

Table Talk

ante: A bet made before cards are dealt or drawn, required in order to play the hand.

available card: In solitaire, an unblocked card that may be transferred within the layout.

balanced hand: A hand with no void, singleton, or long suit.

bid: (noun) An offer to commit to making a specific number of tricks or points. (verb) To make a bid.

bidder: 1. Any player who makes a bid. 2. The player who makes the highest bid in a round and assumes the contract.

blinds: Opening bets made prior to any cards being seen.

build: In solitaire, to create sequences or desired patterns on the foundations or within the tableau.

burn a card: Expose a card and bury it or place it on the bottom of the pack.

bury a card: Hide a card within a pack or group of cards.

call: In Poker, to make the same bet as was just made, *i.e.* stay in without raising. Generally this term is only used by the player sitting to the right of the last player to raise the bet, thereby ending the round of betting. Otherwise the preferred term is "see."

check: in Chess, to put the opposing king into immediate jeopardy.

checkmate: in Chess, to end the game by placing the

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opposing king he opposing king into immediate jeopardy from which there is no escape.

conventions: Systems for exchanging information between partners via specific bids and/or plays.

counter: A card that is worth points when won in a trick.

court card: (See face card.)

cover: Play a card that takes control of a trick.

cutthroat: A game with no partnerships.

deal: 1. (verb) To distribute cards to the players. 2. (noun) All the cards as distributed to the players prior to start of play.

declarer: The player or team that names trump.

deuce: A card with two pips.

discard: 1. (verb) To lay aside a card, usually in exchange for another. 2. (noun) A card that has been so laid aside.

discard pile: 1. The group of cards that have been discarded. 2. (See talon.)

distribution: The way that the suits are divided among the hands.

draw: Pull or be dealt cards from the stock to replace discards.

exposed card: A card played in error or otherwise shown illegally.

face card: A court card — king, queen, or jack.

flush: A hand with all cards in one suit but not in rank sequence.

follow suit: Play a card of the same suit as the lead.

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foundation: In solitaire, a card (or space on the table) on which a whole suit or sequence must be built.

game: 1. All activity between the initiation of play and the determination of a winner. 2. An event, such as the attainment of a specific number of points, that determines the winner.

group: A collection or meld of cards or tiles of the same rank.

hand: 1. The cards held for viewing by, and under the control of, a single player. 2. A round.

imperfect deck: A deck that has been worn, marked, or defaced such that one or more cards can be identified from their backs.

incorrect deck: A deck with a card missing or with a card that does not belong in accordance with the game being played.

index: (plural: indices) The small number or letter, along with the suit symbol, in the corners of a playing card.

in the hole: A minus score.

layout: In solitaire, the overall arrangement of cards and spaces used in a game.

meld: 1. (noun) A group or run of cards that is worth points when laid down or that can be removed from a hand. 2. (verb) To show or announce such a combination.

natural: A hand, meld, or canasta without any wild cards.

one-eyed jacks: The jack of hearts and the jack of

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spades, who are commonly rendered in profile, thus showing only one eye.

overtricks: Tricks won in excess of the bid.

parking space: In solitaire, a place to temporarily put a card or cards in order to gain access to other cards.

pass: 1. A declaration signifying that a player does not want to bid or bet. 2. Cards exchanged among hands after the deal.

pips: The large suit symbols — , , ,  — printed on the face of a card (excluding the indices) whose quantity signifies the card's value.

playing to the score: Modifying normal strategy of bidding or play when one side is close to winning.

raise: 1. Bid an increased number of tricks or points. 2. Put more in the pot than is needed to match the previous bet.

rank: 1. The ordinal position of a card, that is, how high or low it is. 2. A row of squares parallel to the players on a chess board.

renege: In Cribbage, failure to play a card that could have been played. Otherwise, see "revoke."

revoke: Failure to play a card according to the rules of the game.

round: All activity between one deal and the next deal.

run: A series of cards of the same suit in rank sequence (a straight flush).

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see: In Poker, to make the same bet as was just made, *i.e.* stay in without raising. (See “call.”)

sequence: Two or more cards of adjacent rank — as 6, 7, 8 — without regard to suit.

shuffle: To mix the cards in the pack(s) in preparation for dealing.

singleton: Having only one card of a particular suit in a hand.

sloughing: To play a card that will not win a trick merely because it is not wanted in one’s hand.

straight: A series or hand of cards in rank sequence but not all of the same suit.

straight flush: A series or hand of cards of the same suit in rank sequence (a run).

suicide king: The king of hearts.

tableau: In solitaire, the part of the layout initially created by the deal and subsequently manipulated.

talon: In solitaire, cards put aside as unplayable, or temporarily unplayable, on being turned up from the stock or hand.

trey: A card with three pips.

trick: 1. A collection of cards, one played from each position in turn, placed face up in the middle of the playing area. 2. The process of creating such a collection.

trump suit (or trumps): [noun] In trick-taking games, a suit (clubs, diamonds, hearts, or spades) assigned a dominating power such that

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any card of that suit outranks all cards of the other suits.

trump [verb] To play a card of the trump suit on a trick.

undertricks: Tricks not won, that were needed to be won to reach a bid. Shortfall.

void: Having no cards of a particular suit.

wild card: A card that may be assigned any value by its holder. ■