

P

Pack

Deck of cards.

Pair

Two players playing bridge together as partners.

Partnership.

Pairs

A form of Duplicate bridge in which each pair competes separately, as distinct from team and individual events. Pairs events are normally scored by matchpoints.

Palooka

Slang term used to describe someone who does not play bridge well.

Par

The product of the best bidding and play (of a given deal) by both sides.

Par contest

A competition that uses composed deals, designed to test each pair's bidding and its card play. After the bidding, pairs are instructed to play (or defend) a specified contract.

Results are compared not with other tables but with the predetermined par result.

Par contract

That contract which results from optimal bidding by both sides, and which neither side could improve by further bidding.

Pard

Slang for Partner.

PALOOKA.....



a poor player

Partscore

- 1) A trick score less than 100, obtained by making a contract.
- 2) The contract that results in that trick score.
- 3) In rubber bridge, a total of fewer than 100 points below the line.

Partial

A partscore.

Partial elimination

An endplay in which declarer is unable to remove all possible safe defensive exit cards, and must hope that the remaining cards are so distributed that the defense cannot get off lead safely.

Partner

The other member of the partnership.

Partnership

Two partners who play together.

Partnership bidding

Sequences in which the opponents do not compete.

Partnership desk

A service that locates a partner for a player (or teammates for a pair) who does not yet have one.

Partnership understanding

An agreement between partners, reached prior to the beginning of play, concerning the meaning of a call or of carding.

Partscore

A contract less than game.

Pass

- 1) A call indicating that the player does not wish to change the contract named by the preceding bid, double or redouble.
- 2) To play low on a card and let it run.

Pass and pull

To make a forcing pass and, on the next round, remove partner's double by bidding (usually to show extra values).

Passed hand

A player who passed instead of opening the bidding.

Passed out

A hand is passed out if the bidding begins with four consecutive passes.

Passive defense

An approach to defending a deal that emphasizes waiting for tricks that declarer must eventually lose, getting off lead safely, and avoiding plays that will set up tricks for declarer.

Pass-or-correct

A bid made in response to partner's ambiguous call. For example, if North has shown majors or minors, South's 3♣ bids says: "Pass if you have minors, otherwise correct."

Pass out

- 1) To make the third of three consecutive passes following a bid, double or redouble.
- 2) To make the fourth of four consecutive passes. Thus, a bid cannot have been made and the table progresses to the next deal.
- 3) (Adjective) The seat where a pass would end the auction.

Pattern

The shape (distribution) of a player's hand.

Pearson points

Highcard points plus number of spades held (see "Casino count").

Penalty

- 1) A score awarded to the defense when declarer's contract goes down. The size of the penalty depends on the number of tricks that declarer was set, the vulnerability, and whether the contract was doubled, or redoubled.
- 2) A remedy assigned by a director to redress damage done by an infraction.

Penalty card

A card, incorrectly exposed by the defense, whose subsequent proper play is governed by certain rules.

Penalty double

A call that doubles penalties if opponents fail to make their currently bid contract. Rewards are also doubled, should they succeed.

Penalty pass

The pass of an informatory double, to convert it to a penalty double.

Percentage play

A play that is chosen because the mathematics of suit distribution suggests that it is more likely to succeed than an alternative line.

Perfecto

Slang for a perfectly-fitting hand.

Peter

Slang term for playing high-low on defense.

Phantom pair

In a pairs movement, if there is an odd number of pairs, one pair will have to sit out in each round. The missing pair that they would have played is known as the phantom pair.

Phantom sacrifice

A “sacrifice” bid against a contract that the opponents would not have made.

Phone number

Slang for a large penalty.

Pianola

Slang for a hand that is so easy it plays itself. “Pianola” is a trademarked brand of player piano (a piano that plays automatically).

Pick-a-slam

A call (usually 5NT) which asks partner to choose a small slam.

Pick up

- 1) (Verb) To play a suit without losing a trick in it.
- 2) (Adjective) Said of a partner who completes a pair, or of a pair that completes a team, usually “last-minute.”
- 3) (Adjective) A pick-up slip is one on which the result of a deal is recorded for the purpose of comparative scoring.
- 4) A gain (of IMPs) by a team on a deal.

Picture

A king, queen or jack.

Picture bid

A bid that shows specific values (such as a jump to show all the strength in both suits already bid).

Pin

The lead of a high card from one hand to capture a singleton of lower rank in an opponent's hand.

Pip

- 1) A spot card.
- 2) A suit symbol (♠, ♥, ♦, ♣) on a card.

Pitch

To discard.

Plain suit

A suit that is not trump; a side suit.

Platinum points

ACBL masterpoints awarded in unlimited National Championship events.

Play

- 1) (Noun) The trick-taking stage of a deal.
- 2) (Verb) To contribute a card to a trick, either by displaying its face (as in Duplicate bridge) or by placing it face up in the middle of the table (as in rubber bridge).

Play for

To assume that the opponents have a particular distribution or holding, and to plan and conduct the play on that basis. Also can be used to describe a contract that has chances “I have play for 3NT.”

Playable

- 1) (Of a contract) A rational, if not necessarily optimal, choice of strain and level.
- 2) (Of an agreement) Leading to an acceptable result, if not in the best fashion.

Playing tricks

Cards, such as long cards, that will take tricks (usually, for declarer), and that therefore contribute to a hand's strength.

PLOB

Acronym for Petty Little Odious Bid; another name for 5th suit Forcing. When there is no descriptive bid available, a player might repeat the 4th-suit bid as a “punt.”

Pocket

One of four slots in a Duplicate board that hold the cards between plays.

PODI

Acronym for Pass=0 Double=1. Method for countering interference over Blackwood.

Point

- 1) A scoring unit: e.g., a trick taken by declarer in a minor suit contract scores 20 points.
- 2) A metric used in hand evaluation, to quantify its strength in high cards and distribution.
- 3) A metric, such as masterpoints, used in rating players.

Point-a-board

Another name for board-a-match.

Point count

A method of hand evaluation which assigns a numeric value to a hand's high cards and distributional features, used as a guideline in bidding.

Pointed suit

Spades or diamonds. The term refers to the shape of the suit symbols.

Position

(Noun) Seat at the table: North, South, East, West; or first, second, third, fourth.

Positional squeeze

A squeeze that can succeed only against a particular opponent, because at least one guard must lie under at least one menace.

Positive response

A bid that announces the possession of at least minimum values. Often said of a response to a forcing opening bid.

Post mortem

A discussion of a hand, and the nature of the result, after the play has concluded.

Powerhouse

An unusually strong hand.

Prebalance

To “balance” in direct seat, such as:

(1♥)—Pass—(2♥)—2♠.

Precision

A bidding system that uses a strong, artificial 1♣ opening bid.

Preempt or Preemptive bid (or raise)

1) A bid (or raise) predicated on length of a suit rather than overall strength, primary function of which is to interfere with the opponents' bidding by taking away bidding space they need to exchange information.

2) (Noun) A bid that has a preemptive effect, regardless of its intent.

Preference

A call that returns the bidding to partner's first-bid suit; for example, in 1♥—1♠; 2♦—2♥, 2♥ is a preference. A simple, non-jump preference shows neither strength nor support for the suit; it is simply a return to partner's presumably longer suit.

POST MORTEM.....



discussion after the play

POWERHOUSE.....



a very strong hand

Prepared bid

A bid, often a slight violation of a partnership agreement, that is chosen to avoid a later bidding problem.

Present count

A carding agreement under which a count signal shows the number of cards currently held.

Principle of restricted choice

A guideline to the play of the hand, usually applied when a player drops a card from missing equals (assume he has to play it and therefore has no others).

Professional

A person who makes his living from bridge (teaching, writing, playing).

Progression

The movement of players and deals between rounds in an event.

Progressive squeeze

A squeeze in three suits that, when it matures, results in a new squeeze position in two suits.

Promote

- 1) In the play, to cause a card to become a winner.
- 2) In the bidding, to assign a higher value to a card, or to the hand as a whole, as a result of earlier calls made by partner or by the opponents.

Proprieties

A section of the Laws of Duplicate Contract Bridge that describes, in general terms, proper conduct regarding the exchange of information concerning a hand, attitude and etiquette, partnership agreements, and spectators' conduct.

Protect

- 1) To balance (when passing would end the auction).
- 2) To guard a suit.

Proven finesse

A finesse that is guaranteed to win due to the previous play.

Pseudo squeeze

A position that, to a defender, appears to be a true squeeze position, but is not. Declarer hopes that the defender will misplay as a result.

Psyche or psychic bid

A call that grossly misstates highcard strength or distribution, made to deceive the opponents.

Psychic control

A bid that, by partnership agreement, announces that the player's previous bid was a psychic.

Pull

- 1) To remove the opponents' trumps.
- 2) To remove partner's double.

Pump

To force out an opponent's trump, usually by means of a forcing defense.

Punch

Slang term which describes forcing declarer to ruff.

Punt

A bid that is noncommittal and forces the auction back to partner to make a decision.

Puppet

A relay bid that requests partner to make a minimum bid in the next suit.

Puppet Stayman

A form of Stayman which seeks to locate a five-card major.

Push

- 1) (Verb) To force the opponents to make any subsequent call at a level higher.
- 2) (Noun) A tied board in a team event.

Pusher

- 1) An intermediate card that can be led through an opponent for a finesse.
- 2) Someone who overbids.