

BRIDGE GLOSSARY

(English - Afrikaans)

definitions and concepts of African

Compiler - Johan Dorfling

Foreword

The purpose of this glossary is the huge gap in a uniform and comprehensive African vocabulary for bridge players to fill. Actually, there is a good African vocabulary, but relatively few bridge players are aware of it because it is nowhere collect or easily consulted can not.

There is an increasing interest among Afrikaans speakers to play bridge. Especially players and home etenstydspelers the past few years become talryker and thus the need for a composite glossary became stronger and stronger.

In the quest for a more complete and useful vocabulary is among more by Flemish, Dutch and German candle was lit for Afrikaans and thereby enrich the flavor of Germanic Afrikaans reserves. However, caution is evinced for words with taaleie bots, not to take.

Some words used by the Dutch, did not slant in Afrikaans found. Where Yet such words in other African dictionaries were initially in this glossary included, but now omitted because on the one hand not used by Afrikaans and the other is not in the African idiom fit. One example is the designation blindeman opposite the declarer put. This player is in no way "blind", not literally or figuratively not. He moves in the shadows of the declarer and the naming shadow player is more appropriate and Generally such use.

Direct translation from English is often not acceptable or clear. For example, according to English spelling rules of bridge means "canceled call" a call was invalid and that it has been canceled do not. The term "international match point" is confusing because it is not a real description of the WAY OF COUNTING is not too long and begin to entertain place. "International Match Points" are more often applied at the local level and is in fact a glytelling. Glytelling is also the word in Afrikaans appeal.

The first pages contain a glossary of English terms with African peers and thereby then the African wordings and expressions significantly explained. That improvements and extensions can be made, is always possible, especially since here a new field. Users are therefore requested to be patient with criticism. Constructive comments, suggestions and counsels are welcome and will not only be appreciated, but then admitted.

After (weaker) efforts of the word spread, several authors of African and bilingual dictionaries favorable comments. Among other things, Dr. Alberts of Mariëtta National Terminology Service of the Department of Arts, Culture, Science and Technology wrote:

"I have you now Bridge Glossary by the State Service and was very beVndruk it. It certainly a very positive contribution to the expansion of African terminology. "

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This and her subsequent encouragement was enough incentive to gradually make improvements and additions to make this issue appear. She stated that her first impression was that a positive contribution would add to the expansion of Afrikaans and my following her efforts of opinion change it. Thank you for your support to a shaky start more steadfastness to give.

Also at the behest and encouragement of fellow bridge players are fully reviewed and glossary significantly expanded to be more comprehensive. Initial gaps and slips now allig ironed out.

Initially with the more common ideas held, but because of the resurgence, Afrikaans speakers to play bridge, is the need for a more comprehensive glossary observed. It experiences we have with the growing number of newcomers to our bridge-academy report. May This first truly feasible issue better in the needs and Afrikaans into its own in Bridge the world to come.

The Compiler - October 25, 2002

As a result of active support of so many well-meaning bridge players and dictionary is again to the more general language used in bridge and watched a few ranks additional words added. It is hoped that the slight improvements and supplements for all gebruikmakers will be of value.

What is particularly appreciated the encouraging comments from prestigious resorts is received. This is truly a heartwarming and a real proof that our language leaders serious about the enforcement of Afrikaans. I take part of their comments on.

Prof. Fritz Polenis, Chairperson, Department of Afrikaans and Dutch, University of Stellenbosch: "This is an important and useful contribution to African culture large commitment of your stakeholders. "

Dr. DJ van Schalkwyk, Chief Editor, Dictionary of the Afrikaans Language (WHO): "Your book says An important contribution to the expansion of our material collection and we strive to general African customary jargon as fully as possible to get recorded. "

Madeleine du Plessis, Chief Editor, Pharos Dictionaries: "I take you neatly compiled list with a rich variety of other vaklyste on my shelf - we will definitely be in the course of our work over many years.

I wish there were other people with expertise in various fields of the same love for Afrikaans wanted to do! "

Jana Luther, Managing Editor, NB Publishers Limited: "It is the only African-search tool about the game and are governed by our editors and staff members consulted. "

Bridge players have stated that they are now more on the use of Afrikaans was introduced and proud in such a beautiful language increased. This list was a great help in translating for the Spelreëls Contract Bridge globally uniformly applied, but obviously only in English by the

It is impracticable to everyone who gave support and congratulations conveyed by name, therefore like to thank all of them expressed.

The Compiler - 30 September 2003

The interest in African words and expressions regarding the card game bridge has far exceeded expectations, and the contributions and support even from Belgium and the Netherlands is received. When compiling this glossary initially more superficial taken to Speaking bridge players to help, have issues in a natural way so that more developed more it is expanded.

Please keep in mind that this glossary is compiled with the intent that it bridge players to help you. The same words have different meanings when it is used in other fields, such as For example the word game leader. In the area of the bridge, however, only the meaning herein described. Same with words like cap and vousakkie, and a word such as color show is not really a color to, but one of the four series cards used.

It is also clear that Afrikaans becoming more and more bridge game and interested the need for a fuller vocabulary is larger than the compiler expected. This is So a modified, extended and significantly widened the issue to the need. Still, all suggestions are welcome so that the language can stay alive. Not only are suggestions welcome , but also queries where possible gaps still exist.

The Compiler - June 21, 2004

On this occasion, a comprehensive book on the administrative side of bridge together, the It obviously came as the African vocabulary supplemented it more fully makes. Among other things, the revised game rules bridge a few new concepts put forward new words now commonly in use, is added, and eight were beaten on development and developments. With all these people continue working and reworking will continue in the future have to , because progress is the password to those who purposefully and is tangible.

At the end of the word descriptions are some abbreviations that are frequently used and their meanings indicated. Some descriptive names for African exchange systems are also additionally furnished, though not (yet) is not particularly authoritative.

The Compiler - January 26, 2009

Bridge Players may be taxing. Quite a few of my bridge-playing friends have suggested and my encouraged more word descriptions to incorporate as "Afrikaans truly a comprehensive language and where possible it should in practice be confirmed ". Among many well-intentioned pressure I obliged to make some appropriate words and expressions to the existing glossary to add.

The compiler - May 5, 2010

BRIDGE GLOSSARY (ENGLISH - AFRICAN)

above the line	- Above the line
accepts	- Accepted
Ace	- Bait
ace-grabber	- A gripper
Additional points	- Help points
Adjacent suits	- Adjacent colors
Adjusted score	- Adjusted score
Adversary (ies)	- Opponent, at some
agenda	- Order list, agenda
aggregate score	- Accumulated score
agreement	- Appointment agreement
Agreed suit	- Agreed color
alert	- Alert
anchor pair	- Anchor pair
appeal	- Appeal
appeals committee	- Board of appeal
Appendix table	- Supplementary table
bid approach	- Nutsbod
approach club	- Nutsklawer
artificial bid	- Afspraakbod
asking bid	- Vrabod
ASSESS penalty	- Impose penalties
assigned score	- Assigned score
Attacking play	- Attacking play
attitude	- Interest
attitude signal	- Tip Card
auction	- Bid, call, call progress
auction bridge	- Vendusiebrug
auction period	- Call period
Authorised information	- Legitimate information
average score	- Average score
average minus	- On average less
average plus	- Average plus
avoidance	- Avoidance
back of a card	- Back of a card
balanced distribution	- Equal distribution
balanced hand	- Gelykverdeelde hand
Balancing bid	- Skermbod
noticeable	- Only
barred bid / play	- Forbidden bid / play
Below the line	- Below the line
Better minor	- Best small color
pray	- Bidding, bid
biddable suit	- Provide noticeable / visible color called
prayer	- Bidder, pager
Worship	- Bidding, call

bidding box	- Calling card box
bidding cards	- Calling cards
bidding level	- Called level
Worship Space	- Called space
bidding system	- System calls
blind lead	- Passing out
block	- Block, block
board	- Container loading
board-a-match	- Match-points per hand
booby prize	- Poedelprys
book	- Booklet
Bottom	- Nullify
brake	- Afrem
Break	- Splitting
bridge	- Bridge
bridge drive	- Bridge Camp
bridge home	- Bridge site
bridge wallet	- Card bag, vousakkie
broken suit	- Broken color
business double	- Strafdoeblering
bye	- Vrybeurt
byestand	- Relay table
by-law	- Prescription
caddy	- Costumer
calculation of score	- Score calculation
call	- Called
canceled	- Revoked, withdrawn, suspended, revoked
call canceled	- Invalid call
captain	- Captain
Capture	- Intercept
card holder	- Cardholder
card reading	- Card placement
card sense	- Map skills
cash	- Take
chairman	- Chairman
championship	- Championship
chance card	- Possible winner
change or suit	- Change color
cheapest bid	- Lowest calls
Chicago	- Turn bridge
claim	- Claim entitlement
clarification period	- Toelightingstydperk
clear	- Losspeel
closed hand	- Toehand
closed room	- Closed leaving
Club (s)	- Clover (s)
cold	- Easy
come-on signal	- Volhouteken

communicate	- Conversation
competition	- Clash, competition, contest
Competitive bid	- Teenbod
Competitive call	- To call
competitive bidding	- 'Competitive bidding
Competitive double	- Deelneemdoeblering
computer slip	- Rekenaarstrokje
concealed call	- Called secret
concede	- Besgeef, won give
Concession	- Surrender
condone	- Make good
conduct	- Behavior
Consolation prize	- Consolation prize
constitution	- Constitution
contest	- Match
contestant	- Participant
contract	- Contract
contract bridge	- Contract bridge
control card	- Bounce, time card, charge card
convention	- Agreeing, understanding
Conventional bid	- Afspraakbod
convention card	- Motherboard
correction	- Correction
count signal	- Length mark
coup	- Pinch
court card	- Postcard
cover	- Cover
crossruff	- Kruistroef
crosstrump	- Kruistroef
pray cue	- Wenkbod
cut	- Koeppeer
danger hand	- Risk of hand
date score	- Emtelling
dead	- Fast
deal	- Share distribution
agent	- Denominator
Deception	- Deception
decision	- Decision
deck	- Pack
déclarer	- Declarer
deep finesse	- Deep cut
defective trick	- Faulty packet
defender	- Defender
deficient hand	- Inadequate hand
delayed bid	- Verletbod
demand bid	- Dwangbod
denomination	- Allocation
Deuce	- Two

developed a suit	- Losspeel a color
diagram notation	- Diacritics
diamond (s)	- Block (etc.)
Direction	- Direction
Director	- Game leader
discard	- Discard
Disciplinary committee	- Tugraad
discouraging card	- Discouraging card
Discovery play	- Verkenningsspel
distribution	- Distribution, distribution
distributional points	- Distribution points
double	- Doebleer, doeblering
double dummy play	- Oopkaartspel
double dummy problem	- Oopkaartprobleem
double finesse	- Double track
double jump	- Double jump
double raise	- Double support
doubleton	- Two card
down	- Off
draw	- Draw
drive	- Camp
drive out	- Uitdwing
drop	- Fall
dub	- Thistle
Duck	- Diving, ducking
duffer	- Loser
dummy (hand)	- Dummy
dummy (person)	- Shadow player
dummy reversal	- Oophandomkering, omkeerspel
duplicate bridge	- Naspeelbrug
duplication or distribution	- Coincidence of distribution
duplication of values	- Overlap of values
East	- East
echo	- Disarms
never ever eight nine	- Eight nine never ever
element	- Shift
encouraging card	- Encouraging card
endplay	- Endgame
entry card	- Access Card
equalising	- Equating
equal value	- Equal value
Establish a suit	- Losspeel a color
ethics	- Integrity
etiquette	- Courtesy
just cards	- Even cards
event	- Game, game
exhaust	- Exhausts
exhibition play	- Seen game

exit card	- Output card
expert	- Experienced player
exposed card	- Displayed map
exposed hand	- Dummy
extraneous information	- Improper information
additional values	- Additional values
face of a card	- Beeldsy a map
interface card	- Postcard
factoring or score	- Equating
false card	- Fake card
feature	- Characteristic
field	- Field
final bid	- Eindbod
final pass	- End over
final round	- Finals
finesse	- Cut, cut
first hand	- First hand
healthy	- Fit
five-card major	- Vyfkaart head color
flat	- Puss
flighted tournament	- Trappiestoernooi
follow suit	- Follow suit
force out	- Uitdwing
force play	- Forced game
Forcing bid	- Dwangbod
forfeit	- Forfeit
Fork	- Fork
fouled board	- Breaks hand
four-card major	- Four-color card head
four deal bridge	- Turn bridge
foursome	- Foursome
fourth-best or fourth-Highest	- Fourth highest
fourth hand	- Fourth hand
fragment pray	- Greepbod
Freak	- Freak
free bid	- Voluntary / unforced bid / call
free finesse	- Free track
fund-raiser	- Fondsbouer
Gambit	- Gambit
game	- Leg game advantage
good cards	- Good cards
go to bed	- Sleep
grand slam	- Large cap
Greek gift	- Trojan horse
guard	- Shield
guide card	- Guide map
half table	- Half table
hand	- Hand

handicap	- Voorgeespel
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hand pattern	- Distribution
hand record	- Recorded hand
heart (s)	- Heart (etc.)
hésitation	- Hesitation, vacillation
High card	- High card
high-card point count	- Hoëkaartpunte
high-low	- Disarms
hog	- Calls seeking
hold up	- Withhold
home	- Home
Honour	- Honor
honor trick	- Wenkaart, winner
idle card	- Trivial map
illegal	- Unlawful
incomplete call	- Insufficient indication
incomplete hand	- Feilhand
incomplete pack	- Feilpak
indices	- Badges
individual movement	- Singles Exchange
inference	- Conclusion
infraction of a law	- Breach of a rule
inner sequence	- Between series
in rotation	- In turn
instant scoring	- Quick rating
insufficient bid	- Inadequate bid
insult	- Rebuff
interference pray	- Hinderbod
interior sequence	- Between series
intermediate cards	- Middle cards
International Match Point (IMP)	- Glytelling (GTL)
intervene	- Enter
intervening bid	- Tussenbod
bid invitation	- Versoekbod
Irregularity	- Irregularity
Jack	- Farmer
Jettison	- Unblock
Joker	- Asjas, clown
jump bid	- Springbod, called jump
jump over call	- Sprongteenbod
jump preference	- Jump preferred
jump shift	- Move leap
junior player	- Youthful player
keeping the bidding open	- Calls to remain open
kibitzer	- Viewer
king	- Mr
Kitchen bridge	- Kitchen Bridge
Knave	- Farmer

knock-out match	- Knockout clash
Law of total tricks	- Estimate wenpakkies
Laws of the game	- Game Rules

lead	- Stroke, perform, perform card vrakaart
Directing lead prayer	- Voorkeurbod
Lead Directing Double	- Voorkeurdoblering
leader	- Forwards
lead penalty	- Perform criminal
lead through strength	- To play through strength
lead up to weakness	- To play to weakness
league	- League
left hand opponent	- Nahandse (at) player
lay	- Leg advantage
Legal	- Rightfully
leisure time science	- Leisure Science
length	- Length
level of bidding	- Called level
Levy	- Charge
limit bid	- Sperbod
limit raise	- Spersteun
line of play	- Speellyn
long suit	- Long color
loser	- Lost card
loser-on-loser	- Loser-on-loser
low card	- Low card number card
major suit	- Main color
make	- To make
management committee	- Control board
mannerism	- One way
master	- Master
master points	- Master points
Match	- Game, game
Match points	- Match points
menace	- Threat
meeting	- Meeting
member	- Member
Membership fees	- Subscriptions
middle game	- Middle game
mind game	- Thinking game, think sports
minibridge	- Alfbrug
minor suit	- Small color
misboard	- Misplasing (a vousakkie or download)
Misdeal	- Faulty part
misfit	- Mismatch
missing card	- Missing map
mixed pairs	- Mixed pairs
monthly letter	- Letter month
move	- Exchange

Movement	- Change
movement card	- Guide map
natural bid	- Normal bid
double negative	- Wenkdoeblering

negative responses	- Dismissive volgbod
no bid	- Over
Forcing non-bid	- Spontaneous bid
North	- North
no trump	- No trump
not vulnerable	- Non-vulnerable
novice	- New
nuisance bid	- Hinderbod
odd cards	- Odd cards
odd-even	- Odd-odd
odd trick	- Settle packet
Offender	- Offender
office-bearer	- Incumbent, incumbent
off-side	- Offside
one suiter	- Eenkleurhand
on-side	- On side
open	- Put
opener	- Eersteroeper, insetter
opening bid	- Insetbod
opening lead	- Come out, come out card
opponent (s)	- Opponent, at some
out of rotation	- Turn out
out of turn	- Turn out
overbid	- Oorroep
on board	- Overboard
on call	- Teenbod, by calling
overruff	- Oortroef
about tasks	- Take over
overtrick	- Bopakkie
pack	- Pack
peer	- Some
partial designation	- Insufficient designation
partner	- Friend, playmate
partnership	- Partnership
part score	- Part leg, part count
pass	- Over
passive play	- Safe game
pass out	- No bid
penalty kick	- Penalty
penalty card	- Penalty card
penalty double	- Strafdoeblering
percentage play	- Percentage game
perfect hand	- Perfect hand
godfather	- Disarms

Phantom pair	- Some phantom
play	- Play game
play along	- Participates
play down	- Playback
Player	- Player
playing cards	- Playing cards

playing plan	- Game plan
playing tricks	- Expected packets
paperback	- Pigeonhole
point count	- Card points
pointed suits	- Pointed colors
positive responses	- Favorable volgbod
post-mortem	- Reflection
power bid	- Kragbod
Powers	- Powers
pre-emptive bid	- Blitsbod
bid preference	- Voorkeurbod
preference signal	- Preferred sign
premature lead or play	- Premature or play out
premium points	- Toegifte
president	- Chairman
private Scorecard	- Personal scorecard
procedure	- Action
procedure or game	- Game over
procedural penalty	- Criminal act
progression	- Progress
progress or game	- State of play
promote	- Promoted
proprieties	- Propriety, rules of conduct
protection	- Protection
protective bid	- Skermbod
psychic bid	- Blufbod
pull	- Draw
push	- Puss
qualifying session	- Proficiency test
quarter-final round	- Quarter-finals
queen	- Women
quick trick	- Instant winner
quitted trick	- Volvoerde pack
raise	- Support
ranking list	- Rankings
rank of suits	- Order of colors
rebid	- Bid
rebidable	- Herbiedbaar
Recap of Worship	- Overview of call
rectification	- Correction, punishment, correction
redeal	- Reshare
redouble	- Herdoebleer, redoebleer

Reduced Howell	- Shortened Howell
Regulating Authority	- Governing Body
regulation	- Prescription
relay table	- Relay table
REMAINING cards	- Remaining cards
REMAINING tricks	- Remaining parcels
reopen	- Resume

rescue bid	- Redbod
reserve player	- Instaner, substitute
responses	- Volgbod
responder	- Volgroeper
restricted choice	- Limited choice
result	- Completion
return	- Playback
return lead	- Same color play
revaluating	- Revaluation
reverse bid	- Omkeerroep
reverse finesse	- Escape section
revoke	- Renonseer fails
right hand opponent	- Voorhandse (at) player
rockcrusher	- Beautiful hand
rotation	- Turn
round	- Round
rounded suits	- Rounded colors
round-robin	- Round
rubber	- Rubber
rubber bridge	- Rubberbrug
Rueful Rabbit	- Sam Slimjan
Ruff	- Trump (verb)
ruff and sluff	- Trumps and discard
ruffing finesse	- Troefsnit
Rule of Eleven	- Elfreël
run (a suit)	- Playoffs
sacrifice bid	- Inboetbod
safety play	- Security game
sandwiched	- Set focus
Scientific	- Scientifically
scissors coup	- Skêrkneep
score	- Score
score calculator	- Tellingverwerker
score sheet	- Scorecard
scoring table	- Rating scale
Mitchell scrambled	- Scramble Mitchell
screen	- Between screen
seat	- Seat
second hand	- Second hand
second level bidding	- Second level called
secretary	- Secretary

section	- Section
seeding	- Selection
semi-final round	- Semi-finals
senior player	- Greybeard
Sequence	- Include maps, follow series
session	- Draw
set	- Playlists, shift
shaded pray	- Tinted bid
sharing boards	- Drawers share vousakkies part

shift	- Change color
short suit	- Short color
show out	- Thinned
shuffle	- Shuffle
shut out bid	- Blitsbod
side	- Conversely, some
side suit	- Bykleur
Signal	- Sign, hint
signal card	- Tip Card
sign-off bid	- Eindbod
simultaneous pairs	- Simultaneous Pairs
single suit hand	- Eenkleurhand
singles	- Singles
singleton	- All card, single card, prowler
sit-out table	- Uitsittafel
skill rating	- Proficiency figure
ship bid	- Springbod
skip-bid warning	- Springbod warning
slam	- Chop
small slam	- Small chop
solid suit	- Solid color
sound bid	- Good bid
South	- South
spade (s)	- Kick (belly)
specified suit	- Designated color
Spectator	- Viewer
splinter bid	- Tweebeenbod
splitting honors	- Distinguished honor
spot card	- Low card number card
squeeze	- Endgame
stationary	- Stilsittend
starting time	- Starting
steering committee	- Executive
stop	- Stop
stop praying	- Springbod
stopper	- Bounce, time card, charge card
strength	- Strength
Play strip	- Stripping game
strong club opening	- Strong clover input

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strong no trump	- Strong no trump
strong suit	- Strong color
strong two-bid	- Strong two bid
substitutes	- Instaner, substitute
substitute call	- Replace call
Sufficient bid	- Adequate bid
suit	- Color
suit combination	- Color composition
contract suit	- Color contract
suit preference double	- Voorkeurdoeblering

Suit signal	- Preferred sign
Support	- Support
switch	- Change color
card system	- Motherboard
table	- Table
table number	- Table number
ble presence	- Presence of mind
table spacing	- Table space
tasks	- Wins
take out double	- Dwangdoeblering
teacher	- Lesgewer
team (or four)	- Team four
Team mates	- Teammates
pace	- Rhythm
temporising bid	- Afwagbod
tenace	- Fork
third hand	- Third hand
threat card	- Threat
three suiter hand	- Tricolor hand
throw in play	- Oorgeespel
tidy the table	- Space on the table
time-limit	- Timing
timer	- Egg timer
timing	- Timing
top	- Top
Summit or nothing	- Highest of nothing
total points	- Full marks
touching suits	- Adjacent colors
Tournament	- Tournament
Tournament director	- Game leader
transfer bid	- Herleibod
transfer trick	- Packet transmission
stage pass	- Silence is over-
traveling score sheet	- Led Scorecard
Treasurer	- Money masters
Trick	- Packet
Trick Points	- Packet marks
Trump	- Trump

turn	- Turn
two bid opening	- Two level input
two suiter hand	- Two color hand
Unauthorised information	- Unauthorized information
Unbalanced distribution	- Skewed distribution
unbid suit	- Ongeroepte color
unblock	- Unblock
underbid	- Having called
underlead	- Underplayed
underruff	- Ondertroef
undertrick	- Afpakkie
understanding	- Understanding

unguarded suit	- Pothole
union	- Association
Unlawful	- Unlawful
unmakeable	- Onmaakbaar
unusual no trump	- Unusual no trump
Marocco	- Knockout
valuating	- Rating
Watchlist	- Confirmation
Victory Points	- Achievement points
viewgraph	- Kykskerm
violation of a law	- Breach of a rule
Visualisation	- Imaging
void	- Zero
void suit	- Nulkleur
vugraph	- Kykskerm
vulnerable	- Vulnerable
Waiting pray	- Afwagbod
wallet	- Card bag, vousakkie
weakness	- Weakness
weak no trump	- No bad beat
weak two-bid	- Two bad call
West	- West
winner	- Wenkaart, winner
winner's list	- Wenerslys
withdrawn	- Revoked, withdrawn, suspended, revoked
withdrawn call	- Withdrawn calls
withdrawn card	- Terugnome map
working suit	- Color work
World Bridge Federation (WBF) - World Bridge Federation (WBF)	
x	- X
Yarborough	- Nulpunter
zero tolerance	- No tolerance

DEFINITIONS OF BRIDGE CONCEPTS

(The English expressions in brackets)

adjusted score (Adjusted Score)

One. Artificially aangegepaste a score is awarded in lieu of the performance achieved when no result obtained or estimated to be as when an irregularity game in the clearing.

2. A dedicated adjusted score to an irregularity on one or both partnerships awarded in lieu of the actual results obtained in order to achieve fairness.

designated color (specified suit)

1. The color of a player by the application of a penalty, ask to be played or not voorgepeel to be.

2. A color for one reason or another by a player pointed out.

edges (one-side)

When a particular card by the opponent kept a track will to succeed, said that card right lies right or lying or side.

adjacent colors (Adjacent suits, suits touching)

Colors, in order of preference share boundaries as spades and hearts, hearts and diamonds, diamonds and clubs.

encouraging card (encouraging card)

Playing a card as agreed, usually a higher number card or an even or odd number card, to be interested in a particular color to indicate.

claim (claim)

The right thing to grasp, for example, a statement that a player remaining packets or a certain number of packets will win. He can put his hand open and prove his claim. If he not at the same time with its claim a speellyn announced and the players are not at satisfied, the game leader to decide whether his claim is justified.

accept (accept)

One. Bid to make proposals or invitation from a player's partner for example to take advantage of a cap calling cards if a player keep it fair.

2. A faulty item or turn out to play a card of a player than to legally adopt.

attacking game (Attacking play)

Playing with the intent to put pressure on the declarer to take risks to make decisions together.

starting time (starting time)

For purposes of order, it is essential that all participants simultaneously a bridge game to start playing. Game leaders are concerned about their arrangements to be efficient and declared advance that a match will begin promptly.

supplementary table (appendix table)

Additional table for more players in a game without providing the number of hands played, changed.

hesitation (hésitation)

View hesitation.

ace (ace)

The highest ranking card in each color, with the license plate A.

off (down)

View playback.

section (section)

A group of participants in a separate subdivision is divided and a pull against each other play each other.

putdown (insult)

Penalties against some with a strafdoeblering failed. The penalty is 50 as the contract made when not vulnerable and 100 as vulnerable. In addition, more penalty points are added depending on the circumstances, such as when doebleer is.

deduction (inference)
Any conclusion of the call or playing cards made.

the end (result)

Once a part of the game as completed when finished or finished called once.

relay table (byestand, relay table)

A table on which one or more shared packs of cards (in vousakkies or drawers) placed over times when no one is playing it.

afpakkie (undertrick)

Each packet that declarer got less than what he undertook to win.

afrem (brake)

Slightly lower than the number of calls parcels apparently won because the player's partner tend to be high calling.

playback (play down, set)

When declarer won fewer parcels than he began to win.

appointment (agreement, convention, understanding)

One. Called Any direct meaning she had lost two friends in that an agreement incurred and then another special meaning. For example, with four no trump the playmate asked how many aces he has.

2. Any agreed method of play between two friends which means playing a map a special meaning, for example, that playing a higher card than necessary (usually 6-9) continuing to encourage that color.

afspreekbod (artificial pray, pray Conventional)

View first appointment.

afwagbod (temporising pray, pray waiting)

Preliminary bid of a player that goes first learn of his friend tries obtained before he is a proper definite bid to make. Usually by the volgroeper done when a bid A different color insetter forced his hand closer to describe.

dismissive volgbod (negative responses)

When volgroeper by agreement a weakness in his hand to indicate whether entirely a bad manual describes.

alfabrug (minibridge)

A simplified form of bridge used especially children under the age of 10 years with the principles of bridge acquainted.

A gripper (ace-grabber)

A player who plays his ace to or at the first opportunity to play, and so the game against players easier.

never ever eight nine (eight nine never ever)

This ass bridge is used to remind that when the bait and lord of trumps and eight trumps held and the wife is missing, it is usually better to cut rather than women will fall when the bait and master played. However, when nine trumps held, it kansryker the bait right away and our play. This rule only applies to trumps and not for the other

colors.

only (viable)

Unprotected; A high card with no card flipping to protect, for example, Mr alone, women alone, farmers only).

all card (singleton)

Watching alone and prowler.

office (office-bearers)

Someone in a post chosen to perform certain tasks on behalf of the players to perform.

incumbent (office-bearers)

View bearer.

some anchor (anchor pair)

The few plays during some variations, for example, Howell exchanged for the duration of A pull on the spot even though the other pairs of shifts after a certain number of hands in a round played against each other.

appeal (appeal)

A request by a few at the game leader's decision at a higher level are reviewed.

Appeal Board (appeals committee)

A participant or his captain after this board appeal for review of any decision by a leader during game play to the player's table made.

asjas (joker)

There are usually two in a deck of cards, but they are not in use bridge game. In other Card games can usually be used as substitutes.

alert (alert)

When two peers according to a pre-arranged agreement or understanding a call to make a artificial meaning, the caller's number to the friend warns that it is a call of by appointment "alert" to say Whether a Prescribed bedagkaart use. On request or a opponent (in turn) is obliged to measure the agreement or agreement explanatory.

threat (menace, threat card)

Wenkaart dormant for at few if not one way or zo'n kan be countered do not.

imagery (visualization)

For the presentation of badges and cards dat port leg played will in the mind to call and a representation or where the unplayed cards.

beeldsy a folder (or a face card)

The front of a playing card on dat the color and rank Them indicated.

put (game set)

Half a rubber effected by a contract calling and fulfill at least 100 points rubberbrug in yields (30 points in vendusiebrug) EITHER in an attempt or two or more kinds. In naspeelbrug legs are played will not. See also benefit.

control card (control card stopper)

LOOK bounce.

governing body (Regulating Authority)

One. Highest level of game rules for setting bridge to fair game play and to leverage juiste maatregelen to bieden for unlawfully als divergence. Besides ordering a governing the mutual cooperation or subordinate institutions so dat Uniformity and unity is.

2. Institution, society or authority dat a game or tournament mn in accordance with the Highest governing body and other autoriteiten prescriptions rule or authority.

governing body (management committee)

A governing body Usually consists of a chairman, vice chairman, secretary, and other money masters incumbents on an annual general meeting elected. Their main duty is to real Bridge games orderly arranges with the attendant taking beslissingen dat de administration does course.

Berninahaas (follow)

Sea follow suit.

interest (attitude)

See it benefit your partner a folder or a Designated color play. Usually a 6 to 9 or odd card games to show an interest in the color dat is played will, or interest in the hogere of the two other colors (Excluding the troefkleur) across.

elective (restricted choice)

If a player plays a card dat Seems to be unnecessarily high, for example, a bait for a farmer to beat dat kan be concluded he is not the master or the woman and not a choice had do not. On the other hand, he was a farmer with Mr. winning percentage but it Unlikely dat he died bow to port bait and was limited in his Charmain Horn Please note choice.

besgee (concede)

To give dat number to some or all of the Remaining parcels will win. See also surrender.

protection (protection)

Shelter or safety for a card dat is not the Highest card of that color is still played will Should be. The bait is always the Highest card dat color, but the Lord als hero however, with a smaller card protection Because the bait kan be played will.

decision (Decision)

Sensible and Thoughtful intent regarding the administration in conjunction with and subject to the Provisions of the Constitution for the benefit of the bridge players.

best small color (better minor)

A meeting between Wolmaransstad two friends to the best little color to call if not five cards in a main color is not available.

costumer (caddy)

Helper at a bridge tournament dat de benodigde stationery to the Players and the rekenaarstrokies or hand played will Gather and the processor scores anyway.

turn (turn)

The legitimate point-when a player must shuffle the cards, share, play or call.

Turn bridge (Chicago, four deal bridge)

A platform or bridge based on naspeelbrug true for rubbers played will, but where the Completion or lycra hand independently in the calculation.

turn (rotation)

The order in dat the right to share, call or play takes place, and it is clockwise.

confirmation (verification)

Assent by the East / West or some or Them, with the score on the North by scorecard Recorded.

powers (powers)

Authorization or authority in the Constitution to the Governing Body, the executive committee or other subordinate group bepaald hun Duties effectief execute.

promotion (promotion)

So playing a high card or cards to players playing Against dat are a lower initial folder the master.

bid (ask)

Conduct a bid to make.

levert notice loveable color (biddable suit)

View calling notice loveable color.

bidding (auction, bidding)

View call.

supplicant (supplicant)

Ny person who makes a bid. Also pager.

blitsbod (pre-emptive bid, shut out bid)

In the first round zoals a high bid on a weaker hand to put it on for some s difficult to connect with eachother to find. Usually it is a insetbod on the third level, for example 3 diamonds.

block (block)

Division of cards between Wolmaransstad friends' hands in a way zoals dat switching to free a hand to the others go, is not shower.

block (block)

Blockage effect.

blufbod (psychic bid)

Within the rules of the game so dat de call at some deceiving.

bid (ask)

An under taking in a specified allocation certainement a number of packets to win.

above the line (above the line)

The "line" is a horizontal line in the case of rubber and vendusiebrug about the middle of the scorecard by two columns INTERSECT. All scores for different packets and CONTRACTED

Made Above the horizontal line in the column for 'appropriate lycra pair wrote.

Booklet (book)

Most packets dat de defenders Might win without the déclarer to play.

Farmer (Jack, Knave)

The fourth Highest ranking card in lycra color, Marked with the insignia B.

bopakkie (overtrick)

Lycra packet dat déclarer profit morethan he has CONTRACTED.

Bridge (bridge)

A scientific yet Cozy deck as a thinking sport by the International Olympic Committee honored and Ideally a family game.

Camp Bridge (bridge drive)

One. A single bridge game, for the purpose Usually or raising funds for example research, education or charity.

Second. Also a meeting organized specifiek to remit training in relaxed circumstances Bridge players to give, for example at a resort.

Love Bridge (Bridge home)

Sub-section or a bridge body and not 'fully independent without the beslissingen hogere body approves it. Homes arose as subdivisions or example bridge schools and Bridge academically Because bridge indoors and played will it as a game or other sports guess distinguish. At the time the co-players feel at home and at ease with eachother. Just Agent "Clubs" have begun to embrace this designation; It is independent groups bridge players.

turn off (or turn out / rotation)

If a call is made or a card is played will als it is not the person's turn to acting on acting.

bykleur (side suit)

1. The color, not the troefkleur not, dat déclarer multiple packets will win or won Port Usually a color dat have length.
2. ny other color dan troefkleur.

Additional values (Additional values)

Much better maps (stronger hand) as oorspronkelijk stated in the call was.

executive committee (steering committee)

Consisting of a few knowledgeable people in leadership positions as a chairman, vice chairman, secretary and money masters, the executive pay attention to daily administrative and financial affairs als the control board is not in session, or urgent cases-when time is important.

share (deal)

The handing out of a deck or cards in a clockwise order starting with the player left of the denominator so dat lycra of the four players 13 port cards.

leg run (run scored)

In rubberbrug a score of less than 100 points below the line, where the Als

score (s) is added Until 100 points (a bone) is made up, Unless the Contrary summer since a bone , And thereby cut off the part count. In vendusiebrug a leg count 30 points. See also part count.

deelneemdoeblering (Competitive double)

Doeblering dat shows good common values and doebleerder or the opinion dat his side a contract to play Because He values in the opponent's color and call it otherwise support to partner zijn kan give. Do not be confused dwangdoeblering.

contestant (contestant)

In eieselwige matches a player to pair the two players prolongation a match a partnership, to celebrate the many players as a team Against zo'n team.

part score (part score)

Sea section leg with respect to rubberbrug and vendusiebrug. At naspeelbrug a score or less than 100 points a score called part Because not played will bones and no subsequent scores are added to it

cover (cover)

In the co-pack a hogere card or the color combination as the previous high card to play.

denominator (dealer)

The player Whose turn it is to draw the maps for all four players to share.

third hand (third hand)

One. During the call, the partner of the dealer.

2. During play, the player who has the third card in a pack of playing round.

deep incision (deep finesse)

A section with a lower card-when two or more hogere cards still in the hand (s) or the defender (s) S.

co color game (return lead)

View playback.

strategy game (mind game)

Acts to physically relax and harbor a meaningful choice as to practice the bridge brain abilities.

think sports (mind game)

Watching thinking game.

thistle (dub)

A bridge player who is a stronger player dan his fellow players.

doebleer (double)

A call dat telpunte the previous pray at some of the increase is as his contract role, but died the afpakkies.

doeblering (double)

Act of doebleer.

three color hand (three Suiter hand)

A hand dat at least four cards in three colors lycra, or four cards in two colors and three high cards in a third color.

dual track (double finesse)

A cut to two missing high cards.

double jump (double jump)

If two hogere levels are called as needed to validate the last call to be outdone, for example:

1 heart - hearts 4, block 1-3 hearts, clover 1-3 no trump.

Twice support (double raise)

Two levels hogere calling in the color in dat a player's partner is a bid made.

diving (Duck)

Planned action for a packet not to win as a player so dat it Capable safer or more Beneficial for the parcel to the few to stand.

dwangbod (Forcing bid)

A pray dat volgroeper / insetter obliged to act volgens to the agreement.

dwangdoeblering (take out double)

Doeblering dat strength and a relatief equal distribution of three colors (Excluding the teenbod) in own Indicating hand the player's partner forces to bid his longest color.

forced game (force play)

When a card is played will, one of the players to force Them to beat if he is a packet bow to win or a card dat he wanted back, playing.

eenkleurhand (one Suiter, single suit hand)

A hand dat at least six cards or one color to be held less dan four cards any ' color.

honor (honor)

One. Vendusiebrug In rubberbrug and points are Awarded to the player dat at least three of the bait Lord, woman, farmer and chains or troefkleur, or to the case or no trump the aces.
2. ny of the five Highest cards' any color is an honor Berninahaus.

Integrity (ethics)

Honest dealings game rightfully so smoothly.

first-hand (first hand)

One. During the course is called the denominator first hand Because He had the first opportunity to bid making or fitting.

2. The player in lycra round of the first card played will in dat round.

eersteroeper (opener)

1. The player who first opportunity on a hand to call (ie, the denominator).

2. The first player to really 'make a bid after other players have, though he first cameramen, second, third or fourth in line.

feature (feature)

One. A high card, an ace or Usually a master, but sometimes a woman.

2. ny interesting phenomenon in a color mn as at post with Playmates

Agreed, for example, all three high cards or short in dat color.

eindbod (final pray, pray sign-off)

A call / pray dat Indicating there is not a hogere pray is not interested, for example, a volgbod

1 no trump or two hearts to partner's call or one heart, or return to a first bid to the lowest

level.

final round (final round)

1. The Last Usually two, three or four hands prolongation a game Against the composition at some played will-then the game is completed.

2. The last game in a match where the best two pairs or quadruplets play Against eachother to décide who is the winner of the match is.

Endgame (endplay, squeeze)

One. Planned gameplay dat déclarer, with only a few cards in his hand, deliberately

one of the defenders force a package to win the-then defender's advantage to play the déclarer will be.

2. Too where a defender forced to recovery cards or cards dat winning cards protected away throwing Because He can not save help yourself.

final pass (final pass)

The load on all four players als pass without a bid, or pass in the third

successive overs with three players-when a bid is made.

claim (claim)

An allegation of a player dat he and the Remaining cards in his hand the rest of the skies

packets will win. The pair port to décide Whether they 'agree or Whether they' believe dat

ze harbor at least one or more packets kan win in dat case the game leader must summons.

elfreël (Rule of eleven)

Accounting rule dat als a player's map out the fourth Highest or Any color

in his hand, the difference between Wolmaransstad this card's numerical value and the number eleven or cards are hogere in the other three hands together. This is met name Valuable third hand, but died for the déclarer.

emtelling (date score)

Comparison of a few score of the arithmetic average of all the scores for a

certainement operations and the difference is-then a sliding scale in a smaller score Converted. The purpose

This is preventable to an Excessive score for a pair or a Virtually impregnable

to lead.

single folder (singleton)

View Prowler.

singles (singles)

Game or contest in dat lycra player after everytime hand or round with zo'n friend to play together, and his own

keeping score separately to determine dat player at the end of the game the Highest

the score.

Singles Exchange (individual movement)

A Manner of singles players change partners and tables, and verschillende scores.

Honorary Award (receptacles splitting)

Playing one or two or more volgere, for the purpose Usually through an Additional package to ACHIEVE or to Avoid the few at an Additional seek parcel.

ervaren player (expert)

A Outstanding Player.

co cards (even cards)

Cards with number values divisible by two dat Usually Meant the 2, 4, 6, 8 and 10.

even-odd (odd-even)

Way to play characters prolongation play together to give or (legal) meeting different meanings als even or odd number cards played will.

Modesty (proprieties)

Decorous, marble in dat a bridge player Should act for justice to Prevail. It must be in compliance with the rules of the game and died in the spirit of respectful practices dat Bridge players verwachte.

feilhand (incomplete reference)

A shared base in dat to start less dan thirteen cards. Also check Defective hand.

feilpak (incomplete pack)

A deck or cards in dat one or more cards missing.

fondsboer (fund-raiser)

Making money together for a specific purpose industry leaders as new equipment or to Acquire money to charities to donate.

faulty part (Misdeal)

Ny deviation from the rules Prescribed for a fair share.

freak (freak)

A hand in the colors dat are unequally distributed Extremely.

gambit (Gambit)

Deliberate abandonment or a pack to bieden more other parcels to win.

running game (or game progress)

Ongoing development or continuation of the game while a hand is called or played will be.

inadequate hand (hand deficient)

Less or morethan thirteen cards in a hand-when it is shared and before ANY card from played will. Also feilhand.

Defective package (Defective Trick)

A packet dat is less or morethan four cards played will contain 'legal.

Broken color (broken suit)

A color in dat high cards in the handheld dat rank on eachother are not listed.

behavior (conduct)

Behavior or bridge players. Ze are always pure chance to be exemplary in hun dealings be.

behavioral rules (proprieties)

Guidelines for 'appropriate and proper actions are laid down by the bridge-playing community. No set of written rules of conduct can be so complete it that Allows all circumstances do not. Bridge players Charmain Horn Please note Should be-used to judge 'appropriate action.

no bid (pass out)

None of the four players made a port pray, with the resulting dat Those hand games and dat is the score in respect of that hand for bothering pairs is zero.

no trump (no trump)

A call or a contract in dat no color troefstatus to elevate it.

no tolerance (zero tolerance)

Policy of the World Bridge Federation Against frivolity, bath behavior and cheating and dat strict Action will be tasks Against bridge players who are guilty.

Money Masters (Treasurer)

Person to the pecuniary interests of a community caring bridge the money Kept in assignment of the management deal and Continuously report on the state of the money.

LED scorecard (traveling score sheet)

Naspeelbrug in a form dat in the cards or lycra hand and the score Achieved in lycra pair, Recorded be. It accompanies the download or vousakkie and at the end of a bepaald use wenersly to act.

equal distribution (balanced distribution)

One. Completely equal distribution Means dat de verschillende colors in a player's hand in the 4-3-3-3 split ratio, but the relationships and 4-4-3-2 5-3-3-2 have died equal distributions considered.

2. Equal distribution store on an equal distribution of color across all four hands.

equal value (equal value)

Two cards in sequential rank as master and woman or woman farmer who zegt the co-value if in one hand or in the hands of a couple hero.

equation (equalising, factoring)

When players prolongation a match equally all hands played will, for example if a uitsittafel, and not everyone has had a chance to put out, or if a game or other reason is shortened, the scores are not comparable. With equal breeding synthesis UNEQUAL corrected using a relational.

Pairs competitor (simultaneous pairs)

A match where players in different places (towns and cities) and play the co hands afterwards Compares who excelled.

gelykverdeelde hand (balanced hand)

A hand dat de verschillende colors are equally distributed and Fairly algemeen be a division between Wolmaransstad the colors or 4-3-3-3, 4-4-3-2, 5-3-3-2 and if Divided equally considered.

mixed pairs (mixed pairs)

A match where the two friends playing together different generations, male and female, Should be.

average score (average score)

One., When an Irregularity occurs dat is not the fault of the players is not know the game leader an average score on bothering pairs dan.

2. Naspeelbrug In the arithmetic average score for a hand mn mn or for a draw.

average minus (minus average)

A moderate below average game score is Usually the leader to play a few Awarded to an Irregularity in a player or some of the Verantwoordelijkheid for the Irregularity, Usually 40%.

average plus (plus average)

A moderate Above average game score is Usually the leader to play a few Awarded to an Irregularity in an Opposing player, Usually 60%.

legitimate information (Authorised information)

Allowable information or knowledge dat a player nov make use.

pointed colors (pointed suits)

Spades and diamonds.

colors rounded (rounded suits)

Hearts and clovers.

closed starting (closed room)

Bijzonder important to viertalwedstryde play two pairs or individual team rooms or rooms. One of the rooms will be closed as the departure indicated spectators not be allowed as they 'do not have information, Intentionally or inadvertently, to the other players convey.

conversation (communiceren)

Legal transfer or messages to eachother permissible ways the cards in the hands of eachother. Discussions dat 'may be called verbally or in Displaying calling cards and done-then by playing cards dat specific meanings.

toned pray (pray shaded)

A Bid to slightly lower values dan is normally the case.

risk or hand (hand danger)

The hand of an opponent who, if he gains a pack, have other winning cards in his hand he kan / will play to the detriment of the déclarer. Or have kan wreak havoc if he has a special card Because it Favors perform his partner.

normal bid (natural bid)

A pray dat no other meaning dan dat it is to be found. For example, a bid hearts mean the player dat have hearts troefkleur the proposal and dat it is not a différent color indicates do not.

won give (concede)

View besgee.

card guide (or guide movement card)

Grid prolongation games on lycra table with instructions dat the players Should put with what cards they 'port to play and where to play the players or the Designated hand (s) Should go.

glytelling (International Match Points)

Point system where the difference in overall scores on a more egalitarian scale is Reduced so dat a single great performance with one hand not Decisive kan worden. This scoring system is to celebrate Usually-used many, but of or in pairs in.

make good (condone)

Waive the penalty for an Irregularity in calling or playing voordat the attention on breach of the rules of the game Agent, or the irregular accepted as valid.

good pray (pray sound)

A bid based on good values.

good cards (good cards)

Losgespeelde winning cards, as well as a general preponderance of high cards.

greepbod (fragment pray)

A Dubbelsprongbod in a new color in the second round for a short, single card or no card in ongeroepte the (fourth) color to show support in partner's call.

Constitution (Constitution)

Principle beslissingen by the Majority or players or a bridge body, and are valid if the Highest written authority in dat all players and subordinate groups bound.

Large-cap (grand slam)

A contract entered JSON all 13 packets or win dat hand to. Also fulfillment of the contract.

greybeard (senior)

A bridge player older dan 60 years.

volgbod favorable (positive responses)

When volgroeper in agreement indicates dat his good hand to his partner's fit and / or he has a strong hand for that purpose, for example, a leg, or benefit, or chop to call.

semi-final (semi-final round)

The two games between Wolmaransstad the four best pairs or quadruplets to décide dat two of the four pairs or four eeuw in the finals Against eachother is going to come.

half table (half table)

A table where only a few (two players) put in dat round is Usually two, three or four Used to play.

hggnd (hand)

1. The thirteen cards to a player or let the survivors if played will have cards.
2. Shared the cards in a box Numbered in naspeelbrug-used and dan later than
No hand. . . . Court.

criminal act (procedural penalty)

A penalty (in addition under to Any punishment) imposed at the discretion of the game leading cases


an Irregularity acts.

action (procedure)

The course of events.

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hearts (hearts)

Second Highest ranking in color, Marked with the logo  in red.

master (king)

Second Highest ranking card in lycra color, Marked with the insignia H.

levy (levy)

Amount Usually homes on the Highest level of authority to be paid to administrative

Costs at dat level combat.

called secret (concealed call)

A call dat an appointment between Wolmaransstad two peers harbor a différent meaning dan the actual (sea appointment), but unlawful for players to be Kept hidden.

herbiedbaar (rebidable)

One. Whenever Twice on hand kan kan be called at two secondary colors Kept calling
, Or just one more color at a higher level kan be replicated, it is a herbiedbare hand.

2. A long color Twice kan be called, is a herbiedbare color.

reshare (redeal)

When the co-player back into his previous run to somehow replace.

herdoebleer (redouble)

A call dat gedoebleerde count or packets or settle afpakkes increase is.

herleibod (transfer bid)

An Agreed pray with dat a player's friend Asked for specific color called zo'n

so dat de measure déclarer nov be Beneficial Because it will be RECEIVED as the déclarer

S.

résumé (reopen)

If one player in turn called-when it Appears dat the call is otherwise terminated

be.

reevaluation (revaluating)

Recalculation of the value of a hand once more information through the calls of the partner and the other players acquired. The value of the hand as the circumstances be more or less.

hinderbod (interference pray, pray nuisance)

Defensive Action Against the couple called space or deprives it s difficult for Them to do.

High card (high card)

Ny picture card in a deck and the bait is a high card, ie bait, master, wife and farmer.

hoëkaartpunte (high card point count)

It is common practice to use the Als scale in respect of hoëkaarte for Purposes of assessment apply ---

A = 4, C = 3, A = 2, B = 1.

courtesy (etiquette)

Courteous and obliging behavior to the bridge table.

main color (major suit)

Spades and hearts as the main colors blessing Because they 'rank hogere dan diamonds and clover is.

supreme nothing (or nothing top)

In agreement with a partner playing the top three or four smaller cards in the color dat is out.

container (board)

View naspeelhouer.

auxiliary points (Additional points)

Points dat playing strength or a hand Measured in addition under to the hoëkaartpunte and distribution points. For example, the first point-when all four aces hero, one point for two chains everytime supported to bieden high cards and 1 point for a good vyfkaartkleur.

in turn (in rotation)

A relevant player's legitimate opportunity to call or a card to play.

inboetbod (sacrifice pray)

Intentional pray at the couple's healthy contract called a onmaakbare called to the oorroep idea dat, without or with doeblering, the penalty for playback will be less dan dat at some hun contract bow to be obtained.

be terminal (sandwiched)

When a high card tussen two high cards are pressed so as not to be a winner , It is fixed. For example, an H (Mr) in a player's hand and the A (bait) and V (wife) or co color in the player's hand nahandse.

revoked, invalidated, withdrawn, SUSPENDED, revoked (CANCELED, withdrawn)

All of These words in the context in dat it is used Essentially the co-meaning, namely dat de act dat it relates to, is not valid or is no longer valid. Sometimes There correction involved now and sometimes killed a correction / punishment.

revoked calls (call withdrawn)

Replacing a call with one zo'n Because The player made a mistake or change your mind port. In zowel cases it is an Anomaly. But to my opponent's error, a call rightfully revoked.

insetbod (opening prayer)

The first pray dat ANY of the four players make other dan to pass. Also the first bid with one or two friends are for Them a insetbod though the couple to port called.

insetter (opener)

The first player to call, Whether he first gets a chance and put in a bid, or dat he has put in a bid or after the other players Chose to ignore.

Pit (open)

Making the first bid to nuutgedeelde cards.

instaner (reserve player, substitutes)
A player dat takes the place or zo'n player tasks if the other player to somehow are not available or to be Redeemed im a break to give.

young player (junior player)
A bridge player under the age of 25 years.

map pocket (wallet)
View vousakkie.

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card holder (card holder)
A state or frame in the thirteen cards dat dat had leg placed in a way zoals dat only the relevant player beeldsye kan sea Usually als a player only one hand use, EITHER to defect or injury.

post card (card reading)
Conclusions of the call and played will cards on dat player what cards in his hand notch.

card points (point count)
The general use hoëkaartpunte, distribution points and help points together in order the value or a manually Determined.

map skills (card sense)
An extraordinary innate talent for card games smoothly master. This sense of Easily cards can be Perceived by beginners Because Virtually all card players magically meaningful play, Whether the result of natural feeling, lesgeewing or experience.

bounce (echo, high-low, Peter)
When a defender has a hogere card and-then a lower card of the co color to play his partner a mn sign to give im Usually only two cards in the 'appropriate color.

Camp (drive)
View Bridge camp.

championships (championship)
A match or tournament dat determines who is the best player (s) in a mn area.

side (side)
In singles, one player, two players Pairs with prolongation the match as partners or friends play together; to quadruplets, four or more players playing together as teammates.

chop (slam)
View large cap and small cap.

skipper (captain)
One. Person in charge of a team or players bridge dat administrative and management tasks undertaken and Freiburg industry leaders as: Who should play.
2. The partner Whose Verantwoordelijkheid in certainement circumstances prolongation the call guidance and making eindbod.

Once card (control card stopper)
Look bounce.

signs (indices)

Small directions in the verschillende corners of the cards to the different maps to know als Arranged in the handheld.

selection (seeding)

Expert review and rating for bridge players in order of skill.

Puss (flat, push)

In quadruplets composition score for players who played will the co-hand.

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instant winner (quick trick)

A map on the basis of zijn rank and protection with reasonable certainty within two rounds a parcel will win voordat trumps are harnessed as a bait or Lord woman. A Lord with a lower card or flipping cards as an instant winner half way Because it just Might Be a wenkaart kan worden not with certainty. In this betrekking the bait like a woman and a half-day winner considered.

clubs (clubs)

Lowest ranked in color and Marked with the badge black.

Small-cap (small slam)

A call contract entered JSON for 12 of the 13 parcels skies to win. The fulfillment of the contract.

small color (minor suit)

Clovers and diamonds are small color called Because they 'rank lower dan spades and hearts are.

color (suit)

One of the four series dat charts a pack consisting ie spades, hearts, diamonds and clubs.

follow suit (follow suit)

For a map of the color play dat is played will.

color contract (contract suit)

A contract in dat one of the four colors incurred.

color composition, (suit combination)

1. The structure of the maps or all the colors in a player's hand.
2. The structure of the cards or a color mn in two friends' hands, or all four players hand.

color change (change of suit, shift, switch)

One. Becoming a different color dan calling your partner as a shower troefkleur indicated.

2. During a To play a card with color and-then play a round at a folder or

A different color to ship. of or in it has a specific meaning for the player's partner.

3. A map or a different color dan the one playing yourself or your partner or the EXPELLED playing a card or a different color dan what was just played will.

Mitchell scramble (scrambled Mitchell)

A Custom Mitchell exchanged for only one winning pair gain instead of ordinary Mitchell where change a winning pair for North-South and a winning pair for East West acquired.

nip (coup)

A special way to play with déclarer where the defenders' trumps without a cut cornered be.

koepeer (cut)

For a deck or cards JSON two split after the pack is shuffled and-then the lower part on the top instead.

Duck (Duck)

Look dive.

Kitchen Bridge (Bridge Kitchenware)

Cosy played will bridge with little or no emphasis on Appointments or calls for careful planning or play.

contract (contract)

The under taking of the déclarer and his partner to the number of packets in the recovery color ze in eindbod indicated, or no trump.

Contract Bridge (contract bridge)

A game where a troefooreenkoms through opveiling closed. The conditions include the number of packets to be Captured as well as the color as trumps to serve, or no trump.

color short (short suit)

When initially at the part of the deck no, one or two cards or a mn color in one hand RECEIVED.

kragbod (power pray)

A pray dat indicated dat the caller's hand is so strong dat he then probably has a leg will make or benefit will be Achieved though his little friend hoëkaartpunte be allocated. Some players show with a insetbod 2 keys to Vodafone while two diamonds or Any Other pray for this use.

match (competition)

Look contest.

kruistroef (cross-ruff, trump cross)

By alternately in bothering used a pair to beat the trumps dat kan be-used separately.

quarterback-final (quarterback-final round)

Matches between Wolmaransstad the top eight pairs or quadruplets to décide dat four of the eight pairs or quadruplets in the semi-finals Against eachother is going to come.

vulnerable (vulnerable)

After a few rubberbrug in a bean called and made no matter how many hands are being used for , Ze are vulnerable and increases as penalties and some incentives. In naspeelbrug be vulnerability and non-vulnerability alternately Awarded as the game rules.

Viewer (kibitzer, Spectator)

Someone who play with hun senses-when other people are playing bridge, who does not measure the game run.

kykskerm (viewgraph, vugraph)

A large (electronic) screen on a large number dat or spectators bridge game kan Easily follow without the players to spectators disturbed or Influenced.

Call lowest (cheapest bid)
The most economical play available at Any given time prolongation the call. A prayer or one diamond to
An input of 1 clover is more economical (lower) dan one heart or one kick. So a bid of 1 kicks a lower
pray two keys to an input or one heart.

Load (board)

Container Usually or hard plastic, dat a deck equally JSON four différent slots or
Sections loaded (split) with a view to naspeelbrug players at différent tables
kan play the co-hand. A set consists of 32 Usually Drawers.

Drawers share (sharing boards)

View vousakkies part.

Low card (low card)

See number card.

color lung (lung suit)

Color in dat a player must cards port leg. A color dat five or more cards hero
be.

subscriptions (Membership fees)

Maintenance fees through the bridge site and Determined dat lycra player must pay the costs for
Practicing bridge to settle.

length (length)

Look lung color.

length character (signal count)

A hint dat a defender to his friend what he gestured length in a certainement color true.
Usually als reflected off an equal number of cards held and the lowest card games
When an odd number of cards in dat color hero.

lesgewer (teacher)

Person giving Recruiters instruction to other bridge players, prospective players to Usually or
beginner / inexperienced players, but he died lectures to advanced players offering.

Member (member)

A bridge player as a participant or a site is accepted, and to meet requirements certainement zoals
to join in activities and fixed fees to pay costs to combat.

league (league)

Usually associations working together as a country all body bridge players in dat country
represented. Friendly matches in series (leagues) are not Arranged in bridge Because it
Game does not fit. Usually an annual tournament.

losspeel a color (clear, Develop, Establish a suitcase)

For a long color figures cards to winners at converting one or more packets to state or
at the couple's high trump cards.

make (make)

1. The order to shuffle deck or cards.
2. Becoming a contract to fulfill.
3. Becoming a pack to win.

letter month (monthly letter)

A Shorter piece of writing dat interesting regarding bridge once a month to players communicated.

partner (partner)

The player with Whom someone as a partner Against two other players playing.

easy (cold)

Description of a contract without effort can be made.

One way (mannerism)

Body language dat pleasure or displeasure is Revealed.

competition (competition)

One. Rivalry ny bridge players. Also game.

2. Called als bothering pairs, ie, bids and teenbotte be made.

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'Competitive bidding (competitive bidding)

When bothering sides of the call to RESIDENCES in the troefkleur determine.

participates (Playalong)

A map of the co color as the vrakaart play, but less dan the Highest card in the pack.

Master (MSc)

The Highest unplayed card or Any color.

Master points (master points)

Points under an goedgekeurd formula calculated and Awarded to players who organized games and tournaments perform.

middle cards (cards intermediate)

Useful cards dan high or low can be seen. Usually chains and Nines bepaald als ze mean support hogere cards granted.

middle game (middle game)

Game after the first packet of the first few packets are played will untilteh last parcel or last few packets or a hand played will.

deception (deception)

Within the rules so call or play Against the players under a Delusion brought` .

misplasing (misboard)

Restoration or verskillende kid in the wrong slots or Sections or a vousakkie or download prolongation a naspeelwedstryd.

Potential winner (chance card)

A lower card in a player's hand, the composition as a color card hogere Against the pair and only a winner if the threat to voorhandse player hero, or if the threat to somehow out of the way.

Reflection (post-mortem)

Discussion of an Already played will hand Usually to try to determine where a mistake was made.

nahandse (at) player (left hand opponent)

The player to the left or a player mn sets.

Clown (Joker)

View asjas.

naspeelbrug (Duplicate Bridge)

A form of competitive bridge, the arrangement used on two or more different table games, but with other players. The dealer and vulnerability to the game rules, the score for each hand independently calculated, and the performance of the players together compared to determine that players fared the best.

naspeelhouer (duplicate board)

View or download vousakkie.

tasks (cash)

To a certainment wenkaart first play, for example, by the Highest card in a color to play. Usually order a contract to fulfill, or if it is a single card-then to beat. See also win.

non-vulnerable (not vulnerable)

When some in rubberbrug do not have a leg scored, they 'not vulnerable. The usual penalty for playback and normal encores dan Awarded. In the case of naspeelbrug be vulnerability and non-vulnerability alternately Awarded as the game rules.

North (North)

The player in the northern compass place at a bridge table took. The designation in accordance with the winds make reference easy, and the assignment of tasks to players, in order the game and keeping score. In North naspeelbrug verantwoordelijk for the Quote of the cards to be played will, scoring hands on the scorecard, and recording of the score. He was killed enabling a holder to zo'n played will table verantwoordelijk.

zero (void)

Being oorspronkelijk without a card in a color to be ihb shared Means the hand is zero dat color.

nulkleur (void suit)

Color dat oorspronkelijk no cards a player is not shared.

Nullify (Bottom)

The lowest score with a certainment hand (scored) Against other players with the co cards naspeelbrug played will.

nulpunter (Yarborough)

Ny full hand (thirteen cards) in dat no card hogere dan a nine is not. A is at Considered a half a point was to be.

nutsbod (bid approach)

Useful first pray dat Indicating a player has a strong enough hand to an Ordinance to make, but no levert notice loveable color and Charmain Horn Please note verwacht his partner to call. Usually one club or one grid appointment as a nutsbod-used as a volgbod relatief easy it can be.

nutsklawer (club approach)

As defined under nutsbod, as far as a insetbod 1 club Concerned.

novice (beginner)

An inexperienced players who are still the fundamentals of bridge master.

omkeerroep (reverse prayer)

The show a strong hand at the first foliage color or two colors Adjacent to call, and the dan hogere quality. A few may also have hun eigen understanding, but it boils down to the respective colors other dan the usual understanding called.

omkeerspel (dummy reversal)

With this method of play déclarer Intentionally shortened the trumps in his hand by the dummy 'S trump cards solves dat dummy ultimately trumps more dan de toehand. Accordingly at the couple's trumps from dummy drawn while one or more lost cards déclarer's hand is discarded.

improper information (information extraneous)

Notice dat a player illegally to his friend Furnished a call or play to hand power Thu, zoals through a comment, a question, an answer to a question, or a distinct hésitation, unusual swiftness, special emphasis, inflection, gesture, movement, mannerisms or something similar '.

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trivial folder (idle card)

A card dat is useless Because it does not pack win ANY influence on the rest of the game will port.

Projects the line (below the line)

The "line" in rubber and vendusiebrug is a horizontal line in the middle ongeveer of the Scorecard in two columns INTERSECT. Adjustments in respect of parcels and CONTRACTED, Shall Be Projects the line in the column for 'appropriate lycra pair Recorded.

under call (underbid)

When a contract is concluded at a lower level dan the strength of the couple's hand shower, als or Permitted by the few while the contract called safe Could be hogere.

intercept (capture)

A hogere card to play as the high card Against the pair.

underplayed (underlead)

Playing a lower card in a color dat has a hogere potential and wenkaart hero.

ondertroef (underruff)

A lower trump card to play if dat a packet has trumped leg.

odd cards (odd cards)

Cards with number values not divisible by two not mean Usually the 3, 5, 7 and 9.

unforced calls (free to pray)

Look voluntary prayer.

invalid

View revoked.

Invalid call (CANCELED call)

A call dat is inoperative and Charmain Horn Please note not yield acceptable and declared void. Usually zoals a cry or some correction / punishment result.

Unauthorized information (Unauthorised information)

Collected information as a result of illegal or unlawful calls, play, body language, behavior, mannerisms or other dealings or a player's ability. Also improper information.

ongeroepte color (unbid suit)

A color dat is not Mentioned prolongation the call or not indicated.

unusual no trump (unusual no trump)

A bid for a two color hand indicate. Usually length in the two small color shown.

A Teenbod 2 no trump to an input or 1 in a main color gebruikt in bothering length small colors to show and kan sometimes be-used to make a inboetbod.

Offside (off-side)

When a card with an mn opponent in a position zoals dat hero is a track will fail.

malfunctioning hand (fouled board)

A hand Considered fouled als the game leader decides dat one or more cards in a way zoals misplaced that was rechtstreeks Compared with the scores of other participants is not shower.

onmaakbaar (unmakeable)

A contract can not save to be the defensive player Unless makes a mistake.

Irregularity (Irregularity)

A departure from the guidelines and procedures in fair play rules for bridge contained.

unlawful (illegal, Unlawful)

Action not in accordance with the game rules.

unblock (Jettison, unblock)

Playing a high card to a blockage in one hand a few to the allowable als otherhand, longer length in dat color.

missing card (card missing)

A folder in a hand missing.

discouraging card (discouraging card)

The playing of a card Usually a low number card or an even number or odd card, NOT-interest in a color to indicate mn.

inadequate bid (insufficient bid)

A call or pray lower in rank dan a previous call and Charmain Horn Please note not valid.

Escape section (reverse finesse)

When a high card, like the woman, Along with one or more number cards in déclarer's hand or in dummy and a number card from the otherhand (dat is the bait) to the woman played will. The intention is to master it played will without intercepted the woman.

withdrawn

View revoked

insufficient designation (incomplete call, partial designation)
Incomplete indication by the déclarer or rank or color or a card from dummy
Should be played will.

dummy (dummy, was exposed hand)
The déclarer's partner's cards on the table is spread, flatly called the table.

oophandomkering (dummy reversal)
View omkeerspel.

oopkaartprobleem (double dummy problem)
A Configured Circumstance where all four hands displayed in an attempt to make a number of certainement
packets victory seemingly impossible.

oopkaartspeel (double dummy play)
Playing a hand-when the player all four hands sea.

Remaining cards (cards REMAINING)
The cards in one player or all four players' hand (s) who harbor not yet played will.

Remaining parcels (REMAINING tricks)
Winning cards in a player's hand, the other players dat kan be countered and
Usually, the player claimed he had no one to play one.

on board (on board)
Too high calling with certainement cards.

packet transfer (transfer trick)
When a player fails to launch color, one or two parcels as a Sanction for
Transferred to the couple.

Agreed color (Agreed suit)
A color to dat the partnership decision and announced dat it Should be troefkleur
Because it is the musts Suitable for this purpose.

agreement (convention)
Look appointment.

surrender (Concession)
Recognition by a déclarer dat he had the Remaining parcels will be lost. Also besgee.

oorgeespeel (throw in play)
For a defender to force a packet to win Because it Beneficial for the déclarer will be
Adding to one or more packets kan win.

takeover (takeover)
To get a card hogere dan als playing a player's friend a pack to win, Usually for Access
to hand to accomplish.

oorroep (overbid)
Higher calling dan packets kan be won.

overview of calls (or worship recap)

Repeating the call Proceeds as a player asks Because He was not clear about it.

Offender (Offender)

A player who inadvertently or Intentionally bridge the Prescribed rules aside.

overlap or values (duplication or values)

Lowering the value of high cards in one's hand Because of high cards in the other hand will fall.

East (East)

The player in the easterly wind region at a table took place. See also North.

Lifted

View revoked.

Recorded manually (manual record)

A record of all four players' hands, the calls, the order in the cards and dat runoff.

order list (agenda)

Series of cases voordat a governing body or council must submit to be discussed and what beslissingen must be made.

pair (pair)

Two players who harbor partnered to form two other players. Also side.

pack (deck, pack)

The 52 playing cards are played will bridge dat.

packet (trick)

The four cards in one round is played will.

parcel points (Trick points)

Points earned by the déclarer to a contract to fulfill. These are onder rubberbrug Recorded line.

fit (fit)

First. "Some support for partner's bid.

2. Joint cards in the hand or two partners dat complement eachother.

Game percentage (percentage play)

The Highest probability, based on arithmetic Means dat kan a way to play the will be Beneficial.

personal scorecard (scorecard private)

Some bridge players like keeping hun eigen Scorecards to track and of or in a calculated Estimated value to be linked so dat at the end of a game and before the official wengerslys Berninahaas, a good idea or how they 'behandeld the other players did. So A personal scorecard died has benefits for reflection.

replacement (substitutes)

View instaner.

poedelprys (booby prize)

Usually an inferior or funny object to a player / pair handed the sausage in a game performance.

beauty hand (rockcrusher)

A Bridge Hand of a player mn dat many packets can be won. Usually a manually or 19 points or greater dan a beautiful hand considered.

picture card (court card, interface card)

Ny master or woman farmer.

performance points (victory points)

A downsizing of the glytelling (GTL) THUS the difference in score between Wolmaransstad the participants Reduced work area.

estimate wenpakkies (law of total tricks)

A Approximate estimate dat the average number of packets dat de two hands Against eachother be won equals must trumps in one hand plus the longest color in one of the Against players 'hands as they' troefkleur it bow to be. If one of the players to a bid made , This estimate is not Usually s difficult.

rankings (ranking list)

The names of the players in order hun proven performance in recent matches.

order or colors (rank or suits)

In order from Highest to lowest is spades, hearts, diamonds and clubs, but no bonus Top rank spades.

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redbod (rescue bid)

An attempt to Avoid the danger of playing off again in zo'n color called after the last bid gedoebleer and the caller a better option Provided.

legitimate (legal)

In accordance with the game rules bridge.

correction (correction, rectification)

Adjustment made dat game as normal as skies kan continuous after a Irregularity occurred.

rekenaarstrokje (computer slip)

A printed form on dat de score or a hand in naspeelbrug Recorded. After customers or lycra round the rekenaarstrokies handed to the person doing the accounting is.

renonseer (revoke)

Sea delay.

direction (direction)

The side where a player to the bridge table: North, East, South or West, or the part where some sit North / South or East / West.

rhythm (rate)

1. Rate at dat played will.

2. Timing for the appropriate opportunity to find a certainement card games.

call (call 1., 2. auction, bidding)

One. Ny pray doeblering, herdoeblering or beyond.

2. (A) Progress in Determining what color will serve as trumps and how many packets the Déclarer must win.
(B) The set of successive calls made.
(C) The prolongation period dat de successive calls are made.

called secondary color (biddable suit)

A color as trumps can be offered. Usually four or more cards in color with dat certainement hoëkaartpunte in the composition color.

pager (supplicant)

Players who make a bid or doebleer or herdoebleer or pass. Also bidder.

calling cards (bidding cards)

Designed cards-used tacitly RESIDENCES to worship a player dat Speechless level voordat im on the table.

calling card box (Makkah box)

Box or container in dat a set or calling cards hero.

Remain open calls (keeping the open bidding)

Not suitable as the measure zo'n opportunity to call his hand approach to DESCRIBE.

called space (worship space)

The clearance between Wolmaransstad a call dat a player has made and the Most likely successful contract in the circumstances can be Achieved. For example, if the Highest bid likely 4 hearts is a prayer or two spades called more space-consuming dan one club.

Call System (bidding system)

Ny system dat determines in what way and cause a mn call or an action to a Should be made to pray. Recognised calling systems-used in tournaments include Acol, Blackwood, Precision, Standard American, or other self or adaptive systems.

call period (auction period)

The call period commences als ANY player to beelidsye his cards look and finish als all four players pass without a bid, or after three players successive turns pass after a bid is made.

Cried on (auction)

View Cry 2 (a).

call level (level bidding, or bidding level)

The number of packets over a six-player undertakes to win. THUS does a second bid any ' allocation to the second level and called a prayer or 4 to the fourth level called.

call seeking (hog)

A player who excessively attempt as of or in as skies to be déclarer.

round (round-robin)

Game or tournament in dat a single, a pair or a team turn Against eachother cooperate players, pairs or teams.

round (round)

One., When lycra of the four players clockwise a card game, and the player dat has the Highest playing cards, won the package is a complete round.

2. The period-when two pairs Usually two, three or four hands playing together.

rubber (rubber)

A counting unit with two bones and dat Additional points are Awarded. After a rubber conquered, Began scoring below the line for bothering pairs or pre-, in other words they 'have two legs afresh acquired a rubber earn.

rubberbrug (rubber bridge)

A form of bridge where the first of the two pairs at the table together playing Against eachother, two legs make it a rubber and so additional marks. You-then advance to a Als rubber played will run Because scores are cut off, but the points made by bothering Already pairs Retained are earned.

back or a card (or a card back)

The side of a map showing only the pattern or design of the cards are installed. It is a requirement dat de design of bridge cards a mirror image Should be.

space on the table (the table tidy)

This involves straightening of the tafelkleedjie, checking the call cards to ENSURE dat ze neatly in order, Placing the roepkassies next to eachother in the middle of the table, and slides the chairs and tables side after game is Completed, or the storage of equipment if apply.

diamonds (diamonds)

Tweedelaagste color in order and Marked with the badge □ in red.

Coincidence or distribution (distribution or duplication)

Both partners harbor the composition or number cards in the respective co colors.

Agenda (agenda)

View order list.

Sam Bright Spark (Rueful Rabbit)

Someone reckless chances dat Usually does not work out and dan boast dat he knows better than and other stakes least disrupted.

Game security (safety play)

One. Game cards in déclarer's hand protection. If he is like a bait and wife of a color holds, he is so Against the pair's vrakaart in dat color or his left hand cameramen.

2. Playing cards in a way zoals dat at unusual distributions guard.

secretary (secretary)

Incumbent's who write on meetings and decision, follow-up work, and the correspondence of the bridge committee.

seat (seat)

The place a player at a bridge table tasks Usually by the winds indicated namely North (N), South (S), East (E) and West (W).

Shadow player (dummy)

The player whose cards spread out on the table because his playmate is the déclarer. He takes not at the game but not a card to play as indicated by the déclarer.

skermbod (balancing play, play protective)

A Bid (or doeblering) to a player after the pair at a low contract decision. The intent this is good that can have support (8-13 points) and short in the color at some calls on the assumption that Harry himself fairly supportive.

skêrkneep (scissors coup)

Play through to the pair's liaison with zo'n cut, to be usually kruistroef avoided.

skewed distribution (Unbalanced distribution)

This is also de verschillende colors in a player's hand 'any other way is distributed as follows:
4-3-3-3 or 4-4-3-2 or 5-3-3-2

settle packet (odd trick)

Lycra pack over the first six déclarer voortvloeien dat if it is less dan have under took to win.

shield (guard)

Usually an honor in a color mn dat zo'n honor to protect or preventable Against some one special color 'may play out.

some Phantom (Phantom pair)

In a game with an odd number of pairs, the missing couple at one table. The pair at a Phantom pair must play a vrybeurt.

shift (element set)

Refers to playing 16 hands lycra player had the opportunity to meet one of the four skies situations of vulnerability sharing. Usually game-then a short time for rest and Refreshments enjoy interrupted.

Shuffle (shuffle)

The deck or cards unreadable as the order in the cards for later dat 'completely disrupted be. volgens to the game rules, the player left of the dealer shuffle the cards.

spades (spades)

The Highest rank in color and Marked with the badge black.

diacritics

The distinctive markings dat separate the cards and calls made prolongation play, Expressed in writing.

move jump (jump shift)

A Springbod in a color not post with calling. Usually it is forced to a leg or Unless a player benefit made dat Comments form passed. In the Latter case shows it is on a strong Mostly Supporting hand.

drag (go to bed)

Failure to produce a clear winner, Usually a carcass, and-then play with no pack to win. "With the skoppensaas drag".

time (lead)

A player comes to Slaughter or to Slaughter-when the first card for the next packet must plays.

Pothole (unguarded suit)

A color dat no time card to preventable players from three or more packets in dat color gain.

Prowler (singleton)

Where only one card in a ihb color to a shared player.

quick score (instant scoring)

A percentage of earnings from a predetermined scale on lycra hand are allocated in instead of later processing of the score.

section (finesse)

An attempt to create a package with a lower profit than the card defenders and the déclarer himself
An equally hogere card. The déclarer holds the Highest card back to the defenders' high card
it sorted to intercept.

cut (finesse)

Taking a cut.

Team (Team)

Four or six players as a group for four or six other players play. Only four players play simultaneously (two as North / South at one table and two hun friends as East / West at zo'n table) while the other two as proxies / aflospelers in full drafts are allowable. See also quadruplets.

teammates (team mates)

In the case of four weeks (and two proxies) to four or six players as teammates reference.

Play (play)

The contribution a folder or a person's hand to a packet, waaronder the first card dat vrakaart or playing cards.

playing cards (playing cards)

The stiff cards for playing bridge-used. EACH card has one or more tokens on so it separately can be distinguished.

speellyn (line of play)

View game plan.

Playmate (partner)

Look extent.

game plan (Plan playing)

A route Worked as many packets as skies to win.

game (gameplay)

1. The collection of contributions to the cards made, it is the calling and playing the

sards.
2. The period in dat the cards are played will.

player (player)

Ny of the four participants at a bridge table, or one member of a couple who harbor a partnership.

game leader (director, tournament director)

The person at a bridge game or tournament as representative of the governing body, organizer, as referee of entries for tournaments, as a supervisor, and as tellingverwerker ook act as the referee.

Game rules (Laws of the Game)

Instructions dat Should the game be played will.

Game Over (procedure or game)

Course of business.

sperbod (limit pray)

Ny call dat the end of the eligibility of a player's hand to re-call form.

spersteun (limit raise)

Voluntarily increase at the partner's call, CLEARLY Indicating dat no remit values Port not.

split (break)

When the cards in a color mn Worlds Apart dat de déclarer is Beneficial or not profitable. For example, Mr. falls als déclarer an ace or four cards dat is to hold verschillende pairs split and fell on eachother, Whether it happens (good or bath splitting).

pray spontaneous (non-Forcing bid)

Note a player's partner, volgens to understanding fit to go after his friend a bid made if he considers dat it is the best bid.

springbod (jump praying, praying ship, stop praying)

A call dat is hogere dan benodigde to SURPASS previous calls, industry leaders as:
1 heart - hearts 3, block 1-3 diamonds, one club - 3 keys. See also move advantage.

springbod warning (ship-bid warning)

Notice to the other player next to call the pager at least one level will hogere calls dan the previous bid required. The next caller is dan verwachte to port 10 seconds wait voordat he does anything. Look stop.

Jumping call (jump bid)

View springbod.

sprongteenbod (jump on call)

A Springbod made after an opponent pray.

favoriete jump (jump preference)

Springbod in one of the two or more colors dat a partner as troefkleur offered.

motherboard (convention card system card)

A printed or typewritten card on the system calls out a partnership uses and the meaning
certainly a way to play, Broadly Outlined and before the start of game for inspection at
Against the couple Should be available.

strong no trump (strong no trump)

Where no trump at 15-17 or 16-18 hoëkaartpunte called.

clover strong input (strong club opening)

Where the insetter a prayer or one club, seeing he is not much clover not for his friend to show
dat have had 16 or more points.

strong color (strong suit)

A Color or four or more cards in dat at least 6 hoëkaartpunte hero.

strength (strength)

The number of high cards dat are pure chance to win packages indicate the strength (or Weakness) or a
hand. The more high cards held the stronger hand.

strong two-bid (strong two-bid)

A Insetbod two or a color for a strong hand to show Usually 18 points or more.

support (raise, support)

Ny hogere pray in the composition color (or no trump) to a player's partner is called.

solid color (solid suit)

Where there are no missing honor is not as AHVB died AHV xxx or dat are verwachte to
All winners will be, and in favorable circumstances AHV x x.

stilsittend (stationary)

Consistently prolongation the game resten the assembly seat.

Silence-on (stage pass)

When a player with a strong hand for defense fit, fit with the anticipated
Against the Possibility dat players bow to find it s difficult to make hun contract.

stop (stop)

A verbal or by calling card warning, in turn, to a caller dat he intends to make a
springbod making. Also springbod warning.

punishment (penalty)

An obligation or restriction placed on players to intentional or unintentional breach of the rules.
See also rebuke and discipline.

strafdoeblering (business double, double penalty)

The caller suggests dat the penalty points dat can be earned by some to play down ANY
other skies score for the side doebleer, they 'bow to make a bid will make SURPASS.

penalty card (penalty card)

A map showing prematurely by a defender and it Appears to Be The beeldsy up on the table
be left to chance-when it first played will legally kan and Should be.

impose penalties (penalty ASSESS)

After breaking a game rule or prescription in some way at a performer
in order for the players to compensate prejudice and serve as a deterrent so that no
Again a game rule or prescription deviated from.

stripping game (play strip)

For a player to two or three colors to strip naked and then moved to force a packet to win
so déclarer the benefit or a charge card or a fork can be utilized.

bounce (control card stopper)

High cards give control early rounds in that that color is played will, for example, the A
controlled the first round, the H x controls the second round as the A and evade the V xx
control the third round. In the case of a short color (less than that three cards in color)
controls an asset if the verschillende rounds trumps available.

South (South)

The player in the Souther region at a table took place. See also North.

bungler (duffer)

Someone who does not think brisk nor forward to see how the game will likely work area
developed.

no trump poor (weak no trump)

Where an input or one no trump at 12-14 or 13-15 hoëkaartpunte made.

Weakness (Weakness)

Few high cards in a hand or in a color mn.

weak two-bid (weak two-bid)

A Insetbod two in a color that has a long color (Usually six or more cards) indicates the wanneer
hand's value is not strong enough to just one or Those colors to call.

number card (low card mock card)

Usually a 9 or lower, you Could be a 10 included.

table (table)

There are no measurements for a bridge table Prescribed, but it is collapsible Usually for easy
transport and the site is about 80 inches square and in the table stands about 70 centimeters
high.

number table (table number)

Figures at a table Indicating the number of the table indicates that kan it now Easily
be.

tablespace (table spacing)

Package or tables for a game that the tables preferably 2.75 meters or remit separately
standing, but no closer than 2.5 meters. The distance from the center of the bridge tables
Measured.

teenbod (Competitive pray on call)

A bid by the bid of the last few to SURPASS.

at some (adversaries, Opponents)

The two players who are competing Against.

by calling (Competitive call, on call)
View revoked.

opponent (Adversary, opponent)
A player who is competing Against.

presence of mind (table presence)
One of the qualities dat a good bridge player Should harbor. It is a combination of sense, correct derivation of events prolongation play, discipline and retention or sentences.

sign (signal)
The code dat gebruikt by some to make some calls or to play cards and to legal messages to eachother across.

Scorecard (score sheet)
The card or piece of paper on the score dat or lycra hand in a prescribed manner indicated. See also resulted Scorecard.

score (score)
The number of points dat a couple with a hand earned, or the aggregate value of all hands.

Score calculation (calculation of score)
Digitization of the Completion of hands at sides dat played will on equal footing with eachother Compared kan worden.

rating scale (scoring table)
Volgens to the calculated points earned by players als ze reach milestones certainement port.

tellingverwerker (Score Calculator)
The person who scores the brugpare / teams scored in an 'appropriate, marble so dat digitized It listed and on an equal basis with eachother kan be Compared to determine the winners. It is one of the tasks allocated for the game leader verantwoordelijk, but he kan be a helper Appoint im to assist.

correction (rectification)
The Restorative maatregelen to be toegepast als an Anomaly onder the game leader attention cameramen. Usually it entails punishment or one child or zo'n.

passing out (blind lead)
The first card in the first round is played will, in a way blindly or randomly Because the dummy played will still was closed, met name-when the player's outcomes partner hasnt called and Against some one called Apportionment. Also als a player with ANY card out without to think.

teruggenome card (card withdrawn)
A card dat has leg played will, but a valid reason again in a player's hand is placed Without a penalty is involved now, or if unlawful games, subject to punishment.

withdrawn
View revoked.

with hold (hold up)

A pack of hand to show where they might port won but could not win it als
then probably an advantage will pose.

Playback (return)

For, after a player has won a packet, the co color dat his partner played will post with after
im back playing.

allocation (denomination)

One of the four colors or no benefit dat a call can be indicated.

Access Card (card entry)

A card dat Allows a hand or some other to the to pass.

Assigned rating (Assigned score)

It is a score dat the game leader-when assigning participants believe dat ze
earned, but the rules do not do justice. Usually this happens when there is a
Irregularity has occurred, or there is a guilty party or not. See also aangepaste
score.

encores (premium points)

Score earned but for packets called and made in rubberbrug and above the line
Recorded be.

toehand (closed hand)

The déclarer's hand towards the dummy. The defenders' hands, and obviously
is not as toehande indicated.

toeligtingstydperk (clarification period)

The time between Wolmaransstad the end of the presentation, it was after three players went on, untilteh
out card games are listed as the toeligtingstydperk.

adequate pray (pray Sufficient)

A prayer is dat dan hogere ANY previous bids and Charmain Horn Please note valid.

Tournament (Tournament)

A series of matches over a period as a unit and for us we played will there is a
overall winner and other places Determined.

join (intervene)

Getting started calling to RESIDENCES with a player of the Opposing pair to call and order Them going
(Try to) fix, or himself a better contract ideals.

top (top)

In naspeelbrug the Highest score in a hand certainement scored Against other players the co
hand played will.

trappiestoernooi (flighted tournament)

A tournament where players on separate levels of proficiency and of or in simultaneous
RESIDENCES. Classification is done volgens to a ranking or other Means of Measuring skills.

draw (1 draw, pull 2. session)

One. Removing a card or cards from the possession of the opponent at dat color to play
as in drawing trumps.

2. Rolling game where lycra participant has a Designated number of hands played will, Usually 24 to 32 hands. Usually playing a partnership two, three or four hand lycra Several other pairs Until lycra pair of the 'appropriate number of hands played will.

trump (1. Trump, 2. ruff)

1. The maps of the color in the dat Highest bid was made and dat can be a pack to win-when a player takes a nulkleur or leg culled in the color dat is played will. Also the act of a trump card to use.

2. US is for the act of a trump card to use.

trumps and discard (ruff and sluff)

When the defenders a color dat déclarer play anything in the open and not in the toehand not have in one hand and beat a lost card the other hand throw.

Déclarer (déclarer)

The first player to pray in a color or no trump dat made the contract was entered JSON and to Whom is the dummy spread.

troefsnit (ruffing finesse)

Play through an honor to the few (or less) dat Could be on the wrong side of a fork; can be trumped, or if the track passes a lost card can be discarded.

Trojan horse (Greek gift)

A packet dat is seemingly easy at my opponent conceded, but if tasks will Shall have cause more packets will win.

Consolation prize (Consolation prize)

Smaller or educational award to a player / pair in a match worthy performance but still not a prize won.

discipline (discipline)

Penalties toegepast for the maintenance of good order and courtesy.

tugraad (Disciplinary Committee)

This body Investigates complaints RECEIVED and décide Whether a player reprimanded, Defined or be SUSPENDED if he ActEd inappropriately.

home (home)

View Bridge site.

tussenbod (intervening bid)

The hogere pray at the pair.

tussen series (inner sequence, interior sequence)

A follower Series or follow maps or two or more sequentially in rank and at least two cards in Lower rank as zo'n card in the co-hand, for example, AJ 10 9 KJ 10, Q 10 9.

tussen screen (screen)

An opaque partition dat diagonal on a bridge table so dat a player Harry kan sea, but with an opening at the bottom so dat de cards are played will, thereby visible.

two (Deuce)

The lowest rank card or a color with the figures 2.

tweebeenbod (splinter bid)

A special sprongbod supported in partner's last bid guarantee and a single card or nulkleur indicate the color in dat de sprongbod made.

Bid (rebid)

The bid in the next round by calling the co-player made.

second hand (second hand)

1. The player left of the dealer.
2. The second Player card in a pack of playing round.

second level called (1. opening two praying, 2. worship second level)

One. A Insetbod in a color or no trump on the second level, for example, two spades or two hearts.

Two-level input.

2., When the so called advanced dat two or a color or two no trump Should be called to continuous to go.

two card (doubleton)

Where only two cards or a ihb color to a shared player.

two color hand (two Suiter hand)

A hand dat length in two colors, Usually five or six cards in lycra color, but sometimes four cards in one of the two colors.

two-level input (two bid opening)

A Insetbod or 2 clubs, 2 diamonds, 2 hearts, two spades or two no trump. See also second level calls.

egg timer (timer)

Device prolongation matches to the allowable time for playing a hand to measure dan it is like an alarm clock ringing to indicate dat playing the hand or hands in a round Completed Should be.

timing (time-limit)

Determination of a time in dat a hand or hands in a round must be played will, Usually 6 to 7 ½ minutes per hand, depending the number of hands for a round Prescribed.

Timing (timing)

Decisions about what and-when called to be played will to the best performance.

distribution (deal)

All 52 cards or a suit between Wolmaransstad the four players at a table Divided.

uitdwing (drive out, force out)

To the Contrary somewere forced to play high cards.

output card (exit card)

The card Allows the pair at an 'appropriate time a packet is too late to win

advantage of the player involved now.

thinned out (show out)

No more cards or a color is not mn.

Knockout (Morocco)

With a high trump card dat an asset or a player's partner in a shower winner Could be Converted.

knockout match (knockout match)

A match or tournament where the winners or lycra round remit penetrate and losers eliminated.

out ("opening" lead)

For the first card in the first round to play, this is the first card after the contract.

folder out (opening lead)

The first card played will after the contract.

exhaust (exhaust)

deprivation or an opponent or all his cards in a color mn dat color by repeatedly play.

uitsittafel (sit-out table)

The table where a few Phantom to play and so the pair at a vrybeurt. Also half table.

playoffs (run - a suitcase)

All the cards or one color to play Because they 'are winners.

proficiency test (qualifying session)

One. When more entries for a match is RECEIVED, only the first entry accepted, or sometimes the less ervaren players verwachte to-prepare themselves on a knockout basis to play Against eachother for the number of players decreases.

2. Whenever two or more drafts played will, 'may be one or more of the Them-used Best players to check and-then play Against eachother.

skills digit is (skill rating)

Number Value of a bridge player's abilities based on the latest proven performance to aangepaste the number of players Against Whom the races participated. The proficiency rate is Usually -used to set up a ranking of the players.

compartment (Pocket)

Lock or a drawer or vousakkie dat verschillende senile or four players placed.

fall (drop)

When a player is obliged to Maintain a high card on an equal hogere card to play Because He has no other card of that color in his hand.

fake card (false card)

When a defender has a card within our certainement the rules of the game for the déclarer Intentionally deceiving.

fixed (dead)

It is zegt dat als a larger map in a hand to the player and to im with an equally grotere card will be created-when it is played will.

safe play (passive play)

Game Against the Unlikely pair will bring trouble, but no benefit for the will at some hazard.

field (field)

All the participants in a game or tournament.

vendusiebrug (Auction Bridge)

This was the first form of modern bridge and bridge contract was coming. Unlike in contract bridge, there is little Appointments and if more packets if the contract is won, it counts ook the line as a contribution to this club to a leg or cut. Vendusiebrug is an easy game and outdated.

Partnership (Partnership)

Two players as teammates together Against other bridge players Compete.

void (forfeit)

For a right or an opportunity to call to lose.

Prohibited bid / game (barred bid / play)

Legal Sanction set-when a bridge player rules for ANY reason, deliberately or at accident, broke.

breaking a rule (infraction or violation of a law)

Intentional or unintentional deviation from what is Prescribed and non THUS Means dat offending some Disadvantage.

over (no pray, pass)

A call to suggest dat a player in dat mn stage a bid to make it.

defender (defender)

Either players at déclarer play.

distribution (distribution, reference pattern)

The way in dat de verschillende colors in a player's hand or is spreading dat a mn color between Wolmaransstad all four players spread.

distribution points (distributional points)

Points are calculated volgens to the way the cards in the verschillende colors in a hand Divided. Usually three points at the hoëkaartpunte added as reference zero in a color, 2 points if only one card or lycra color in the hand Divided, and 1 point for a two-color folder. There worden ook andere lesser Berninahaus ways of calculating distribution points.

Association (union)

More than one site who join forces to benefit the common goal zoals bridge together to enjoy and promote.

meeting (meeting)

The meeting of the members or a group mn or players to matters dat for the meeting was organized to Discuss and subsequent attention to give.

verkenningsspel (discovery play)

Playing with a view to figures out where the unseen cards.

shortened Howell (Reduced Howell)

A reduction in the number of hands that the full-Howell exchange for a draw or contest
Prescribe.

verletbod (delayed bid)

A bid by one or verschillende made after bothering partners first passed.

loser-on-loser (loser-on-loser)

For playing a card neglect by the déclarer from one hand that a lost card from a
different color from the otherhand discarded so that only one packet is lost or instead
two.

lost card (loser)

A folder that a packet can not save be won.

avoidance (avoidance)

Deliberate or play plan aimed to preventable mn a player in a Als
first round to play.

Accumulated score (aggregate score)

All the scores for lycra hand played will obtained, without added at
Means or a sliding scale is Reduced.

versoekbod (bid invitation)

Message to a player's friend to view his calling as' appropriate cards. For example, one no trump
Followed by two no trump Usually Means that de eersteroeper the call Should not be Increased to 3
as if he beat a stronger hand dan the least points to an input or one no trump it.

distribution (distribution)

View distribution.

Understanding (understanding)

Look appointment.

failure (revoke)

Failure to launch color while it is skies.

folder displayed (was exposed card)

A folder or incorrectly played will any 'who, marble unlawfully displayed. of or in a folder
Accidentally dropped. In zoals cases, the culprit is somehow punished for it
Harry's Game Could benefit.

bless game (exhibition play)

Game to bridge to the wider audience in order to Allow New players to recruit. It Usually
accompanied by uitgebreide advertising.

replace calls (call substitutes)

A Cry in the place or a revoked calls made, als Usually an Irregularity
occurred.

verwachte packets (playing tricks)

The number of packets a player convinced He should win if he bow to be déclarer.

fourth hand (fourth hand)

One. Fourth Hand gets the first opportunity to call after the other three players the opportunity had.

2. The player in lycra round of the last card to play dat round.

Highest fourth (fourth-best, fourth-Highest)

There are three other cards in the composition color Above the relevant card in a player's hand.

four main card color (four-card major)

Hearts or spades with four cards hero. Usually there is an understanding tussen two friends dat a insetbod in one of the two main colors with at least four cards in dat color made.

foursome (foursome, team or four)

A form or naspeelbrug dat four players as a team to turn Against other teams or four lycra players play. The result volgens to a sliding scale. Four dates are one of the more reliable and exciting tournament games counted. Also team.

level (level)

The number of packets over a six bridge player undertakes to win, for example, a prayer or one is a pray on the first level Means a company for seven parcels in dat Apportionment to win A prayer or four is a bid on the fourth level.

volgbod (responses)

The responses or a player on his partner's input.

follow maps (sequence)

Two or more cards in achtereenvolgende rank of the composition color, for example, V - B - 10 of hearts.

Als series (sequence)

See the charts Als, but a series of at least three cards.

volgroeper (responder)

The player Whose measure im a bid made and who are pure chance to train at way to act.

volhouteken (come-on signal)

An indication to a defender to his partner, Usually by playing a larger folder or a even or odd card dat He should continuously to port the color play.

full points (total points)

1. The complete Unabridged score as Prescribed by and allocated to the volgens honored global bridge rules and Usually Appears first on the score sheet sheet.

2. Hoëkaartpunte, distribution points and help points collectively.

perfect hand (hand Perfectly)

A hand dat thirteen parcels will be won no matter what card out and Regardless of the division in the other hand.

volvoerde pack (quitted trick)

All four cards in dat packet is played will, with beeldsye be turned down.

benefit (game)

In naspeelbrug a score of 100 points with the play or one hand and scored encores dat added to the final reward.

voorgeespel (disabled)

At the start of a game a score advantage to weaker players so the chances to bepaald win for all players more or less equal.

voorhandse (at) player (right hand opponent)

The player to the right or a player mn sets.

preferred bidder (Lead-Directing pray, pray preference)

One. Pray Mainly made to the caller's friend with a card or a certainement color

Because it come out tactically the best game will be.

2. Choosing a volgroeper made after his degree two différent colors offered.

voorkeurdoblering (Lead Directing Double, double suit preference)

Doeblering the sole purpose of the measure with a ihb card or color Should come as

Agreed in advance.

favoriete sign (preference signal, signal suit)

Message while playing through the game a certainement card with a defender to

Harry is to be found to indicate what color He should play again if he gets a chance.

President (chairman, president)

Experienced and respected person at a general meeting elected to guide the

Bridge players with regards to management and to Maintain order. President is an Americanism in this betrekking.

prescription (by-law, regulation)

Additional required -Subordinated but in accordance with the game rules for bridge and / or the Provisions in the Constitution of the governing body contained.

to play (lead)

For the first card 'any round of play. This involves playing the card out of the vrakaart.

to play with strength (lead through strength)

Principle of defense is a folder or a broken color dummy to play-when the dummy to the player's left hand and he is not high cards in dat color.

Weakness perform to (lead up to Weakness)

Defending principle in a card to play a color-when the dummy dummy to the player's right hand, and only smaller cards are.

for playing card (Lead)

View vrakaart.

to play penalty (penalty lead)

Punishment imposed a few Because one or Them made a bid, it is als withdrawn or changed He is a defender. Usually déclarer a certainement play Demands.

forwards (leader)

The person who is the first map pack for ANY game.

progression (progression)

One. Views of players to the next table prolongation a game.

2. Views of vousakkies or Drawers (hand) in naspeelbrug.

3. Further course or ring ends the game.

preterm out or play (or play lead premature)

When a player turn out a card to play.

vousakkie (bridge wallet, wallet)

Similar to a drawer EXCEPT dat it Usually four Sections in a soft collapsible plastic container.

As in the case of Drawers is a set of 32 Usually vousakkies.

vousakkies sharing (sharing boards / wallets)

In some variations worked out it is benodigde dat the players at two tables in the composition round to turn the hands of the co vousakkies or Drawers to play while not at the other tables

case.

vrabod (asking bid)

Way of calls in the caller dat kan determine the EXTENT to dat his partner control in a certainement color port.

vrakaart (Lead)

The first card played will any 'round, waaronder the card out.

female (queen)

The third Highest ranking card in lycra color, Marked with the insignia V.

vrybeurt (bye)

One., When an odd number of pairs in a competition and in lycra round a few who do not in dat round can not save RESIDENCES, dan ze harbor a vrybeurt. Also some phantom.

2. In the case where there is a team in a series of matches to a specific opportunity to players aren't they 'turn or a port to wait for the next round without playing progress.

Free track (Free delicacy)

When no risk kan be cut, for example, where the last hand the A (bait) and V

(Female) love, or als déclarer zero or thinned in a color, and kan trump the track gewoonlijk

Fail.

Leisure Science (Science leisure time)

In zijn eigen right bridge as a field or study dat is based on knowledge or Arranged facts, statistical probabilities and laws, and evidence obtained through careful observation, and logical expérimentation reasoning dat Concentration and disciplined thinking Sharpen. Bovendien to improve, brain power bridge a man's physical and mental health. Then there is the advantage dat it sociable physical recreation.

voluntary prayer (praying free)

Call a player without dat im circumstances forced to call, met name after a last opponent called.

fork (fork, tenace)

Holding two cards in the color combination but one sequentially in rank, for example the possessing or A - F or H - B.

vyfkaart head color (five-card major)

Hearts or spades dat five cards hero. Sometimes there is an understanding between Wolmaransstad two friends dat a insetbod in one of the two main colors with at least five cards in dat color

made.

Rating (valuating)

Determination of the strength of a hand. Usually a proven evidence of evaluation station and in a numerical value Expressed.

mismatch (misfit)

Used or partners who are not well-matched and Charmain Horn Please note, in Spite of enough high cards, not strong aggregate value.

competition (competition, event, match)

One or more terms or competition between Wolmaransstad the composition bridge players registered to eachother to try exceeded. The end of the respective terms are interconnected to one wenersly gain.

Match Points (match points)

Points for lycra hand played will in a parewedstryd Awarded to the pairs dat a scored equal or morethan the score or other pairs in the assembly hand, the co direction (NS or OW) played will. That's 2 points for lycra pair ze beat and 1 point for drew scores.

Match points per hand (board-a-match)

WAY OF COUNTING four match points where many a sliding scale on the outcome or lycra hand Awarded.

discard (discard)

For a map to play other dan the color requested and what is not an asset is not. Usually a lost card discarded if skies.

dithering (hésitation)

Longer tasks a call or make a card to play as normally done. Interruption in the rhythm.

profit (tasks)

The collection, acquisition, realization or packets. Also tasks.

Tip (signal)

View Recorded.

wenkaart (honor trick, winner)

Sea winner.

wenkbod (cue bid)

Pray in a color dat the pager dan trumps desire, but a sign of his partner's, for example, a color dat calls to the called number as an indication dat at the couple's color in the first round played will ze, stopped.

wenkdoeblering (double negative)

Doeblering Against some of the hogere calling, to the first or the second level, to indicate dat de partner's call can be supported, at the couple's call is not as preferred, and about at least four cards in lycra or the other two colors are available. The measure is Charmain Horn Please note forced to

at least one more time to call. for shares a doeblering Usually indicates at least seven points in the doebleerder
S hand.

cue card (attitude signal, signal card)

Indication of interest or Lack of interest by a defender dat his partner a card or a color mn Should play or Rather Avoid. This is done by a Usually 6 to 9 or odd card games interest in the Designated color display and a 2 to 5 of the co-card discouraging to act.

winner (honor trick, winner)

A map showing a packet or tasks normally a packet Should tasks.

wennerslys (winners' list)

The set of names of participants in order of the places in a match is Achieved.

World Bridge Federation (WBF) (World Bridge Federation)

The governing body Highest in the world who look after the charge or bridge. All national Bridge agencies, regional organizations and local groups at the WBF registered to the WBF's rules, regulations and rulings bound.

color work (working suit)

After initially déclarer hours packets counted, noting he was in the color (the Work color) have nov dévelop more packets.

West (West)

The player in the western region wind at a table took place. See also North.

Sci (scientific)

Call and play the way dat friends seek hun hand as carefully as skies to a DESCRIBE flawless gameplay to find.

exchange (move)

In naspeelbrug the swap or players at other tables after play at tables certainement port leg completed.

change (movement)

System where players change tables. Usually the Howell exchanged for up to 8 tables (32 players) and use the Mitchell-changing tables for 8 or more (any of the two tables of 8) but there are other variations died less-used.

x (x)

This appointment is in Writings on bridge and Scorecards use ANY card less dan a 10 indicate. It Should not Be The main letters X and XX, as diacritics / Abbreviations gebruikt aren't confused. See below Abbreviations.

Some Abbreviations:

The use of Abbreviations in bridge is not as common as it 'may cause confusion.

Bridge is a game dat is played will worldwide and the co Abbreviations or initials kan harbor a différent meaning in another language. However, some Abbreviations / diacritics readily useful where longer words For example Scorecards to replace.

It is to some Customary Abbreviations gehele capitals indicate. Note dat de letter S on Scorecards in spades and South covers, but it kan never be confusion Because one never caused as a substitute for the other team was not.

The Abbreviations are Explained next page.

GT	=	no trump
GTL	=	glytelling
H	=	hearts ¹
K	=	clovers ¹
MP	=	Master points
N	=	North
N / S	=	the number of north and south sites took
O	=	East
O / W	=	the east and west few sites took
PP	=	performance points
R	=	diamonds
S	=	spades ¹
S	=	South
W	=	West
WBF	=	WLreld Bridge Federation
WP	=	Match points
x	=	ANY card less dan a 10
X	=	doebleer (in bridge columns and calling cards)
XX	=	herdoebleer (in bridge columns and calling cards)
*	=	gedoebleer (as indicated on the Scorecards)
**	=	herdoebleer (as indicated on the Scorecards)

¹ The names of the diffèrent colors are only Abbreviated Scorecards als the hand written, but of or in the relevant signs with indicated als pressed.

Supplementary

Some African names for exchange systems that are more familiar in English.

Appendix Mitchell	- Complement Mitchell
double weave Mitchell	- Criss-Mitchell
Expanded Mitchell	- Longer-Mitchell
Interwoven Howell	- Network Howell
pivot Mitchell	- Revolves Mitchell
Mitchell curtailed	- Shorter Mitchell
Mitchell scrambled	- Scramble Mitchell
stanzas Howell	- Link Howell

Cutting Bridge Academy was Agent to:

1. The card game bridge to promote, encouragement and support and algemeen to protect.

2. Numerous benefits of playing bridge to development of brain power and prevention of diseases as a result of enhancement of a person's immune system.

3. New bridge players to recruit and EDUCATE.

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