bid, even if it is his partner's, but cannot raise his own bid after the other three players have passed.

6. The final declarant (whether doubled or not) plays the dummy except that when a player has raised his partner's bid in the same suit, the original declarant of that suit is the one who plays the dummy.

7. When he fulfills his contract, the de-

clarant scores towards the game all the tricks he wins, whether exactly the number he undertakes to make, or more.

8. When the declarant fails to fulfill his contract neither side can score anything towards the game but the adversaries score 50 points in the honor column for each trick that the declarant misses; this penalty is increased to 100 points for each trick if the declarant has been doubled, and 200 if either he or his partner has redoubled.

9. On a declaration of one spade, whether doubled or not, the declarant's loss is limited to 100 points, regardless of the number of tricks the adversaries take.

10. If a player declares out of turn, the player on his left may let the declaration stand, whereupon the bidding continues; or he may demand a new deal.

11. If a player in his declaration fails to call a sufficient number of tricks to outbid the previous call, he is forced to increase his bid

to the proper number and his partner is debarred from any further declaration unless the adversaries make some other bid, or double.

12. A player is always entitled during the play of the hand to know what was the value of the final declaration, but if any player informs his partner in regard to a previous call, the opponents may demand a new deal.

13. Doubling and redoubling affect the trick value in the score when the declarant fulfills his contract, but do not change the value of the tricks in bidding: one Heart still outbids a doubled Diamond.

14. A declaration can be doubled and redoubled, but that is all. A player cannot double his partner's call nor redouble when his partner has doubled. But when his partner's call has been doubled by the opponent, he can redouble.

15. A double is considered as a continuation of the bidding and allows further declara-
