

Whist.

"Troy owes to Homer what Whist owes to Hoyle."



DMOND HOYLE, the great authority on Whist, published his treatise in 1743.

Of all card games, this is perhaps the most interesting; and certainly, if such a term can be used in regard to anything in which mere chance is an element, the most scientific.

"A clear fire, a clean hearth, and the rigor of the game.' This was the celebrated toast of a lady, who, next to her devotions, loved a good game of Whist.

"Man is a gaming animal, and his passion can scarcely be more safely expended than upon a game at cards with only a few cents for the stake."

Now then for our first lesson on Whist. This game—Long Whist—is played by four persons, with a *complete* pack of cards, fifty-two in number. The four players divide themselves into two parties, each player sitting opposite his partner. This division is usually accomplished by what is called *cutting the cards*, the two highest and the two lowest being partners; or the partnership may be settled by each player drawing a card from the pack spread out on the table, or in any other

way that may be decided on. The holder of the lowest card is the dealer. But previous to their being dealt, the cards are "made"—that is, shuffled—by the elder hand, and "cut" by the younger hand. The undermost card in the pack, after it has been shuffled and cut, is the "trump."

The whole pack is now dealt out card by card, the dealer beginning with the player on his left, the elder hand. The last card—the trump—is then turned face upwards on the table, where it remains till the first trick is won, and turned. The deal completed, each player takes up his allotted thirteen, and arranges them in his hand according to the several suits—the Hearts, Clubs, Spades, and Diamonds by themselves in their regular order. The elder hand now leads or plays a card. His left-hand adversary follows, then his partner, and last of all his right-hand adversary. Each player must "follow suit," if he can, and the highest card of the suit led wins the "trick;" or if either player cannot follow suit, he either passes the suit—that is, plays some card of another suit, or trumps; that is, plays a card of the same suit or denomination as the turned-up card. Thus, we will suppose the first player leads a Nine of Spades, the second follows with a Ten, the third, who perhaps holds two high cards, plays a Queen, and the last a Two or a Three. The trick would then belong to the third player who won it with his Queen. The winner of the trick then leads off a card, and the others follow as before, and so on till the thirteen tricks are played. A second deal then takes place as before, and so the game proceeds till one or the other side has obtained ten tricks, which is *game*.

The *order and value of the cards in Whist* is as follows:—Ace is highest in play and lowest in cutting. Then follow King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest.

But there are other ways of scoring points besides tricks. The four court cards of the trump suit are called *honors*; and the holders of four score *four* towards the game; the holders of three score *two*; but if each player or each set of partners hold *two*, then honors are said to be *divided*, and no points are added to the game on either side. Thus, A and C

(partners) have between them the Ace, Knave, and Queen. At the end of the deal or round, they say and score *two by honors*; or, B and D hold Ace and King only, while A and C have Queen and Knave in their hands; then the *honors are divided*.

All tricks above six score to the game. All honors above two score in the way explained—*two points for three honors, four points for four honors.*

There being thirteen tricks which must be made in each round or deal, it follows that seven points may be gained, which, with the four honors, would finish the game in a single deal. This stroke of good fortune is, however, seldom attained. It is much more likely that four or five deals are made before the game is won. As we have explained, *ten points are game in Long Whist.*

In Short Whist, which is the ordinary game cut in half, *five points win.* But if either side get up to *nine points*, then the holding of honors is of no advantage. In the language of the Whist-table, *at nine points honors do not count.* But at eight points, the player who holds two honors in his hand has what is called the privilege of *the call.* That is, he may ask his partner if he has an honor—"Can you one?" or "Have you an honor?" If the partner asked does hold the requisite Court card, the honors may be shown, the points scored, and the game ended. But the inquiry must not be made by the player holding the two honors *till it is his turn to play*, nor must the holder of a single honor inquire of his partner if he has two.

Nor does the holding of four honors entitle the partners to show them at any stage of the game except at eight points. To put the matter epigrammatically, *at six or seven points, tricks count before honors; at eight points, honors count before tricks.*

At nine points, honors do not count. It must be understood, however, that, in order to count honors *at eight points, they must be shown before the first trick is turned, or they cannot be claimed* till the round is completed. Thus it might happen that the partners at eight points, holding the honors between them, and neglecting to show them, would be beaten, even though the other side wanted three or four tricks for the game.

A Single Game is won by the side which first obtains the ten points by a majority of one, two, three or four points.

A Double Game is made when one side obtains *ten points* before the other has scored *five.*

A Lurch or *Triplet* is won by the obtainment of ten points to nothing on the other side.

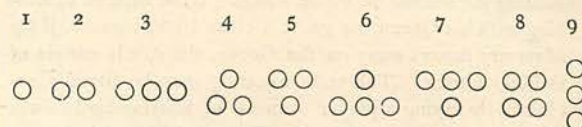
A Rubber is two games won out of three.

The Points of a Rubber are reckoned thuswise:—For the single game, *one point*; for the double, *two points*; and for the rub, *two points.* Thus it is possible to obtain *six points* in one rubber—namely, two doubles and the rub.

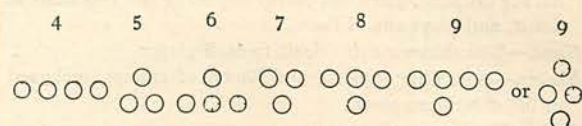
A Lurch or *Triplet* is in some companies reckoned for *three points.* Generally, however, a lurch is only counted as a double game where triplets are counted; it is possible, therefore, for the winners to obtain *eight points.*

A Slam is when the whole thirteen tricks are won in a single hand.

The game is usually marked on the table by coins or counters, or by the holes in a Cribbage-board. Many pretty little contrivances have been invented as Whist-markers; but if coins be used, the following is the simplest way of arranging them in order to denote the *score*:—



Or thus—a plan in which the unit *above* stands for *three*, or *below* for *five*:—



TECHNICAL TERMS USED IN WHIST.

Acc.—Highest in play, lowest in cutting.

Blue Peter.—A signal for trumps, allowable in modern play. This term is used when a high card is *unnecessarily played* in place of one of lower denomination, as a ten for a seven, a five for a deuce, etc.

Bumper.—Two games won in succession before adversaries have won one; that is, a rubber of full points—Five at Long Whist, Eight at Short.

Cut.—Lifting the cards, when the uppermost portion (not fewer than three) is placed below the rest. The pack is then ready for the dealer.

Cutting-in.—Deciding the deal by each player taking up not fewer than three cards, and the two highest and two lowest become partners. In case of ties, the cards must be cut again.

Cutting-out.—In case of other person or persons wishing to play, the cut is adopted as before, when the highest (or lowest, as may be agreed on) stands out of the game, and does not play.

Call, the.—The privilege of the player at eight points asking his partner if he holds an honor—"Have you one?" The partners having eight points are said to *have the call.* When each side stands at eight, the first player has the privilege. As explained in a previous page, no player can call till it is his turn to play.

Deal.—The proper distribution of the cards, from left to right, face downwards.

Deal, mis.—A misdeal is made by giving a card too many or two few to either player; in which case the deal passes to the next hand. (*See Laws.*)

Deal, fresh.—A fresh or new deal, rendered necessary by any violation of the laws, or by any accident to the cards or players.

Double.—Ten points scored at Long Whist before adversaries have obtained five; or in Short Whist, five before three.

Elder-hand.—The player to the left of the dealer.

Faced Card.—A card improperly shown in process of dealing.

It is in the power of adversaries in such cases to demand a new deal.

Finessing.—A term used when a player endeavors to conceal his strength, as when, having the best and third best (as Ace and Queen), he plays the latter, and risks his adversary holding the second best (the King). If he succeed in winning with his Queen, he gains a clear trick, because, if his adversary throws away on the Queen, the Ace is certain of making a trick. The term finessing may be literally explained by saying a player chances an inferior card to win a trick with while he holds the King card in his hand.

Forcing.—This term is employed when the player obliges his adversary or partner to play his trump or pass the trick. As, for instance, when the player holds the last two cards in a suit, and plays one of them.

Hand.—The thirteen cards dealt to each player.

Honors.—Ace, King, Queen, and Knave of trumps, reckoned in the order here given.

Jack.—The Knave of any suit.

King Card.—The highest unplayed card in any suit; the leading or winning card.

Lead, the.—The first player's card, or the card next played by the winner of the last trick.

Long Trumps.—The last trump card in hand, one or more, when the rest are all played. It is important to retain a trump in an otherwise weak hand.

Loose Cards.—A card of no value, which may be thrown away on any trick won by your partner or adversary.

Longs.—Long Whist, as opposed to Short.

Lurch.—The players who make the double point are said to have lunched their adversaries.

Love.—No points to score. Nothing.

Marking the Game. Making the score apparent, with coins, etc., as before explained.

No Game.—A game at which the players make no score.

Opposition.—Side against side.

Points.—The score obtained by tricks and honors. The wagering or winning periods of the game.

Quarte.—Four cards in sequence.

Quarte Major.—A sequence of Ace, King, Queen, and Knave.

Quint.—Five successive cards in a suit; a sequence of five, as King, Queen, Knave, Ten, and Nine.

Renounce.—Possessing no card of the suit led, and playing another which is not a trump.

Revoke.—Playing a card different from the suit led, though the player can follow suit. The penalty for the error, whether made purposely or by accident, is the forfeiture of three tricks. (See Laws.)

Rubber.—The best two of three games.

Ruffing.—Another term for trumping a suit other than trumps.

Sequence.—Cards following in their natural order, as Ace, King, Queen, Two, Three, Four, etc. There may, therefore, be a sequence of Four, Five, Six, and so on.

Single.—Scoring, at Long Whist, ten tricks before your adversaries have scored five.

See-saw.—When each partner trumps a suit. For instance, A holds no Diamonds, and B no Hearts. When A plays

Hearts, B trumps and returns a Diamond, which A trumps and returns a Heart, and so on.

Score.—The points gained in a game or rubber.

Slam.—Winning every trick in a round.

Shorts.—Short Whist as opposed to Long.

Tenace.—Holding the best and third best of any suit led when last player. Holding tenace, as King and Ten of Clubs. When your adversary leads that suit, you win two tricks perforce. [*Tenace minor* means the second and fourth best of any suit.]

Treble.—Scoring five (at Short Whist) before your adversaries have marked one.

Terce.—A sequence of three cards in any suit.

Terce Major.—Ace, King, and Queen of any suit held in one hand.

Tricks.—The four cards played, including the lead.

Trump.—The last card in the deal; the turn-up.

Trumps.—Cards of the same suit as the turn-up.

Ties.—Cards of like denomination, as two Kings, Queens, etc. Cards of the same number of pips.

Trumping Suit.—Playing a trump to any other suit led.

Underplay.—Playing to mislead your adversaries; as by leading a small card though you hold the King card of the suit.

Younger Hand.—The player to the right of the dealer.

SHORT RULES.

FOR FIRST HAND OR LEAD.

1. Lead from your strong suit, and be cautious how you change suits; and keep a commanding card to bring it in again.
2. Lead through the strong suit and up to the weak, but not in trumps, unless very strong in them.
3. Lead the highest of a sequence; but if you have a quart or quint to a King, lead the lowest.
4. Lead through an honor, particularly if the game be much against you.
5. Lead your best trump, if the adversaries be eight, and you have no honor; but not if you have four trumps, unless you have a sequence.
6. Lead a trump if you have four or five, or a strong hand; but not if weak.
7. Having Ace, King, and two or three small cards, lead Ace and King, if weak in trumps, but a small one if strong in them.
8. If you have the last trump, with some winning cards, and one losing card only, lead the losing card.
9. Return your partner's lead, not the adversaries'; and if you have only three originally, play the best; but you need not return it immediately, when you win with the King, Queen, or Knave, and have only small ones, or when you have a good sequence, have a strong suit, or have five trumps.
10. Do not lead from Ace Queen, or Ace Knave.
11. Do not lead an Ace, unless you have a King.
12. Do not lead a thirteenth card, unless trumps be out.
13. Do not trump a thirteenth card, unless you be last player, or want the lead.
14. Keep a small card to return your partner's lead.

15. Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

16. Having only a few small trumps, make them when you can.

17. If your partner refuses to trump a suit, of which he knows you have not the best, lead your best trump.

18. When you hold all the remaining trumps play one, and then try to put the lead in your partner's hand.

19. Remember how many of each suit are out, and what is the best card left in each hand.

20. Never force your partner if you are weak in trumps, unless you have a renounce, or want the odd trick.

21. When playing for the odd trick, be cautious of trumping out, especially if your partner be likely to trump a suit; make all the tricks you can early, and avoid finessing.

22. If you take a trick, and have a sequence, win with the lowest.

FOR SECOND HAND.

23. With King, Queen, and small cards, play a small one, when not strong in trumps. But if weak, play the King. With Ace, King, Queen, or Knave, only, and a small card, play the small one.

FOR THIRD HAND.

24. With Ace and Queen, play her Majesty, and, if she wins, return the Ace. In all other cases the third hand should play his best card when his partner has led a low one. It is a safe rule for the third hand to play his highest.

FOR ALL THE PLAYERS.

25. Fail not, when in your power, to make the odd trick.

26. Attend to the game, and play accordingly.

27. Hold the turn-up card as long as possible, and so keep your adversaries from a knowledge of your strength.

28. Retain a high trump as long as you can.

29. When in doubt win the trick.

30. PLAY THE GAME FAIRLY AND KEEP YOUR TEMPER.

CUTTING IN.

1. The two highest are partners against the two lowest.

2. Less than three cards is not a cut.

[If fewer than three cards be cut off the pack, the player so cutting must replace the cards, and cut again.]

3. In cutting, the Ace is lowest.

4. Ties must cut again.

5. After the pack is cut, no fresh cards can be called for in that deal.

6. If a card be exposed, a new cut may be demanded.

7. All cutting-in and cutting-out must be by pairs.

8. The right-hand adversary cuts to the dealer.

SHUFFLING.

9. The cards must be shuffled above the table.

10. Each player has a right to shuffle the cards, the dealer last.

DEALING.

11. The cards must be dealt one at a time, commencing with the player to the left of the dealer.

12. In case of a *misdeal*, the deal passes to the next player.

[The following are *misdeals*:—A card too many or too few given to either player. An exposed card. Looking to the trump card before it is turned up in the regular order of play. Dealing the cards with the pack not having been cut. The trump card dropped out of turn. A faulty pack. In every case, except the last, the deal is lost if a fresh deal be claimed by opponents. A card faced by any other than the dealer is not subject to penalty.]

13. The dealer must not touch the cards after they have left his hand, but he is allowed to count those remaining undealt if he suspects he has made a misdeal.

14. The trump card must be left on the table, face upwards, till the first trick is turned.

[If it is not then taken up, however, it can be treated as an exposed card, and called at any part of the game, provided that no revoke be made by playing it.]

15. One partner may not deal for another without the consent of opponents.

THE GAME.

16. Any card played out of turn can be treated as an exposed card and called, provided no revoke be thereby caused.

[Thus, a player who wins a trick plays another card before his partner plays to the trick. The second card becomes an exposed card.]

17. If the third player throws down his card before the second, the fourth player has a right also to play before the second; or, if the fourth hand play before the second or third, the cards so played must stand, and the second be compelled to win the trick if he can.

18. No player but he who made the last trick has a right to look at it after it has been turned.

19. A trump card played in error may be recalled before the trick is turned.

[But if the playing of such trump cause the next player to expose a card, such last exposed card cannot be called.]

20. If two cards be played, or if the player play twice to the same trick, his opponents can elect which of the two shall remain and belong to the trick. Provided, however, that no revoke be caused.

[But if the trick should happen to be turned with five cards in it, adversaries may claim a fresh deal.]

21. A player, before he throws, may require his partner to "draw his card," or he may have each card in the trick claimed by the players before the trick is completed.

[The proper way is to say, "Draw your cards," as then the chance of partner claiming the wrong one is lessened.]

22. If two players answer the lead together, the one whose turn it was to play can call the other card in the next or following trick as an exposed card.

23. No player is allowed to transfer his hand to another without the consent of his adversaries.

24. A hand once abandoned and laid down on the table cannot be taken up again and played.

25. If a player announce that he can win every trick, adversaries may call his cards.

THE REVOKE.

26. The penalty for a revoke is the forfeiture of three tricks. If a revoke be made, the adverse party may add three

to their score by taking them from their opponents, or they may reduce your score by three.

[In order to more fully explain the intent of a revoke: "If a suit is led, and any one of the players, having a card of the same suit, shall play another suit to it—that constitutes a revoke. But if the error be discovered before the trick is quitted, or before the party having so played a wrong suit, or his partner, shall play again, the penalty only amounts to the cards being treated as exposed, and being liable to be called."]

27. If a player revokes, and before the trick is turned discovers his error, adversaries may call on him to play his highest or lowest card of the suit led, or they may call the card exposed at any time when such call will not lead to another revoke.

28. No revoke can be claimed till the trick is turned and quitted, or the revoker's partner has played again.

29. When a revoke is claimed, the cards must not be mixed, under forfeiture of the game.

30. The player or partners against whom a revoke is established cannot claim the game in that deal.

31. No revoke can be claimed after the cards are cut for the next game.

32. When a revoke has occurred on both sides, there must be a new deal.

33. The proof of a revoke is with the claimants, who may examine each trick on the completion of the round.

CALLING HONORS.

34. Honors cannot be counted unless they are claimed before the next deal. No omission to score them can be rectified after the cards are packed, but an overscore can be deducted.

35. Honors can only be called at eight points, and then only by the player whose turn it is to play.

[It is quite usual to omit calling honors when the game is pretty certain, but the shortest and fairest plan is for the player holding two honors to ask, "Can you one?" when, if your partner holds one, the game is at an end.]

36. At nine points honors do not count.

37. Four honors in one or both partners' hands count *four* to the game; three honors, *two*. Two honors on each side are not scored, but are said to be *divided*.

THE SCORE.

38. If both partners score, and a discrepancy occur between them, adversaries may elect which score to retain.

39. The score cannot be amended after the game is won and the cards packed.

INTIMATIONS BETWEEN PARTNERS.

40. A player may ask his partner, "What are trumps?" or, "Can you follow suit?" "Is there not a revoke?" Or he may tell him to draw his card. All other intimations are unfair.

41. Lookers-on must not interfere unless appealed to.

BY-LAWS.

These are all the *laws* of the game of Whist, but there are certain other rules or by-laws with which it is important the finished player should be acquainted. The penalties attached to a disregard of any of the following by-laws differ in different companies, and to some, which partake rather of the nature of maxims, there is no penalty at all.

When the trump is turned, and taken into the player's hand, it cannot be demanded by either of the players.

When a card is taken distinctly from the hand to which it belongs, it may be treated as an exposed card.

Taking a trick belonging to your adversaries subjects you to no penalty, but it may be reclaimed at any time during the round.

If a player throws up his hand, and the next player follows his example, the game must be considered at an end, and lost to the first player resigning.

Honors scored improperly are in some companies transferred to adversaries.

Approval or disapproval of a partner's play, or, in fact, any improprieties of speech or gesture, are not allowable.

As soon as the lead is played to, it is complete.

If a player announce that he can win all the remaining tricks, he may be required to face all his cards on the table. His partner's hand may also be so treated, and each card may be called separately.

HINTS AND CAUTIONS FOR AMATEURS.

Place each suit together, in the natural order of the cards, but do not always put the trumps to the left, as thereby your adversary is able to count them as you put them aside. Many good players do not sort their cards at all, but arrange them in the hand just as they fall on the table.

Never dispute the score, unless you are pretty certain you are right; nothing is so ungraceful as a disputatious player.

Never hesitate long in playing, but if you have a bad hand, do your best and trust to your partner.

Remember that no points can be marked if you neglect to score before the second trick of the succeeding round is played.

Do not show honors after a trick is turned, as they may be called by your adversaries.

At eight points, the elder hand asks the younger, and not the younger the elder. That is to say, the player with the two honors in hand asks, "Can you one?"

Remember the good old maxim, "Second hand throws away, and third hand plays high."

Always endeavor to retain a leading card or trump to nearly the end.

Never throw a high card on a lost trick when a low one will suffice.

Follow your partner's lead, and not your adversary's.

When you suspect your partner to be strong in trumps, ruff when he leads a small card and return a little trump.

When your partner leads from an apparently good hand, do your best to assist him.

Whist is a silent game; therefore do not distract the attention of the players by idle conversation.

Never interfere needlessly.

Watch the style of your adversaries' play, and act in accordance with your own judgment.

Make tricks when you can without injury to your partner's hand.

Accustom yourself to remember the cards that are played. A good memory is a wonderful assistant at Whist.

GENERAL RULES.

Be cautious how you change suits, and allow no artifice of your adversaries to induce you to do so, without your own hand warrants it.

Keep a commanding card, to bring in your own strong suit when trumps are out, if your hand will permit.

Never keep back your partner's suit in trumps, but return them at the first opportunity.

With a strong suit and but few trumps, rather force your adversaries than lead trumps—unless it happens that you are strong in at least one other suit.

Never neglect to make the odd trick when you have a chance.

Look well to your own and your opponents' score, and shape your play by reference to them.

In a backward game, it is sometimes wise to risk one trick in order to secure two; but in a forward game, be more cautious.

If you hold three cards of the suit led by your partner, return his lead with your best.

Remember what cards drop from each hand, how many of each suit are out, and the best remaining card in each.

Seldom lead from Ace and Queen, Ace and Knave, or King and Knave, if you hold another moderate suit.

If neither of your adversaries will lead from the above suits, you must do it yourself with a small card.

You are strong in trumps with five small ones, or three small ones and one honor.

Do not trump a card when you are strong in trumps, more especially if you hold any other strong suit.

If you hold only a few small trumps, make them when you can.

If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump as soon as you can.

If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

Lead not from an Ace suit originally, if you hold four in number of another suit.

When trumps are either returned by your partner, or led by your adversaries, you may finesse deeply in them; keeping the command as long as you can in your own hand.

If you lead the King of any suit, and make it, you must not thence conclude that your partner holds the Ace.

It is sometimes proper to lead a thirteenth card, in order to force the adversary, and give your partner a chance of making a trick as last player.

If weak in trumps, make your tricks soon; but when strong in them, you may play a more backward game.

With five small trumps and a good hand, lead trumps, and so exhaust the suit.

With the lead, and three small trumps and the Ace, it is

sometimes judicious to allow your adversaries to make two tricks in trumps with King and Queen, and on the third round play your Ace. You then secure the last trick with your little trump.

With one strong suit, a moderate one, and a single card, it is good play to lead out one round from your strong suit, and then play your single card.

Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

Never force your adversary with your best card of a suit unless you have the second best also.

In your partner's lead, endeavor to keep the command in his hand, rather than in your own.

If you have see-saw, it is generally better to pursue it than to trump out, although you should be strong in trumps with a good suit.

Keep the trump you turn up, as long as you properly can.

When you hold all the remaining trumps, play one of them, to inform your partner; and then put the lead into his hand.

It is better to lead from Ace and Nine than from Ace and Ten.

It is better to lead trumps through an Ace or King than through, a Queen or Knave.

If you hold the last trump, some winning cards, and one losing card only, lead the losing card.

When only your partner has trumps remaining, and leads a suit of which you hold none, if you have a good sequence of four, throw away the highest of it.

If you have an Ace, with one small card of any suit, and several winning cards in other suits, rather throw away some winning card than that small one.

If you hold only one honor with a small trump, and wish the trumps out, lead the honor first.

If trumps have been led thrice, and there be two remaining in your adversaries' hands, endeavor to force them out.

Never play the best card of your adversaries' lead at second hand, unless your partner has none of that suit.

If you have four trumps, and the command of a suit whereof your partner has none, lead a small card, in order that he may trump it.

With these general directions we may now proceed to consider each hand as analyzed by Hoyle and improved by modern players. The following are from the last and best edition of Hoyle; the maxims have been adopted by Payne, Trebor, Carleton, Cœlebs, Captain Crawley, and all the other writers on the game.

THE LEAD—FIRST HAND.

Begin with the suit of which you have the greatest number; for, when trumps are out, you will probably make tricks in it.

If you hold equal numbers in different suits, begin with the strongest; it is the least liable to injure your partner.

Sequences are always eligible leads; they support your partner's hand without injuring your own.

Lead from King or Queen rather than from a single Ace;

for, since your opponents will lead from contrary suits, your Ace will be powerful against them.

Lead from King rather than Queen, and from Queen rather than Knave; for the stronger the suit, the less is your partner endangered.

Do not lead from Ace Queen, or Ace Knave, till you are obliged; for, if that suit be led by your opponents, you have a good chance of making two tricks in it.

In sequences to a Queen, Knave, or Ten, begin with the highest, and so distress your left-hand adversary.

With Ace, King, and Knave, lead the King; if strong in trumps, you may wait the return of this suit, and finesse the Knave.

With Ace, Queen, and one small card, lead the small one; by this lead, your partner has a chance of making the Knave.

With Ace, King, and two or three small cards, play Ace and King if weak, but a small card if strong, in trumps; when strong in trumps, you may give your partner the chance of making the first trick.

With King, Queen, and one small card, play the small one; for your partner has an equal chance to win, and there is little fear of your making King or Queen.

With King, Queen, and two or three small cards, lead a small card if strong, and the King if weak, in trumps; strength in trumps entitles you to play a backward game, and to give your partner a chance of winning the first trick. But if weak in trumps, lead the King and Queen, to secure a trick in that suit.

With Ace, with four small cards, and no other good suit, play a small one if strong in trumps, and the Ace if weak; strength in trumps may enable you to make one or two of the small cards, although your partner cannot support your lead.

With King, Knave, and Ten, lead the Ten; if your partner has the Ace, you may probably make three tricks, whether he pass the Ten or not.

With King, Queen, and Ten, lead the King; for, if it fail, by putting on the Ten, upon the return of the suit from your partner, you may make two tricks.

With Queen, Knave, and Nine, lead the Queen; upon the return of that suit from your partner, by putting on the Nine, you make the Knave.

SECOND HAND.

With Ace, King, and small ones, play a small card if strong in trumps, but the King if weak. Otherwise your Ace or King might be trumped in the latter case. Except in critical cases no hazard should be run with few trumps.

With Ace, Queen, and small cards, play a small one; upon the return of that suit you may make two tricks.

With Ace, Knave, and small cards, play a small one; upon the return of that suit you may make two tricks.

With Ten or Nine, with small cards, play a small one. By this plan you may make two tricks in the suit.

With King, Queen, Ten, and small cards, play the Queen. By playing the Ten on the return of the suit, you stand a good chance of making two tricks.

With King, Queen, and small cards, play a small card if strong in trumps, but the Queen if weak in them; for strength

in trumps warrants a backward game. It is advantageous to keep back your adversaries' suit.

With a sequence to your highest card in the suit, play the lowest of it, for by this means your partner is informed of your strength.

With Queen, Knave, and small ones, play the Knave, because you will probably secure a trick.

With Queen, Ten, and small ones, play a small one, for your partner has an equal chance to win.

With either Ace, King, Queen, or Knave, with small cards, play a small one; your partner has an equal chance to win the trick.

With either Ace, King, Queen, or Knave, with one small card only, play the small one, for otherwise your adversary will finesse upon you.

If a Queen of trumps be led, and you hold the King, put that on; if your partner hold the Ace, you do no harm; and if the King be taken, the adversaries have played two honors to one.

If a Knave of trumps be led, and you hold the Queen, put it on; for, at the worst, you bring down two honors for one.

If a King be led, and you hold Ace, Knave, and small ones, play the Ace, which can only make one trick.

THIRD HAND.

The third hand plays high.

With Ace and King, play the Ace and immediately return the King. It is not necessary that you should keep the command of your partner's hand.

With Ace and Queen, play the Ace and return the Queen. By this means you make a certain trick, though it is sometimes policy to play the Queen. Your partner is, however, best supported by the old-fashioned method.

With Ace and Knave, play the Ace and return the Knave, in order to strengthen your partner's hand.

With King and Knave, play the King; and if it win, return the Knave.

Play the best when your partner leads a small card, as it best supports him.

If you hold Ace and one small card only, and your partner lead the King, put on the Ace, and return the small one; for, otherwise, your Ace may be an obstruction to his suit.

If you hold King and only one small card, and your partner lead the Ace, when the trumps are out, play the King; for, by putting on the King, there will be no obstruction to the suit.

FOURTH HAND.

If a King be led, and you hold Ace, Knave, and a small card, play the small one; for supposing the Queen to follow you will probably make both Ace and Knave.

When the third hand is weak in his partner's lead, you may often return that suit to great advantage; but this rule must not be applied to trumps, unless you are very strong indeed.

Never neglect to secure the trick if there is any doubt about the game.

If you hold the thirteenth trump, retain it to make a trick when your partner fails in his lead.

If you stand in the nine holes, make all the tricks you can; but at the same time be careful. Watch the game narrowly, and look well to your partner's lead.

LEADING TRUMPS.

Lead trumps from a strong hand, but never from a weak one; by which means you will secure your good cards from being trumped.

Never trump out with a bad hand, although you hold five small trumps; for, since your cards are bad, you only bring out your adversaries' good ones.

If you hold Ace, King, Knave, and three small trumps, play Ace and King; for the probability of the Queen falling is in your favor.

If you hold Ace, King, Knave, and one or two small trumps, play the King, and wait the return from your partner to put on the Knave. By this plan you may win the Queen. But if you have particular reasons to exhaust trumps, play two rounds, and then your strong suit.

If you hold Ace, King, and two or three small trumps, lead a small one, with a view to let your partner win the first trick; but if you have good reason for getting out trumps, play three rounds, or play Ace and King, and then your strong suit.

If your adversaries are eight, and you hold no honor, throw off your best trump; for, if your partner has not two honors, you lose the game. But if he should happen to hold two honors—as he probably would—you have a strong commanding game.

Holding Ace, Queen, Knave, and small trumps, play the Knave; by this means, the King only can make against you.

Holding Ace, Queen, Ten, and one or two small trumps, lead a small one; this will give your partner a chance to win the first trick, and keep the command in your own hand.

Holding King, Queen, Ten, and small trumps, lead the King; for, if the King be lost, upon the return of trumps you may finesse the Ten.

Holding King, Knave, Ten, and small ones, lead the Knave; it will prevent the adversaries from making a small trump.

Holding Queen, Knave, Nine, and small trumps, lead the Queen; if your partner hold the Ace, you have a chance of making the whole suit.

Holding Queen, Knave, and two or three small trumps, lead the Queen.

Holding Knave, Ten, Eight, and small trumps, lead the Knave; on the return of trumps you may finesse the Eight.

Holding Knave, Ten, and three small trumps, lead the Knave; this will most distress your adversaries, unless two honors are held on your right hand, the odds against which are about three to one.

Holding only small trumps, play the highest; by which means you support your partner.

Holding a sequence, begin with the highest; thus your partner is instructed how to play his hand, and cannot be injured.

If any honor be turned up on your left, and the game much against you, lead a trump as soon as you can. You may thus probably retrieve an almost lost game.

In all other cases it is dangerous to lead through an honor without you are strong in trumps, or have an otherwise good hand. All the advantage of leading through an honor lies in your partner finessing.

If the Queen be turned up on your right, and you hold Ace, King, and small ones, lead the King. Upon the return of trumps finesse, unless the Queen falls. Otherwise the Queen will make a trick.

With the Knave turned up on your right, and you hold King, Queen, and Ten, the best play is to lead the Queen. Upon the return of trumps play the Ten. By this style of play you make the Ten.

If the Knave turn up on your right, and you hold King, Queen, and small ones, it is best to lead the King. If that comes home, you can play a small one, for the chance of your partner possessing the Ace.

If Knave turn up on your right, and you have King, Queen, and Ten, with two small cards, lead a small one. Upon the return of trumps play the Ten. The chances are in favor of your partner holding an honor, and thus you make a trick.

If an honor be turned up on your left, and you hold only one honor with a small trump, play out the honor, and then the small one. This will greatly strengthen your partner's hand, and cannot injure your own.

If an honor be turned up on the left, and you hold a sequence, lead the highest; it will prevent the last hand from injuring your partner.

If a Queen be turned up on the left and you hold Ace, King, and a small one, lead the small trump; you have a chance for winning the Queen.

If a Queen be turned up on your left, and you hold Knave, with small ones, lead the Knave; for the Knave can be of no service, since the Queen is on your left.

If an honor be turned up by your partner, and you are strong in trumps, lead a small one; but if weak in them, lead the best you have. By this means the weakest hand supports the strongest.

If an Ace be turned up on the right, and you hold King, Queen, and Knave, lead the Knave; it is a secure lead.

If an Ace be turned up on the right, and you hold King, Queen, and Ten, lead the King; and upon the return of trumps play the Ten. By this means you show strength to your partner, and probably make two tricks.

If a King be turned up on the right, and you hold Queen, Knave, and Nine, lead the Knave, and upon the return of trumps, play the Nine; it may prevent the Ten from making.

If a King be turned up on your right, and you hold Knave, Ten and Nine, lead the Nine; upon the return of trumps play the Ten. This will disclose your strength in trumps to your partner.

If a Queen be turned up on the right, and you have Ace, King, and Knave, lead the King. Upon the return of trumps play the Knave, which makes a certain trick.

HOW TO PLAY WHEN YOU TURN UP AN HONOR.

If you turn up an Ace, and hold only one small trump with it, if either adversary lead the King, put on the Ace.

But if you turn up an Ace, and hold two or three small

trumps with it, and either adversary lead the King, put on a *small one*; for, if you play the Ace, you give up the command in trumps.

If you turn up a King and hold only one small trump with it, and your right-hand adversary lead a trump, play a small one.

If you turn up a King, and hold two or three small trumps with it, if your right-hand adversary lead a trump, play a small one.

If you turn up a Queen or Knave, and hold besides only small trumps, if your right-hand adversary lead a trump, put out a small one.

If you hold a sequence to the honor turned up, play it last.

HOW TO PLAY FOR THE ODD TRICK.

Never trump out if you can avoid it, for you can hardly be sure of the other three hands.

If your partner, by hoisting the Blue Peter, or by any other allowable intimation, shows that he has means of trumping any suit, be cautious how you trump out. Force your partner, if strong in trumps, and so make all the tricks you can.

Make tricks early in the game, and be cautious in finessing.

With a single card of any suit, and only two or three small trumps, lead the single card.

RETURNING PARTNER'S LEAD.

In the following cases it is best to return your partner's lead directly:—

When you win with the Ace, and can return an honor; for then it will greatly strengthen his hand.

When he leads a trump, in which case return the best remaining in your hand unless you hold four. An exception to this arises if the lead is through an honor.

When your partner has trumped out; for then it is evident he wants to make his strong suit.

When you have no good card in any other suit; for then you are entirely dependent on your partner.

In the following instances it is proper that you should NOT return your partner's lead immediately:—

When you win with the King, Queen, or Knave, and have only small cards remaining. The return of a small card will more distress than strengthen your partner's hand.

When you hold a good sequence; for then you may make tricks and not injure his hand.

When you have a strong suit. Leading from a strong suit is a direction to your partner and cannot injure him.

When you have a good hand; for in this case you have a right to consult your own hand, and not your partner's.

When you hold five trumps; for then you are warranted to play trumps if you think it right.

When, in fine, you can insure two or three tricks, play them, and then return the lead. With a leading hand, it is well to play your own game.

THE FINISH.

The most important part of a game at Whist is the Finish—the last two or three tricks. Be careful how you play, or you may make a bad ending to a good beginning.

Loose Card.—If you hold three winning cards and a loose one, play the latter, and trust to your partner.

Loose Trump and Tenace.—Holding these, play the loose trump.

King and the Lead.—If you hold a King, and a loose card, the best plan is to play the last, so that your partner may lead up to your King.

Long Trumps.—If you hold three it is best to lead the smallest; by this means you give your partner a chance of making tricks, and still hold a commanding card in your own hand. It is not well to play out the King card.

Third Hand with King, &c.—“Supposing,” says Cœlebs, “ten tricks being made, you remain with King, Ten, and another. If second hand plays an honor, cover it; otherwise finesse the Ten for a certain trick. If you want two tricks play your King.”

Running a Card.—The same authority says—“With such cards as Knave, Nine, Eight, against Ten guarded, by ‘running’ the Eight you make every trick.”

STRENGTH IN TRUMPS.

The following hands are given by Hoyle to demonstrate what is known as being strong in trumps:—

Ace, King, and three small trumps.

King, Queen, and three small trumps.

Queen, Ten, and three small trumps.

Queen and four small trumps

Knave and four small trumps.

Five trumps without an honor must win two tricks if led.

FORCING YOUR PARTNER.

You are justified in forcing your partner if you hold—

Ace and three small trumps.

King and three small trumps.

Queen and three small trumps.

Knave and four small trumps.

Five trumps.

CALCULATIONS FOR BETTING.

At Long Whist.

It is about five to four that your partner holds one card out of any two.

Five to two that he holds one card out of any three.

Two to one that he does not hold a certain named card.

Three to one that he does not hold two out of three named cards in a suit.

Three to two that he does not hold two cards out of any four named.

Five to one that your partner holds one winning card.

Four to one that he holds two.

Three to one that he holds three.

Three to two that he holds four.

Four to six that he holds five.

BETTING THE ODDS.

The odds on the rubber are five to two in favor of the dealers generally.

With the first game secured, the odds on the rubber, with the deal, are—

1	to love	about	7	to	2
2	—	—	4	—	1
3	—	—	9	—	2
4	—	—	5	—	1
5	—	—	6	—	1

At any part of the game, except at the points of eight or nine, the odds are in proportion to the number of points required to make the ten required. Thus, if A wants four and B six of the game, the odds are six to four in favor of A. If A wants three and B five, the odds are seven to five on A winning the game.

Against honors being divided, the odds are about three to two against either side, though the dealers have certainly the best chance.

The following, calculated strictly, are the

ODDS ON THE GAME WITH THE DEAL.

1	love	is	11	to	10	4	to	3	is	7	to	6	
2	love	—	5	—	4	5	—	3	—	7	—	5	
3	love	—	3	—	2	6	—	3	—	7	—	4	
4	love	—	7	—	4	7	—	3	—	7	—	3	
5	love	—	2	—	1	8	—	3	—	7	—	2	
6	love	—	5	—	2	9	—	3	—	3	—	1	
7	love	—	7	—	2								
8	love	—	5	—	1	5	to	4	is	6	to	5	
9	love	—	9	—	2	6	—	4	—	6	—	4	
						7	—	4	—	2	—	1	
1	to	1	is	9	to	8	8	—	4	—	3	—	1
2	—	1	—	9	—	7	9	—	4	—	5	—	2
3	—	1	—	9	—	6							
4	—	1	—	9	—	5	6	to	5	is	5	to	4
5	—	1	—	9	—	4	7	—	5	—	5	—	3
6	—	1	—	3	—	1	8	—	5	—	5	—	2
7	—	1	—	9	—	2	9	—	5	—	2	—	1
8	—	1	—	4	—	1							
3	to	2	is	8	to	7	7	to	6	is	4	to	3
4	—	2	—	4	—	3	8	—	6	—	2	—	1
5	—	2	—	8	—	5	9	—	6	—	7	—	4
6	—	2	—	2	—	1							
7	—	2	—	8	—	3							
8	—	2	—	4	—	1	8	to	7	is	3	to	2
9	—	2	—	7	—	2	9	—	7	—	12	—	8

Honors counting at eight points and not at nine, the odds are slightly in favor of the players at eight. It is usual for the players at eight points, with the deal, to bet six to five on the game. It is about an even bet, if honors are not claimed at eight points, that the dealers win. As a disinterested piece of advice, however, let me add—*Don't bet at all.*

AT SHORT WHIST.

The following are the generally-accepted odds, but it must be remembered that in respect of betting the chances in Short Whist do not greatly differ from those of the old and, as I think, much superior game.

ON THE GAME WITH THE DEAL.

At starting, the odds are about 11 to 10, or perhaps 21 to 20, in favor of the dealers. With an honor turned up, the odds are nearly a point greater in favor of the dealers.

1	to love	is about	10	to	8
2	—	—	5	—	3
3	—	—	3	—	1
4	—	—	4	—	1

2	to	1	is about	5	to	4
3	—	2	—	2	—	1
3	—	3	—	11	—	10
4	—	3	—	9	—	7

ON THE RUBBER WITH THE DEAL.

1	to love	is about	7	to	4
2	—	—	2	—	1
3	—	—	9	—	2
4	—	—	5	—	1

The following are given as mere matters of curiosity: It is 50 to 1 against the dealer holding 7 trumps, neither more nor less.

- 15 to 1 against his holding 6 trumps.
 - 8 to 1 against his holding exactly 5.
 - 3 to 2 against his holding exactly 4.
 - 5 to 2 in favor of his holding 3 trumps or more trumps.
 - 11 to 2 in favor of his holding 2 or more trumps.
 - 30 to 1 against his holding only the 1 trump turned up.
- Against any non-dealer holding any specified number of trumps.*

- 100 to 1 against his holding exactly 7.
- 30 to 1 " " " 6.
- 15 to 1 " " " 5.
- 5 to 1 " " " 4.
- 3 to 2 " " " 3.
- 5 to 2 in favor of his holding 2 or more.
- 50 to 1 in favor of his holding 1 trump or more.
- Against the dealer holding 13 trumps it is calculated to be 158,753,389,899 to 1.
- Against his holding 12 trumps, 338,493,367 to 1.
- Against his holding 11 trumps, 3,000,000 to 1.
- Against his holding 10 trumps, 77,000 to 1.
- Against his holding 9 trumps, 3,500 to 1.
- Against his holding 8 trumps, 320 to 1.
- Against his holding 7 trumps, 50 to 1.

These figures are, however, of but small practical utility in Whist, from the simple fact that nowadays such odds are seldom or never offered or taken. Whist is not a game to gamble at.

SHORT WHIST, DUMMY, DOUBLE DUMMY, etc.

THE LAWS OF SHORT WHIST.

1. The game consists of five points. One point scored saves the triple game; three points, a double. The rubber is reckoned as two points.
[Eight points may therefore be gained in a single rubber.]
2. Honors cannot be "called" at any part of the game, and do not count at the point of four.
[In all other respects, honors are reckoned as in Long Whist.]

The two highest and two lowest are partners, the lowest cut having the deal.

[The cards are to be shuffled and cut in precisely the same way as in the old-fashioned game.]

4. An exposed card necessitates a fresh deal.

5. In cases of misdeal, the deal passes to the next player. [Misdeals occur from precisely the same causes as in Long Whist, and need not, therefore, be stated.]

6. No questions as to either hand can be asked after the trick is turned.

[Nor are any questions except those admissible in the other game to be asked.]

7. Any card played out of turn, or shown accidentally, can be called.

8. A revoke is subject to the penalty of three tricks.

[Taken as in Long Whist.]

9. The side making the revoke remains at four, in whatever way the penalty be enforced.

10. Lookers-on must not interfere unless appealed to by the majority of the players.

It is not necessary to dilate upon the best method of playing each separate hand at this game, because whatever is useful and true at Long Whist is equally useful and true at Short Whist. "The peculiarities of the short game," says a recent writer, "call for special appliances. This should act as stimulants to the player, and rouse his energy." But what these special appliances are it is difficult to discover, seeing that the two games are identical in everything but length. The only advantage of the short game lies in the more forcible use that can be made of trumps. "Trumps," says Carleton, "should be your rifle company; use them liberally in your manoeuvres; have copious reference to them in finessing, to enable you to maintain a long suit. Should you be weak in trumps, ruff a doubtful card at all times; with a command in them, be very chary of that policy. Let your great principle always be to keep the control of your adversaries' suit, and leave that of your partner free. If you see the probable good effect of forcing, decide which of your adversaries you will assail, but do not attempt them both at once. Let it be the stronger if possible. When you force both hands opposed to you, one throws away his useless cards; while the chance is, the other makes trumps that, under other circumstances, would have been sacrificed." And so, *et cetera ad infinitum*. Deschappelles, who is the French Hoyle without his science, but with double his power of writing, says of Short Whist: "When we consider the social feelings it engenders, the pleasure and vivacity it promotes, and the advantages it offers to the less skillful player, we cannot help acknowledging that Short Whist is a decided improvement upon the old game." All this is, however, open to argument; and therefore *de gustibus non est*.

DUMBY, OR THREE-HANDED WHIST.

This game is precisely the same as Long Whist, only that one player takes two hands, one of which he holds in the usual manner, and the other he spreads open on the table. The rules are the same.

Another Game is played by three persons, in which two

Nines and Fours, and one of the Five is cast out from the pack and each player plays on his own account.

A Third Way of playing three-handed Whist is to reject the fourth hand altogether, and allow it to remain unseen on the table. Each player then takes the miss, or unseen hand, in exchange for his own, if he thinks fit. Each player stands on his cards, and the best hand must win. There is, however, room for finesse, and the player who sees two hands—the miss, and that first dealt to him—has an undeniable advantage.

TWO-HANDED WHIST.

This game is either played as Double Dumby, by exposing two hands and playing as with four players, or by rejecting two hands and each player making the best he can of his own hand. In these games each honor counts as one point in the game. There is but small room for skill in any of the imperfect Whist games, and the player who is acquainted with the real old-fashioned game need not be told how to play his cards at Dumby or French Humbug. At best these games are inferior to Cribbage, Ecarté, All-Fours, or any of the regular two-handed games.



UCHRE is played with a pack of thirty-two cards, all below the Seven being rejected. Two, three, or four persons may play, but the four-handed game is the best.

THE DEAL.

The players having cut for deal the pack is shuffled and the player to the right of the dealer cuts. The deal is executed by giving five cards to each player. The dealer gives two cards at a time to each in rotation, beginning with the player to his left; he then gives three cards at a time to each, or *vice versa*. In which ever manner the dealer commences to distribute the cards, he must continue; he must not deal two to the first, three to the next, and so on. After each player has received five cards, the dealer turns up the next card for trumps, and places it face upward on top of the stock.

The right to deal passes successively to the left.

At the outset of the game each player cuts for the deal, and the lowest cut deals. In a tie, the parties tied cut again. The players cutting the two highest cards play against those cutting the two lowest.

In cutting, the Ace is lowest, and the other cards rank as at Whist.

Should a player expose more than one card, he must cut again.

The cards may be shuffled by any player who demands that privilege, but the dealer has always the right to shuffle last.

The cards must be cut by the right-hand opponent before they are dealt.

A cut must not be less than four cards removed from the top, nor must it be made so as to leave less than four cards at the bottom; and the pack must be put on the table for the cut.

RANK.

The cards in suits, not trumps, rank as at Whist, the Ace being the highest, the Seven the lowest. When a suit is trump, the cards rank differently. The Knave of the suit turned up is called the *right Bower*, and is the highest trump. The other Knave of the same color (black or red, as the case may be) is called the *left Bower*, and is the next highest trump.

HOW TO ORDER UP, ASSIST, PASS, AND TAKE UP.

When the trump is turned, the player to the left of the dealer examines his hand to determine his plans. He may either order up the trump, or pass. If he thinks his cards are strong enough to win three tricks, he says, "I order it up." The dealer then discards one card from his hand, and puts it under the stock, face downward, and the trump card belongs to the dealer, instead of the card he discarded. If the eldest hand is not satisfied with his cards, he says, "I pass."

If the eldest hand pass, the partner of the dealer then has the option of declaring what he will do, and he may either assist his partner, or pass. If his hand is strong enough, with the help of the trump his partner has turned, to win three tricks, he says, "I assist," and his partner discards as before, and the trump card belongs to him. If the partner of the dealer has a weak hand, he says, "I pass," and the third player, that is, the player next to the right of the dealer, has the option of saying what he will do.

The third player proceeds exactly as the eldest hand, and, if he pass, the dealer has the next say.

If all the other players pass the dealer may either take up the trump, or pass. If his hand is strong enough to take three tricks he says, "I take it up." The dealer then discards the weakest card from his hand, and takes the trump card instead. If the dealer has a weak hand, he says, "I turn it down," and, at the same time, places the trump card face upward under the stock.

If the dealer turns down the trump, the eldest hand has the option of naming any suit (except the one turned down) for trumps, or of passing again. If he pass, he says, "I pass the making."

If the eldest hand pass the making, the partner of the dealer then has the option of making the trump, and so on in rotation up to and including the dealer.

If all the players, including the dealer, decline to make the trump, a fresh deal takes place, and the eldest hand deals.

If either side adopt (play with the suit turned up for trump), or make the trump, the play of the hand commences.

When the trump is made of the same color as the turn up (that is, black, if the turn up is black, or red, if it is red), it is called *making it next in suit*.

If the trump is made of a different color from the turn up, it is called *crossing the suit*.

WHEN TO PLAY IT ALONE.

If a player holds a hand so strong that he has a reliable hope of taking all five tricks without the assistance of his partner, he may *play alone*. If he plays without his partner, he says, "*I play alone*." His partner then places his cards face downward on the table, and makes no sign.

If the eldest hand order up, or make the trump either he or his partner may play alone. If the dealer's partner assist, or make the trump, either he or the dealer may play alone. If the player to the right of the dealer order up or make the trump, he may play alone (but his partner cannot). If the dealer take up or make a trump, he may play alone (but his partner cannot).

A player cannot play alone after having passed a trump, or passed the making of a trump. A player cannot play alone when the opposing side adopt or make the trump; nor can he play alone unless he announce his intentions to do so before he or the opposing side make a lead.

THE PLAY.

The eldest hand leads a card and each player in rotation plays a card to the lead. The four cards thus played constitute a trick. A player must follow suit if he can, but if not able to follow suit he may play any card he chooses.

The highest card of the suit lead wins the trick; trumps win all other suits. The winner of the trick leads to the next, and so on until the five tricks are played.

THE SCORE.

The game is five points.

If the side who adopt, or make a trump, win all five tricks, they make a *march*, and score two.

If they win three tricks, they make the *point*, and score one. Four tricks count no more than three tricks.

If they fail to take three tricks they are *euchered*, and the opposing side scores two points.

When a player plays alone and takes all five tricks, he scores four points.

If he takes three tricks he scores one point. If he fails to take three tricks he is *euchered*, and the opposing side score two points. By some rules to *euchre* a lone hand counts the opposing side four points.

Cards are used in marking game. The face of the Three being up, and the face of the Four down on it, counts *one*, whether one, two, or three pips are exposed; the face of the

Four being up, and the Three over it, face down, counts *two*, whether *one*, *two*, *three*, or four of the pips are shown; the face of the Three uppermost counts *three*; and the face of the Four uppermost counts *four*.

GOLDEN MAXIMS.

Never lose sight of the state of the game. When you are four and four, adopt or make the trump upon a weak hand.

When the game stands three to three, reflect before you adopt or make a trump upon a weak hand, for a euchre will put your adversaries out.

When you are one and your opponents have scored four, you can afford to try and make it alone upon a weaker hand than if the score were more in your favor.

When you are eldest hand and the score stands four for you and one for your opponents, do not fail to order up the trump, to prevent them from playing alone. This is called a "Bridge." You need not do this if you hold the Right Bower, or the Left Bower guarded.

Never trump your partner's winning cards, but throw your losing and single cards upon them.

If your partner adopts or makes the trump, and you hold the Right or Left Bower alone, ruff with it as soon as you can get the opportunity.

When playing second, be careful how you ruff a card of a small denomination the first time round, for it is an even chance that your partner will be able to take the trick if you let it pass. Throw away any single card lower than an Ace, so that you may ruff the suit you throw away when it is led.

When your partner assists, and you hold a card next higher to the turn-up card, ruff with it when an opportunity occurs, for by so doing you give your partner information of value.

When you are in the position of third player, ruff with high or medium trumps.

When your partner leads a lay Ace, and you have none of that suit, do not trump it; but if you have a single card, throw it away upon it.

When second hand, if compelled to follow suit, head the trick if possible, to strengthen your partner's game.

When you cannot follow suit or trump, dispose of your weakest card.

When opposed to a person playing it alone, be careful how you separate two cards of the same suit. Be cautious how you separate your trumps when you hold the Left Bower guarded.

When it comes your turn to say what you will do, decide promptly, saying, "I pass," "assist," etc., at once.

In discarding endeavor to keep as few suits as possible.

EUCHRE WITH THE JOKER.

A euchre pack is usually accompanied by a specimen blank card, which has given rise to this amusing variety of the game of Euchre. It is called "the Joker," or highest trump card, and ranks above the Right Bower. If this "Joker" should happen to be turned for trump, the dealer must turn up the next card to determine the trump suit. In all other particu-

lars the game is played in the same manner as the regular game of Euchre.

TWO-HANDED EUCHRE.

The rules of the four-handed game apply equally to two-handed euchre.

The player, remembering that he has but a single hand to contend against, may play or even order up, if he has a reasonable hope of making three tricks.

MISDEALS.

A card too many or too few given to either player.

Dealing the cards when the pack has not been properly cut; the claim for a misdeal in this case must be made before the trump card is turned, and before the adversaries look at their cards.

Whenever a misdeal is attributable to any interruption by the adversaries, the deal will not be forfeited.

If, during the deal, a card be exposed by the dealer or partner, should neither of the adversaries have touched their cards, the latter may claim a new deal, but the deal is not lost.

If, during the deal, the dealer's partner touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal should chance give them that option.

If an opponent displays a card dealt, the dealer may make a new deal, unless he or his partner have examined their own cards.

If a deal is made out of turn, it is good, provided it be not discovered before the dealer has discarded, and the eldest hand has led.

If a card is faced in dealing, unless it be the trump card, a new deal may be demanded, but the right to deal is not lost.

If the pack is discovered to be defective, by reason of having more or less than thirty-two cards, the deal is void; but all the points before made are good.

The dealer, unless he turn down the trump, must discard one card from his hand and take up the trump card.

The discard is not complete until the dealer has placed the card under the pack; and if the eldest hand makes a lead before the discard is complete, he cannot take back the card thus led, but must let it remain. The dealer, however, may change the card he intended to discard and substitute another, or he may play alone, notwithstanding a card has been led. After the dealer has quitted the discarded card he cannot take it back under any circumstances.

After the discard has been made, the dealer may let the trump card remain upon the table until it is necessary to play it. After the trump card has been taken in hand, no player has a right to demand its denomination, but he may ask what card is trump, and the dealer must inform him.

Should a player play with more than five cards, or the dealer forget to discard or omit to declare the fact before three tricks have been turned, the offending party is debarred from counting any points made in that deal, under these circumstances. Should the adverse side win, they may score all the points they make.

PLAY OUT OF TURN, AND EXPOSURE OF CARDS.

All exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he

can legally do so, but in no case can a card be called if a revoke is thereby caused.

EXPOSED CARDS.

Two or more cards played at once.

If a player indicates that he holds a certain card in his hand.

Any card that is dropped with its face upwards.

All cards exposed, by accident or otherwise, so that an opponent can distinguish and name them.

If any player lead out of turn, his adversaries may demand of him to withdraw his card, and the lead may be compelled from the right player, the card improperly led be treated as an exposed card, and called at any time during that deal, provided it causes no revoke.

If any player lead out of turn and the mislead is followed by the other three, the trick stands good; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty save against the original offender, whose card may be called.

If a player play out of turn, his opponents may compel him to withdraw his card, and the card so played may be treated as an exposed card, and called at any time during that deal, provided no revoke is thereby caused.

If any player trump a card in error, and thereby induce an opponent to play otherwise than he would have done, the latter may take up his card without penalty, and may call upon the offender to play the trump at any period of the hand.

If two cards be played, or if the player play twice to the same trick, his opponent can elect which of the two shall belong to the trick, provided, however, that no revoke be caused.

If a player, imagining that he can take every trick, or for any other reason, throw down his cards upon the table with their faces exposed, the adverse side may call each and all of the cards so exposed, as they may deem most advantageous to their game, and the delinquent party must play the exposed cards accordingly. This, however, in the case of a lone hand only.

REVOKE.

When a revoke takes place, the adverse party is entitled to add two points to their score.

If a suit is led, and any one of the players, having a card of the same suit, shall play the card of another suit to it—that constitutes a revoke. But if the error be discovered before the trick is quitted, or before the party having so played a wrong suit, or his partner, shall play again, the penalty only amounts to the cards being treated as exposed, and being liable to be called.

When the player, who has made a revoke, corrects his error, his partner, if he has played, cannot change his card played; but the adversary may withdraw his card and play another if he elects to do so.

When a revoke is claimed against adversaries, if they mix their cards, or throw them up, the revoke is taken for granted, and they lose the two points.

No party can claim a revoke after cutting for a new deal.

A revoke on both sides causes forfeit to neither; but a new deal must be made.

If a player makes a revoke, his side cannot count any point or points made in that hand.

A party, refusing to play an exposed card on call, forfeits two to his opponents.

MAKING THE TRUMP, PLAYING ALONE.

Any player making a trump cannot change the suit after having once named it; and if he should by error name the suit previously turned down, he forfeits his right to make the trump, the privilege passing to the next eldest player.

A player may only play alone when he orders up, takes up, or makes a trump; or when his partner assists, orders up, or makes a trump. He cannot play alone with a trump he has passed, or with a trump, the making of which he has passed; nor can he play alone after a lead has been made by himself, or by his opponents.

A player cannot play alone when he or his partner is ordered up by an opponent, or when the opposite side adopt or make the trump.

When a player, having the right to play alone, resolves to do so, his partner cannot supersede him, and play alone instead.

When a player announces that he will go it alone, his partner must place his cards upon the table face downwards, and should the latter expose the face of any of his cards, either by accident or design, his opponents may compel him to play or not to play with his partner, at their option.

A player who goes alone must announce his intention in a clear and audible tone, so that no doubt can be entertained of his design:

DELICATE HINTS BETWEEN PARTNERS.

If a partner indicates his hand by words or gestures to his partner, directs him how to play, even by telling him to follow the rules of the game, or in any way acts out of order, the adversary scores one point.

If a player, when his side is at a bridge, call the attention of his partner to the fact, so that the latter orders up, the latter forfeits the right to order up, and either of the opponents may play alone, if they choose so to do.

No player has a right to see any trick but the one last turned.



IT requires a pack of fifty-two cards to play this game, and any number of persons from two to six.

THE DEAL.

Before the dealer begins to deal the cards, the player next to his left, who is called the *Ante-man*, or *Age*, must deposit in the pool an *ante* not exceeding one-half the limit previously agreed upon; this is called a *blind*.

The deal is executed by giving five cards to each player, one at a time, beginning with the player to the left of the dealer.

THE ORIGINAL HAND.

After the cards have been dealt the players consult their hands, and each player, in rotation, beginning with the player to the left of the *Age*, determines whether he will *go in* or not. Any player who decides to go in—that is, to play for the pool, must put into the pool double the amount of the ante, except the player holding the *Age*, who contributes the same amount as his original ante.

Those who declare they will not play throw their cards, face downward, upon the table in front of the next dealer.

Any player, when it is his turn, and after making the ante good, may *raise*, *i. e.*, increase the ante any amount within the limit of the game; the next player, after making good the ante and raise, may then also raise it any amount within the limit; and so on. Each player as he makes good and pays a share that equalizes his with the other players who are in before him, may thus increase the ante if he chooses, compelling the others to pay up that increase, or abandon their share of the pool.

Each player who raises the ante, must do so in rotation, going round to the left, and any player who remains in to play, must put in the pool as much as will make his stake equal to such increase, or abandon everything which he has already contributed to the pool.

STRADDLE.

When betting upon the *original hand*, the *straddle* may be introduced. The *straddle* is nothing more than a double blind.

The *straddle* does not give a player the *Age*, it only gives him the first opportunity to be the last in before the draw; that is, the player to the left of the last *straddler*, after looking at his hand, and before the draw, must be the first to declare whether he will make good the *straddle*, and so on, in rotation, up to the player who made the last *straddle*. After the draw, the player to the left of the *Age* must make the first bet, provided he remains in.

FILLING THE HANDS.

When all are in who intend to play, each player has the right to draw any number of cards he chooses, from one to five, or he can retain the cards originally dealt to him. If a player draws cards, he must discard a like number from his hand previous to drawing, and the rejected cards must be placed face downward upon the table near the next dealer.

The dealer asks each player in rotation, beginning with the holder of the *Age*, how many cards he wants, and, when the player has discarded, he gives the number requested from the top of the pack. When the other hands have been helped, the dealer, if he has "gone in," and wants cards, then helps himself last.

BET, RAISE, AND CALL.

When all the hands are filled, the player to the left of the *Age* has the first say, and he must either bet or retire from the game, forfeiting what he has already staked. The same with

all the other players, in rotation, up to the *Age*. When a player makes a bet, the next player must either *see him*—that is, put in the pool an equal amount, or *go better*—that is, make the previous bet good, and raise it any amount not exceeding the limit; or he must retire. This continues either until some one player drives all the others out of the game, and takes the pool without showing his hand; or until all the other players who remain in see the last *raise* (no one going better) and *call* the player who made the last *raise*. In this event, that is, when a *call* is made, the players remaining in all show their hands, and the strongest hand takes the pool.

If all the players pass, up to the *Age*, the latter takes the pool, and the deal ends.

VALUE.

One Pair.—If two players each hold a pair, the highest pair wins; if the two are similar, the highest remaining card wins.

Two Pair.—If the players each hold two pairs, the highest pair wins. If the two pairs are similar, the player whose remaining card is the highest wins.

Triplets.—Three cards of the same denomination, not accompanied by a pair. The highest triplet wins. Triplets beat two pairs.

A Straight.—A sequence of five cards not all of the same suit. An Ace may either begin or end a straight. If more than one player holds a straight, the straight headed by the highest card wins. A straight will beat triplets.

A Flush.—Five cards of the same suit, not in sequence. If more than one player holds a flush, the flush containing the highest card wins; if the highest cards tie, the next highest cards in those two hands wins, and so on. A flush will beat a straight, and consequently, triplets.

A Full.—Three cards of the same denomination and a pair. If more than one player holds a full, the highest triplets win. A full will beat a flush.

Fours.—Four cards of the same denomination, accompanied by any other card. If more than one player holds fours, the highest fours win. When straights are not played, fours beat a straight flush.

A Straight Flush.—A sequence of five cards, all of the same suit. If more than one player holds a straight flush, the winning hand is determined in the same manner as the straight, which see.

When none of the foregoing hands are shown, the highest card wins; if these tie, the next highest in those two hands, and so on.

If, upon a *call* for a show of hands, it occurs that two or more parties interested in the call hold hands identical in value, and those hands are the best out, the parties thus tied must divide the pool, share and share alike.

THE TECHNICAL TERMS.

Age.—Same as eldest hand.

Ante.—The stake deposited in the pool by the *Age* at the beginning of the game.

Blaze.—This hand consists of five court cards, and, when it is played, beats two pairs.

Blind.—The ante deposited by the *Age* previous to the

deal. The blind may be doubled by the player to the left of the eldest hand, and the next player to the left may at his option *straddle* this bet; and so on, including the dealer, each player doubling. The player to the left of the Age alone has the privilege of the first straddle, and if he decline to straddle, it debars any other player coming after him from doing so. To make a blind good costs double the amount of the ante, and to make a straddle good costs four times the amount of the blind. Each succeeding straddle costs double the preceding one.

Call.—When the bet goes round to the last better, a player who remains in, if he does not wish to see and go better, simply sees and calls, and then all those playing show their hands, and the highest hand wins the pool.

Chips.—Ivory or bone tokens, representing a fixed value in money.

Discard.—To take from your hand the number of cards you intend to draw and place them on the table, near the next dealer, face downwards.

Draw.—After discarding one or more cards, to receive a corresponding number from the dealer.

Eldest Hand, or Age.—The player immediately at the left of the dealer.

Filling.—To match, or strengthen the cards to which you draw.

Foul Hand.—A hand composed of more or less than five cards.

Going Better.—When any player makes a bet, it is the privilege of the next player to the left to raise him—after making good the amount already bet by his adversary, to make a still higher bet.

Going In.—Making good the ante of the Age and the straddles (if any) for the privilege of drawing cards and playing for the pool.

Limit.—A condition made at the beginning of a game, limiting the amount of any single bet or raise.

Making Good.—Depositing in the pool an amount equal to any bet previously made. This is done previous to raising or calling a player, and is sometimes called *seeing* a bet.

Original Hand.—The first five cards dealt to any player.

Pat Hand.—An original hand not likely to be improved by drawing, such as a full, straight, flush or pairs.

Pass.—"I Pass," signifies that a player throws up his hand and retires from the game.

Jack Pots.—Comes from out West. See page 412.

Raising a Bet.—The same as *going better*.

Say.—When it is the turn of any player to declare what he will do, whether he will *bet*, or *pass* his hand, it is said to be his *say*.

Seeing a Bet.—Synonymous with *making good*.

Straddle.—Refer to *Blind*.

Table-Stakes.—A table-stake signifies that each player places his stake where it may be seen, and that a player cannot be raised more than he has upon the table; but, at any time between deals, he may increase his stake from his pocket, or he may put up any article for convenience' sake, say a key, and state that that makes his stake as large as any other player's, and he is then liable to be raised to any amount equal to the

stake of any other player, and must make good with cash. When playing table-stakes if a player have no money on the table, he must put up or declare his stake previous to raising his hand, and failing to do this, he must stand out of the game for that hand.

THE LAWS.

CUT AND DEAL.

The deal is determined by casting one card to each player, and the lowest card deals.

In casting for the deal, the Ace is lowest and the King highest. Ties are determined by cutting.

The cards must be shuffled above the table; each player has a right to shuffle the cards, the dealer last.

The player to the right of the dealer must cut the cards.

The dealer must give each player one card at a time, in rotation, beginning to his left, and in this order he must deliver five cards to each player.

If the dealer deals without having the pack properly cut, or if a card is faced in the pack, there must be a fresh deal. The cards are reshuffled and recut, and the dealer deals again.

If a card be accidentally exposed by the dealer while in the act of dealing, the player to whom such card is dealt *must* accept it as though it had not been exposed.

If the dealer give to himself, or either of the other players, *more* or *less* than five cards, and the player receiving such a number of cards discover and announce the fact *before* he raises his hand, it is a misdeal.

If the dealer give to himself, or either of the other players, more or less than five cards, and the player receiving such improper number of cards *lift* his hand before he announces the fact, it is not a misdeal, and the player must retire from the game for that hand.

After the first hand the deal proceeds in rotation, beginning with the player to the left of the dealer.

DISCARD AND DRAW.

After the deal has been completed, each player who remains in the game may discard from his hand as many cards as he chooses, or his whole hand, and call upon the dealer to give him a like number from the top of those remaining in the pack. The eldest hand must discard first, and so in regular rotation round to the dealer, who discards last. All the players must discard before any party is helped.

Any player, after having asked for fresh cards, must take the exact number called for; and after cards have once been discarded, they must not again be taken in hand.

Any player, previous to raising his hand or making a bet, may demand of the dealer how many cards he drew, and the latter must reply correctly. By raising his hand, or making a bet, the player forfeits the right to inquire, removing the obligation to answer.

Should the dealer give any player *more* cards than the latter has demanded, and the player discover and announce the fact before raising his cards, the dealer must withdraw the superfluous cards and restore them to the pack. But if the player raise the cards before informing the dealer of the mistake, he must retire from the game during that hand.

Should the dealer give any player fewer cards than the latter has discarded, and the player discover and announce the fact previous to lifting the cards, the dealer must give the player from the pack sufficient cards to make the whole number correspond with the number originally demanded. If the player raise the cards before making the demand for more, he must retire from the game during that hand.

If a player discard and draw fresh cards to his hand, and while serving him the dealer expose one or more of the cards, the dealer must place the exposed cards upon the bottom of the pack, and give to the player a corresponding number from the top of the pack.

BET, CALL AND SHOW.

In opening the pool, the Age makes the first ante, which must not exceed one-half the limit. After the cards are dealt, every player in his proper turn, beginning with the player to the left of the Age, must make this ante good by depositing double the amount in the pool, or retire from the game for that hand.

After the cards have been dealt, any player, in his proper turn, beginning with the player to the left of the Age, after making good the Age's ante, may raise the same any amount not exceeding the limit of the game.

After the hands are filled, any player who remains in the game, may, in his proper turn, beginning with the player to the left of the Age, bet or raise the pool any amount not exceeding the limit of the game.

After the draw has been made, the eldest hand or Age has the privilege of deferring his say until after all the other players have made their bets, or passed. The Age is the last player to declare whether he will play or pass. If, however, the Age pass out of the game *before* the draw, then the next player to his left in the game after the draw, must make the first bet; or failing to bet, must pass out.

If a player, in his regular turn, bet, or raise a bet any amount not exceeding the limit of the game, his adversaries must either *call him, go better*, or retire from the game for that hand.

When a player makes a bet he must deposit the amount in the pool.

If a player makes good, or *sees* a bet, and calls for a show of hands, each player must show his entire hand to the board, the caller last, and the best poker hand wins the pool.

If a player bets, or raises a bet, and no other player *goes better* or *calls* him, he wins the pool and cannot be compelled to show his hand.

Upon a show of hands, if a player miscall his hand, he does not lose the pool for that reason, for every hand shows for itself.

If a player pass or throw up his hand, he passes out of the game, and cannot, *under any circumstances whatever*, participate further in that game.

Any player betting with more or less than five cards in his hand, loses the pool, unless his opponents all throw up their hands before discovering the foul hand. If only one player is betting against the foul hand, that player is entitled to the ante and all the money bet; but if there are more than one

betting against him, then the best hand among his opponents is entitled to the pool.

If a player makes a bet, and an adversary raises him, and the player who made the previous bet has not money sufficient to see the raise, he can put up all the funds he may have and call for a show for that amount.

None but the eldest hand (the Age) has the privilege of *going a blind*. The party next and to the left of the eldest hand may double the blind, and the next player straddle it, the next double the straddle, and so on, but the amount of the straddle, when made good, must not exceed the limit of the game.

A player cannot straddle a blind and raise it at the same time, nor can any player raise a blind before the cards are dealt.

If the player to the left of the Age decline to straddle a blind, he prevents any other player from doing so.

JACK POT.

This is played as follows: When all the players pass up to the blind hand, the latter allows his blind to remain in the pot, and each of the other players deposits a similar amount. The blind now deals, and any player in *his regular turn* may *open* or *break* the pot, provided he holds a pair of Jacks or better, but a player is not compelled to do so, this being entirely optional.

Each player in turn, commencing with the one at the left of the dealer, declares whether he can and will open the pot.

If no player opens the pot, then each player deposits in the pool the same amount that was previously contributed, and the deal passes to the next player. The same performance or mode of action will continue until some player holds the necessary cards, and is willing to break the pot.

A player may break the pot for any amount within the limits of the game, and each player in turn must make the bet good, raise it, or retire.

After all the players who determine to go in have made good the bet of the player who opened the Jack Pot, and the hands have been filled, then the opener of the pot makes the first bet.

If all pass up to the player who broke the pot, the latter takes the pool, and can only be compelled to show the Jacks, or better, necessary to break the pot.

A player who breaks the pot on a pair, may split the pair in order to draw to a four flush or straight; but, if he does so, he must lay the discard to one side, separate from any other cards, so that after the result has been determined he may satisfy the other players that he broke the pot with a correct hand. If this precaution is not observed, and attention called to it, the delinquent is subject to deposit in the pool, as penalty, twice the amount of his original bet.

If no player come in except the one who broke the pot on an insufficient hand, a new hand must be dealt, and the penalty added to the pot.

STRAIGHT POKER.

Straight Poker, which is sometimes called Bluff, is played with a pack of fifty-two cards. The same rules as those of

Draw Poker govern it. It differs from the latter game in the following particulars only:

- I. The winner of the pool has the deal.
- II. Each player antes before the cards are cut for the deal.
- III. Any player may pass with the privilege of coming in again, provided no player *preceding* him has made a bet.
- IV. No player is permitted to discard, or draw any cards.
- V. When all the players pass, the eldest hand deals, and each player deposits another ante in the pool, thus making what is termed a "double-header." When a misdeal occurs the rule is the same.

WHISKEY POKER.

Each player contributes one chip to make a pool, and the same rules govern as at Draw Poker, save that the strongest hand you can get is a straight flush. Five cards are dealt to each player, one at a time, and an extra hand is dealt on the table, which is called the "*widow*." The eldest hand then examines his cards, and if, in his judgment, his hand is sufficiently strong, he passes. The next player then has the privilege of the widow, and, supposing him to take it, he then lays his discarded hand (that which he relinquishes for the

widow) face up in the centre of the table, and the next player to the left selects from it that card which *suits him best* in filling his hand, and so on all around the board, each player discarding one card and picking up another, until some one is satisfied, which he signifies by knocking upon the table. When this occurs, all the players around to the satisfied party have the privilege of one more draw, when the hands are shown, and the strongest wins. If any player knocks before the widow is taken, the widow is then turned face up, and each player from him who knocks has but one more draw. Should no one take the widow, but all pass to the dealer, he then turns the widow, and all parties have the right to draw until some one is satisfied.

STUD POKER

is in all essential particulars like the other Poker games, and is subject to the same laws and mode of betting, passing, etc.

MISTIGRIS

is a variety of a game of Draw Poker, sometimes called Fifty-Three Deck Poker. Mistigris is a name given to the blank card accompanying every pack; the player holding it can call it any card not already in his hand.

