

four, when it can be played on it, and the blank-four, when blank is trump, takes either of the others.

3. When certain of sixty, turn down the trump as quickly as possible.
4. Keep your opponent's score in your mind as well as your own.
5. Keep a single double in your hand as long as possible, so that if you draw another from the pack you may call a doublet.
6. You cannot call your doubles until it is your turn to play.
7. You cannot turn down until you have a trick in hand.

V.—The Matador Game.

Each player has seven cards, and after the leading card has been played, the next card played must with one end of it make up the end of the first card (to which it is laid down) to the number seven. Thus: four must be played to three, one to six, two to five, and *vice versa*. Doubles, of course, count the pips on one end only, for this purpose; in scoring, they are all counted.

There are, however, four cards which are an exception to this rule, as they may be played to any card, at either end, and whether they do or do not match; moreover, no other cards can be played to a blank. These cards are, double-blank, six-one, five-two, and four-three. They are called *matadors*.

RULES OF THE GAME.

1. Each player draws four dominoes.
2. The last two cannot be drawn.
3. Every player must play such a domino as to make the adjacent halves amount to seven, except in the case of a blank, when a Matador must be played.
4. The Matadors are the double-blank, 6-1, 5-2, and 3-4, and these may be played at any time in the game, and *either way before*.
5. When either has not the necessary domino to play, and it is his turn, he *must* draw until he gets it, or until there are only two dominoes undrawn. If, after he has drawn all he can, he is still unable to play, his adversary must play instead, wherever he can. When neither can play, the pips are counted, and whoever has the smallest number scores all his adversary's. When the numbers are equal neither party scores.
6. When either is able to play out his last domino, the deal is at an end, and he scores the number of his adversary's pips, notwithstanding that there may be more dominoes remaining undrawn.
7. Either party whose turn it is to play may draw as many dominoes as he wishes, even after obtaining the card he requires, being guided as to the number by what he has in his hand.
8. The game is usually one hundred, and three games make a rubber. If one player scores a hundred without his opponent making a single point, it is called a *Zapatero*, and counts as a rubber.

WHIST AS A MEANS OF SELF-CULTURE.

BY

C. D. P. HAMILTON, AUTHOR OF "MODERN SCIENTIFIC WHIST."

WHIST is the finest of all card games. There is no sedentary game so mentally invigorating, which tends so well to educate, divert, and amuse. My advice to parents is to encourage their children to play at whist and become proficient at the game. It will be sure to lead them away from games and forms of amusement that are objectionable. The path to whist will lead away from the vulgar and the vicious. The path to whist is away from the saloon, from the dance hall, and other public resorts. Whist is not a game for the saloon or gambling den, and, in America, at least, is never played for stakes. The infinite variety and resources of the game are sufficient incentive to play.

Morally and socially whist is far above all other games at cards, and it is preëminently the game of the home and the fireside. Whist

leads to the residence section. It leads to lawns, and trees, and flowers. It leads to art, and music, and poetry. It leads to taste, and culture, and refinement. It leads to homes, and firesides, and the family. Once a devotee of whist, no other game at cards is attractive. Fathers and mothers, if you know your son is out for the evening playing at whist, you know that he is at the home of thoughtful and intellectual people, that he is by the fireside of a family of culture and refinement, that he is in a social and moral atmosphere that is broadening and ennobling.

Whist is the game for son or daughter at home, with father and mother. It is a mental training and recreative amusement at home under the parents' care and guidance. Whist will keep your boy at home, or invite him and make him welcome at the home of a friend or neighbor where you would wish him to be. The study of whist adds wonderfully to the mother's influence and power over the training and mind culture of the child. It enables the mother to develop in the child mental qualities and social refinement and ethics that will equip the child to battle successfully with the more important things.

Whist transcends all other games as an educator. Its greatest merit is that it makes the student's amusement take a part in instructing his mind. It offers pleasure while it instructs. It is like seeing a comedy by Shakespeare or an opera by Wagner. Whist teaches the student the fallacy of jumping at conclusions. It makes him realize that he cannot cut corners or go across lots. He must tramp the long and hard way of careful thought, and study, and correct reasoning. It qualifies him for the great battle of life. It equips him for a leader, not a follower. The student at whist soon learns that to play well he must be constantly alert and vigilantly attentive; at times aggressive and again on the defence; at times cautious; at times daring. He realizes the value of accuracy and the ability to foresee results. He acquires a knowledge of character. He is constantly sharpening the mental qualities that are so essential as a means of success. The desire to become skilful at whist is a constant incentive to the child to exercise his reasoning faculties to the utmost. It strengthens his memory and broadens his mind. He critically observes things. He gets into the habit of correct thinking. He reasons, he analyzes, he calculates, he makes deductions. Whist teaches the student to weigh and philosophically examine the chances for or against the success of his plans. He looks into the philosophy of the probabilities of the game and takes into consideration its mathematical features. He acquires confidence in himself and learns to have respect for his judgment and ability.

This page might be filled with the mere mention of the names of men who are skilful at whist and distinguished as statesmen and savants, jurists and journalists, ministers of church and state; filled with the names of men famous in the arts and sciences, in law, in diplomacy, in mathematics, in astronomy, in chemistry, in geology,

in poetry and fiction. These illustrious men did not find whist attractive as a careless pastime. They found in its study and practice intellectual amusement and nourishment. They enjoyed a mental exercise that was not only beneficial but refreshing; a profitable pleasure in their youth, a solace in their old age.

Many of the world's most famous men and women have enriched the literature of the game. Talleyrand, the French statesman, upon Napoleon's abdication, selected the members of his provisional government, with one exception, from his whist associates. He said: "You do not know whist, young man? What a sad old age you are preparing for yourself."

Edgar Allan Poe, the marvelous composer of word harmonies, said: "Proficiency in whist implies capacity for success in all those more important undertakings where mind struggles with mind."

Ouida, the novelist, said: "A man who has trained his intellect to perfection in whist has trained it to be capable of achieving anything the world can offer. A campaign does not need more combination; a cabinet does not need more address; an astronomer-royal does not solve finer problems; a continental diplomatist does not prove greater tact."

Whist is of English origin. It is claimed that the earliest mention of whist is by Taylor, the Water Poet (1621), but he spells the word "whisk." The present spelling is first met with in "Hudibras," 1663. It is probable that the game of whist came into vogue about the middle of the 17th century. Whist was first played on scientific principles about 1728. In 1743 Edmund Hoyle published his "Short Treatise," and has been called the father of whist.



THIS LIFE IS LIKE A GAME OF CARDS.

This life is like a game of cards,
That each man tries to learn;
Each shuffles, cuts, and deals the pack,
And each a trump must turn.

Some turn a high card on the top,
While others turn a low;
Some hold a hand that's flush with trumps,
While others none can show.

Some shuffle with a practised hand
And pack their cards with care,
So they may know when cards are dealt
Where all the leaders are.

When hearts are trumps we play for love,
And pleasure decks the hour,
No thought of sorrow casts its shade
O'er pleasure's rosy bower.

We dance, we sing, sweet music play,
Our cards at random throw,
And so our game's a holiday
While we have trumps to show.

When diamonds chance to crown the pack
It's then men stake their gold;
Large sums are often lost and won
By gamblers, young and old.

Intent on winning each doth watch
His neighbor with eager eye;
In hopes perchance to get the chance
To cheat him on the sly.

When clubs are trumps look out for war,
On ocean or on land;
For horrid deeds are often done
When clubs are in our hand.

The last game of all is when the spade
Is turned by hand of time;
It's Time that finishes up the game
In every land and clime.

No matter how much a man may make,
Or how much a man may save;
You'll find the spade turns up at last
And digs the gambler's grave.

THE LAWS OF THE GAME.

1. The game shall consist of seven points. Each trick above six counts as one point. A rubber is the decisive game of three.

2. The first dealer is he who of the four players has cut or drawn the lowest card. The player on the left shuffles the pack chosen by the dealer, and the player on his right cuts, not leaving less than four cards in each pack. The cut, when both packs are on the table, is the pack nearest the centre of the table. The trump card, which is the under card of the cut, must not be known until it is turned by the dealer. If, by accident, it should be seen, or if any other card is exposed when cutting, the pack must be cut again. While the deal is being made, the dealer's partner shuffles the other pack for his own right-hand opponent, who is next to deal.

3. Either pack may be shuffled by any one of three players while the other pack is being dealt; but as a rule, the cards having been shuffled at the beginning by any of the players will not again be shuffled, except as by Law 2.

4. The deal is lost if thirteen cards are not in regular succession, beginning at the dealer's left, received by each player, and if the last card is not turned up at the dealer's right hand, if a card is faced in the pack, or if a card is exposed while dealing.

5. The trump card shall remain upon the table until three players shall have played, or longer, at the dealer's option.

6. No player will touch his cards until the trump card is turned.

7. If a player throws two or more cards at once, or exposes a card unless to play it, or fails to play upon a trick, or plays out of turn, he suffers the penalty of law 14.

8. Every hand must be played out, unless the game being decided to the satisfaction of the losers, one or both of them throw down their cards. If the cards are so thrown down the game is at once counted against them, and if points are being kept, a point is taken by the winners for each card in any one hand.

9. No cards can be called and no conversation can take place during the play. *Whist is the game of silence.*

10. If a player revoke, his partner must with him share the fault and penalty, which is three points taken from their score, or three added to their adversaries' score, at such adversaries' will, the revoke to be decided by the examination of the cards, if need be, at the close of the hand. Each party has a right to make such examinations for any purpose.

11. If a player, having thrown a card that would cause a revoke, can substitute the proper card for that thrown before the trick is turned, he may do so, and suffer the penalty of Law 14, for having at first thrown a wrong card. If, in the meantime, other cards have been played, any or all of them can be recalled.

12. A player whose next turn it is to play may point to any card upon the table, and the player of such card will draw it toward him to designate that he played it in his turn.

13. When the trick is taken and turned it cannot again be seen until the hand is played.

14. The penalty for infringement of any Law is the deduction of one point from the score of the offender, or the addition of one point to the score of the claimant, as the adversaries upon consultation at the close of the hand shall elect.

Explanation of Technical Terms.

Bring In.—To make the cards composing a suit after trumps are out.

Call.—See "Signal."

Command.—The winning cards over all that are in play.

Conventional.—A term applied to an established usage, as the "conventional" discard of the second best.

Coup.—A French word anglicised, which means a stroke that gains advantage in brilliant play.

Discard.—The card of another suit than that led, thrown away.

Echo.—The play purposely of a card that does not take, followed by the play of a lower card, partner having called.

Eleventh.—The master card of three in play, ten having been played.

Establish.—So to play that you gain command of a suit.

False Card.—One played contrary to conventional rule.

Finesse.—The play of a card lower than one that you hold not in sequence with it, or the passing a card played by your partner when you hold a higher card. A finesse can also be made upon the card already thrown by the opponent. Deschappelles has six qualifications:

1. The finesse proper.
2. The returned finesse.
3. The finesse by trial.
4. The freed finesse.
5. The finesse by speculation.
6. The finesse on the partner.

Clay says the varieties of the finesse are infinite, but treats especially of the Finesse Speculative, which means the play of a third card holding first, but not second best, and the Finesse Obligatory, which is the playing of a card not your best that threatens to bring down one much higher from the opponent, you taking the risk of his holding a lower card, high enough, however, to take the card you play.

Force.—A winning card played to exact a trump from the adversary, or a losing card to be trumped by your partner.

Game.—Seven points made by tricks.

Grand Coup.—The throwing away of a superfluous trump, or the taking by trumping of the partner's trick, that the lead may be thrown back to him, or the under-trumping a trick, whether trumped by your partner or opponent, for the purpose of throwing the lead.

Guarded.—A high card is guarded when smaller cards of the same suit are with it to be played upon higher cards than itself.

- Hand.**—The thirteen cards received from the dealer.
- High Cards.**—The nine to the ace inclusive.
- Lead.**—The first card played in any round.
- Leading Through.**—Playing a card of a suit in which the left-hand adversary is strong.
- Leading up to.**—Playing a card of a suit in which a high card is held by the right-hand adversary.
- Long Cards.**—Those remaining in a hand when all the rest of a suit have been played.
- Long Suits.** See "Suit."
- Long Trump.**—The thirteenth, twelve having been played.
- Low Cards.**—The eight to the deuce inclusive.
- Make.**—To take a trick is to make it.
- Master Card.**—The highest card not played.
- Opening.**—The first lead in each hand of each player.
- Pass.**—You are said to pass when, you third hand, holding a higher one, throw a smaller card of the suit than some one that has been played. It is, too, another word for finesse upon your partner.
- Plain Suits.** See "Suit."
- Points.**—The number of tricks over six. Points are sometimes kept as well as games and rubbers. In such case all that are made by each side are counted.
- Re-entry.**—A card of re-entry is one that, winning a trick not led by its holder, enables him to bring in a suit or throw a lead to advantage.
- Renouncing.**—Playing a card of another suit upon a suit led.
- Revoke.**—The play of a card of another suit while holding one of the suit led.
- Round.**—Every four cards played in succession after the turning of the trump card.
- Rubber.**—The second consecutive game won by two players, or the third game won by the same players who won the first, the second having been won by their opponents.
- Saw.**—The play from partners to each other of suits that are trumped third hand.
- Score.**—The registry of points made upon the game.
- Second Hand.**—The elder hand, he who plays immediately after the leader.
- Sequence.**—Three cards or more that follow in regular order, *acc. k.*, and *qu.* is a tierce (sequence) to the *acc.* and when the *k.* and *qu.* have been played, *acc. kn.*, and *ten form* a sequence. Tierce is a sequence of three cards; quart, of four; quint, of five; sixieme of six; and septieme, of seven. A head sequence is the consecutive three or more of the largest cards of the suit in your hand; an intermediate sequence is neither at the head nor foot of the suit, and a subordinate sequence is one of smaller cards than those that compose the head sequence.
- Shuffle.**—Change of the relative position of the cards.
- Signal.**—The call; the echo; a request or reply made by the play. The play of the ace or of the highest card in play of any plain suit upon a lead of any other suit signals no more of that suit, or the entire command of it. The play of the second-best card of a suit in play, as a discard, signals no more of that suit. The play of a card not as low as could have been properly played, followed by the play of one lower, is a signal or call for trumps. An indication given by the cards that a certain number of trumps are held, or that certain cards help to form a suit, etc. Whist is conversational—that is, the cards speak, not the players, and so the game is full of signals.
- Singleton.**—The one card only of a suit.
- Spread.**—Distribution of the pack, backs uppermost, that cards from any part of it may be drawn.
- Strengthening Play.**—Getting rid of high cards to give value to lower ones, and so make strong the partner's hand.
- Suit.**—A series of cards whose modern names are spades, hearts, clubs, and diamonds. A trump suit is composed of the cards in each hand, that are of the series, one of which is turned by the dealer. The other three are plain suits. A long suit is one of four cards or more; a short suit, one of three cards or less; a strong suit is one of high cards; a weak suit, one of low cards, or a short suit of high cards.
- Tenace.**—The best and third best cards in play of a suit is a major tenace; the second and fourth best, a minor tenace.
- Third Hand.**—The partner of the leader.
- Thirteenth.**—The card of any suit in hand after twelve of that suit have been played.
- Throwing the Lead.**—Playing a card that imposes an obligation on the part of another player to take the trick.
- Trick.**—The four cards played in a round, taken and turned.
- Trump.**—One of the suit of the trump card.
- Trump Card.**—That turned at the right hand of the dealer.
- Twelfth.**—One of the two cards in play of a suit, eleven having been played.
- Underplay.**—Playing a low card, retaining a high one of the same suit.
- Winning Card.**—The highest in play of the suit.

II.—English Whist.

English Whist is divided into "Long Whist" and "Short Whist."

In the former ten points make the game, and a rubber is two games out of the three. Each trick over six counts one point. Four honors with partners count four points, and three honors with partners count two points. Adversaries are said to be divided who hold two each and nothing is reckoned for them. When the score is at nine honors do not count.

In "Short Whist" the game is five points and the rubber is made as in "Long Whist." Four cards, one from each player, when gathered, become a trick. Every trick which one side makes in excess of their opponents counts as one point toward the game. The side scoring five to their adversaries' one makes a *treble game*. The side scoring five to their adversaries' one or two, makes a *double game*. The winning side scores a *single game* only if their opponents have scored more than two. Honors count as in "Long Whist," but do not count when the score is at four. The ace, king, queen, and knave of trumps are called honors.

Dummy Whist may be played by either three persons (one of the three being partner to the dummy hand laid open on the table), or by two persons each of whom is partner to a dummy hand laid open on the table.

THE LAWS OF WHIST.

The Rubber.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of five points. Each trick, above six, counts one point.
3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:
 - If a player and his partner, either separately or conjointly hold:
 - I. The four honors, they score four points.
 - II. Any three honors, they score two points.
 - III. Only two honors, they do not score.
4. Those players, who, at the commencement of a deal, are at the score of four cannot score honors.
5. The penalty for a revoke takes precedence of all other scores; tricks score next; honors last.
6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.
7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.
8. The winners gain—
 - I. A treble, or game of three points, when their adversaries have not scored.
 - II. A double, or game of two points, when their adversaries have scored less than three.
 - III. A single, or game of one point, when their adversaries have scored three or four.
9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.
10. Should the rubber have consisted of three games, the value of the loser's game is deducted from the gross number of points gained by their opponents.
11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.
12. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

Cutting.

13. The ace is the lowest card.
14. In all cases, every one must cut from the same pack.
15. Should a player expose more than one card, he must cut again.

Formation of Table.

16. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to an after-comer to enter the table.

Cutting Cards of Equal Value.

18. Two players cutting cards of equal value, unless such cards are the highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.
19. Three players cutting cards of equal value cut again; should the fourth

(or remaining) card be the highest, the two lowest of the new cut are partners, the lowest of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Cutting Out.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cast to decide upon the out-goers; the highest are out.

Entry and Re-entry.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry, the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the prior right to him of entry into other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

Shuffling.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled by dealing into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut, or when a new deal has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

The Deal.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards he loses his deal.

A New Deal.

37. There must be a new deal—

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries on discovery of the error may decide whether they will have a fresh deal or not.

A Misdeal.

43. A misdeal loses the deal.
44. It is a misdeal—
- I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.
 - II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own, or on any other pack.
 - III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.
 - IV. Should a player have fourteen cards, and either of the other three less than thirteen.
 - V. Should the leader, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.
 - VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.
 - VII. Should a dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.
45. A misdeal does not lose the deal if, during the dealing either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.
46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands over; should he have played, he is as answerable for any revoke he may have made as if the missing card or cards have been in his hand; he may search the other pack for it, or them.
47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.
48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.
49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.
50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score, or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.
51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

The Trump Card.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.
53. After the dealer has taken the trump card into his hand, it cannot be asked for; a player naming it at any time during the play of that hand is liable to have his highest trump called.
54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.
55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versa*, until such card is played.

Cards Liable to be Called.

56. All exposed cards are liable to be called, and must be left on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table. The following are exposed cards:
- I. Two or more cards played at once.
 - II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.
57. If any one play to an imperfect trick the best card on the table, or lead to play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any of those tricks, and the other cards thus improperly played are exposed cards.
58. If a player, or players, under the impression that the game is lost—or won—or for other reasons—throw his or their cards on the table face upwards, such cards are exposed and liable to be called, each player's by the adver-

sary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: they cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

61. If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them has the next lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or not to a Trick.

67. If the third play before the second, the fourth may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards in the same trick, or mix his trumps, or other cards, with a trick to which it does not properly belong, and the mistake be not discovered until the hand be played out, he is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

The Revoke.

71. The Revoke is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke:

- I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player—or deduct three points from his score—or add three to their own score.
- II. Can be claimed for as many revokes as occur during the hand;
- III. Is applicable only to the score of the game in which it occurs;
- IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player;
- V. Takes precedence of every other score, *e. g.*—The claimants two—their opponents nothing—the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occurs be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick to which he has renounced;—any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed, and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty for one or more revokes, neither can win the game: each is punished at the discretion of his adversary.

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

Calling for New Cards.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right, and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final. [This rule does not apply in exacting penalties for a revoke; partners have then a right to consult.]

85. Any one during the play of a trick, or after the four cards are played, and before, but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander by agreement among the players may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF ENGLISH WHIST.

[*The only remedy against the infraction of the established Etiquette is Boy-cotting.*]

Two packs of cards are invariably used at Clubs and this custom should be always observed if possible.

Any one having the lead and several winning cards to play should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever by word or gesture, should be given by a player as to the state of his hand, or of the game.

A player who desires the cards to be placed, or who demands to see the last trick, should do it for his own information only, and not to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of fact; as to who played any particular card—whether honors were claimed though not scored, or *vice versa*—etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Bystanders should make no remark; neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

BOB SHORT'S 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 of 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 hold 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 and 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 is 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 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 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, keep your temper, and don't talk.

HOYLE'S GRAMMAR OF WHIST.

How should sequences of trumps be played?—Begin with the highest.

When sequences are not in trumps, how should they be played?—If you hold five, begin with the lowest; if less than five, begin with the highest.

Why are sequences preferable to frequent changes of suits?—Because they form safe leads, and gain the tenace in other suits.

When should partners make tricks early?—When they are weak in trumps.

When may you allow your opponents to make tricks early in the round?—When you are strong in trumps.

When is it proper to play from an Ace-suit?—When you hold three Aces, neither of which is a trump.

282 SPORTS, PASTIMES, AND PHYSICAL TRAINING

When any good card is turned up on your right, how should you play? If an Ace be turned up, and you hold King, and a small card, play the small one. If King be turned up, and you hold Ace and small ones, play a small one. If a Ten be turned up, and you hold King, Knave, Nine, and others, begin with the Knave, in order to prevent the Ten from making a trick, and finesse with the Nine.

How do you know when your partner has no more of the suit played?—By his playing his high card instead of a loose one. Thus, suppose you hold King, Queen, and Ten, and your partner answers with Knave, you may be certain that is the only card he possesses of the suit.

When ought you to over-trump your adversary, and when not?—If you are strong in trumps you may throw away a loose trump, but if weak over-trump at all risks.

If your right-hand adversary lead a suit in which you have Ace, King, and Queen, with which card are you to take the trick?—With the Queen, as then the same suit may be led again by your opponent, under the idea that his partner holds the high cards.

Why should you play from King-suit, rather than from Queen-suit, though you may possess a like number of each?—Because it is two to one that the Ace does not lie in your adversary's hands, and it is five to four that if you play from Queen you lose her.

When you possess the four best cards of any suit, why do you play your best?—To inform your partner as to the state of your hand.

The Queen turned up on your right, and you hold Ace, Ten and one trump, or King, Ten, and one trump, if right-handed opponent plays the Knave, what should you do?—Pass the trick. You cannot lose by so doing, as your Ace must make, and you may gain a trick.

When can you finesse in other suits with impunity?—When you are strong in trumps.

OLD MAID

Is the most innocent as it is the most amusing game at cards for young and old. It is played by any number, usually not more than six people, with a pack of cards, from which three of the Queens have been taken. The Queen of Spades being kept in the pack, is called the Old Maid. The cards are dealt one by one, and then each throws on the table all the pairs that he has in his hand. Each then, beginning at the dealer's left, draws a card from the hand of the player at his right. If the card so drawn matches any that he has, the two are thrown on the table; otherwise the turn passes to the player at his left. When all the cards have been matched excepting the Old Maid, the player holding that card is said also to be the Old Maid. Much of the amusement of the game is caused by the efforts of the player who finds the Old Maid in his hand so to place her that she will be drawn by his neighbor.

BILLIARDS.

BILLIARDS is a mathematical game, and affords scope for the exercise and practical development of a steady hand, a clear head, quick perceptions and a pleasant exercise of the calculating powers. As a means of regaining impaired health it cannot be excelled. Sir Astley Cooper said of it, "We should all sleep the more soundly if we made it a rule to play billiards an hour or two each evening before going to bed;" and a well-known American physician, Dr. Marcy, writes what should be pondered by parents all the world over. He says: "One of the pleasantest and easiest means of regaining and retaining health is to introduce into private houses a billiard-table, and to present it to the *entire family*—men, women, and children—as a means of daily exercise and recreation. The most indolent and stupid will, by practice, soon acquire a fondness for the