MODERN WHIST.

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MODERN WHIST

TOGETHER WITH

THE LAWS OF WHIST

BY

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PREFACE.

THE principles of Whist are here embodied under the form of maxims arranged in natural order, so as to render them self-explanatory, and in such terms as might be used when a point arises for criticism after the play of a hand, so that beginners will be less bewildered in learning from this than from more diffuse publications, while older players may learn something in a short space of time without a feeling of going to school again.

Previous writers have maintained that the selection of the suit depends on the cards in the hand: that trumps should be led when strong in them, and that when otherwise the lead should be from the numerically strongest

suit. "Playing to the score" has been treated only as a matter of after consideration, and recently two books have been published without a word in reference to it.

The present writer lays down that the relation of the scores is the guide for the early lead of trumps, and that playing to the score is of fundamental importance, and should receive the first consideration. From this follow as corollaries certain fairly definite rules, and thus a new departure has been made in the annals of Whist.

No pretence is made that the principles rest on a scientific basis, as in the infinite variety of Whist they cannot be rigidly proved. They are common-sense generalisations founded on *primâ facie* probabilities, and the inferences that may be drawn from the playing of the cards, and the knowledge that the players are generally guided by the same rules and conventions.

The plain suit leads are all given in seven lines, and the play of second hand in nine,

for which beginners should be thankful. The rules for these are all founded on the fact that a suit goes round usually twice—seldom thrice—out of a hundred times when you hold four, sixty-four times twice, sixteen times thrice. So, at the game of Ruff, as Whist used to be called, it is an object to gain if possible, both, or at least one, of the first two rounds in plain suits. But in trumps, as they cannot be ruffed, the object lapsing, the play and rules diverge accordingly. The rules for the play of trumps and plain suits are here properly separated for the first time, and hence the simplicity. That they have hitherto been given in such complexity explains why so many fail to master the alphabet of Whist.

Some traditional customs not founded on common sense are controverted. It is recommended that of sequences the indicating card—not the lowest, whatever the length—be led; and special attention is drawn to the lead of Ace and four small ones, and the play, second hand, of King or Queen and small one.

The Author's theory of The Winning Game, founded on his own experience, is quite original.

The very small advantage—two per cent.—ascribed by writers to fine players over bad ones, holds out no great inducement to read a book on the subject; but a recent writer, determined to have readers, in a third edition puts the advantage at five per cent. on the hand, and finds, by some rule of arithmetic known to himself, that as there are about seven deals to a rubber, the advantage is thirty-five per cent. on the rubber!

Probably the mean between these estimates may be gained by playing The Winning Game, and to the score against those who do not.

Illustrative hands are not given, as they are more difficult to follow than those of a good player by overlooking him; while the best preliminary practice is Double Dummy, for which no advice, rules, or judgment are necessary, which requires less memory than the ordinary game, but exercises greater analytical

skill—approximating to Chess, though more charming, through the variety of chance, and with the same advantage of having no partner to abuse.

It has not been thought well to give an explanation of the way Whist is played, for it can be best learnt by watching play; nor a glossary of terms, for the few necessary explain themselves on occurrence; nor Rhyming Rules, for humming is objectionable at the game; nor rules for playing with bad partners, as unfortunately they do not all play the same game; nor to liken trumps to "artillery," the progress of a hand to "the parabolic path of a shell from a mortar," Whist to a "trading partnership," or to "two powers at warfare;" nor to refer to "Waterloo," "Napoleon," and the "Great Battalions;" nor to offer "to choose a prime minister by his Whist playing;" nor to speak in awe of good players of their day who had no knowledge of the present game; nor to give the history of Whist, which is the ordinary one of evolu-

tion; nor to eulogise Whist, though it is admirable as a school for temper, especially when learning from books, which warn you against book-playing, and treat you as an infant, and their author as entitled to the entire consumption of the letter I.

This book does not treat its readers as infants, but is especially suited to beginners, and endeavours to advance the most advanced players beyond blind deference to tradition. It embraces the whole theory of Whist—even to the practice of "Coups"—which, when divested of mist and halo, are found to be the result of quick apprehension rather than the flight of genius.

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Preliminary Advice.

1. BANISH from your mind all superstition that there is luck in the seats, or in dealing with the pack that helped to win the previous rubber or the alternate rubbers, or in fresh packs, or in shuffling the cards; but believe there *is* luck to be obtained by yourself and your partner playing your cards correctly in a *concert* game, especially if your adversaries do otherwise.

2. Note the trump card, sort your cards carefully, count them, and afterwards keep your eyes on the cloth. Remember the score,

keep count of the tricks, observe the cards as they fall, drawing inferences at the time, and should your partner fail to follow suit, ask at once and emphatically if he has none, naming the suit: "No Club, partner?"

3. Play according to the rules and conventions, so as to give as much information to your partner as you can; but do not let these stand in the way of making the best score possible under the circumstances of the hand, as there are exceptions to every rule.

Playing to the Score.

4. Remember that between winning and losing the odd trick there is a relative difference of two in the scores, and that the score of three where honours make out is very much better than that of two, and as good as that of four, *unless the adversaries are more than one.*

5. At love to four the difference between scoring four and five is a whole game, *if the third game a whole rubber.* Hence you are justified, if the game be safe, in playing boldly to win on the hand and cancel the adversaries' score, when at love or one to three or four.

6. At three, when two by honours, you should play cautiously, to prevent the adversaries winning by tricks.

7. At three with two honours you should not lead trumps unless you think it advisable, even if your partner hold no honour; or unless the game be hopeless if he hold none.

8. Playing trumps early in the hand lets the side that proves the strongest bring in long suits and make a big score. Hence—as you may find all the trump strength with one adversary—when you do *not* require a big score to win the game and the adversaries *do*, you should refrain from leading trumps, though if

the scores were reversed, or even level, you would lead them. Thus you should not play so boldly at three or four as at love or one, as you have little to gain and much to lose. Of course this holds conversely with respect to the adversaries' score.

The relation of the scores is the guide for the early lead of trumps, and playing to the score is the fundamental principle of Whist.

9. When love or one to love or one, lead from strength in trumps, however weak in other suits; but not from weakness in trumps, unless very strong in all the other suits.

When love or one to three or four, you may be justified by the state of the hand in leading trumps, however weak in all the suits.

When three or four to love or one, do not lead trumps until it be clearly advantageous to do so.

Numerical Strength in Trumps.

10. When you have more than four little trumps, you will probably make more tricks of them by leading them to drop the high ones together, than by hoarding them to ruff with while trumps are in and you may be overruffed. The remaining ones, beside making tricks, may assist you in bringing in your own and your partner's suits.

The Lead.

11. In the suit of trumps, as a general rule lead your fourth best, and as they cannot be ruffed you may do so from Ace, King, or King, Queen, and four others, or from Ace and six others; but if still stronger, or if you hold three high ones, you should lead a high one, in accordance with the convention of the sequences.

12. Of plain suits, lead from your numerically strongest one; so that, when trumps are out, you may bring in the little ones of it by means of the high cards in your other suits.

As a general rule, lead your fourth best, so that your partner may be able to count your cards in the suit; but as a suit goes round usually twice (seldom thrice), when you hold high cards adapt your play so that, if possible, you may win both, or at least one of the first two rounds.

Thus, you should lead with—

(1.) Ace, Queen, Knave—the Ace, and then the Queen, unless you hold two small ones, when follow with the Knave.

(2.) Ace and five small ones, or Ace, Queen, and three small ones—the Ace, and then the small one that was fourth best.

(3.) Ace, King, or King, Queen — the King.

(4.) King, Queen, Knave—the King, or the Knave if you hold two small ones, following with the next best.

(5.) King, Knave, Ten—the Ten, following, if it win, with the small one that was fourth best.

(6.) Knave, Ten, Nine—the Knave, following with the Ten.

(7.) Queen, Knave, and one small one, or four small ones, or the Ten—the Queen, for the chance of hemming in the King.

The author thinks the rule should be to lead the Queen when holding the Knave and not more than four small ones; but the custom is as above.

The Indicating Card of the Sequence.

13. When the above leads are adhered to there is greater certainty as to whether the lead is from weakness or strength, and as to what the strength is, than if, as by some players, instead of *the indicating card*, the lowest of the sequence, whatever its length, be led—as with King, Queen, Knave, and another,

the Ten; with King, Knave, Ten, the Nine, or even the Eight.

Thus there is indicated by the lead of the

Knave—With Queen, King, and two others, or with Ten, Nine, or the best of a weak suit.

Ten—With Knave, King, or the lowest of a three suit, or the best of a weak suit.

Nine—With Ace, Queen, Ten, or Ace, Knave, Ten, or the lowest of a three suit, or the best of a weak suit.

Ace and Four Small Ones.

14. By calculation it appears that the other players hold *at least two each* in a suit—

When you hold six, 34 times out of a hundred.
When you hold five, 57 times out of a hundred.
When you hold four, 64 times out of a hundred.

Therefore, as there is such a large difference between 34 and 57 chances, and such a small

difference between 57 and 64 chances, when with Ace and five small ones you should lead the Ace, for fear of some one failing in the second round; but with fewer, the fourth best, so that your partner may win with King, or with Queen over the King.

The custom, however, has been to lead the Ace with four small ones, but many players have already adopted the above rule as clearly correct, and more conducive to the establishment of the suit.

Second Hand.

15. When, second hand, trumps are led, play your lowest, but cover an honour or a Ten when holding the "Fourchette;" with two or three only, cover an honour when holding King or Queen, and play the lowest of a high sequence; with Ace, Queen, Ten, play the Ten, and with any other three of the five highest, play the lowest of the sequence.

16. When, second hand, a plain suit is led, play your lowest, with these exceptions:—

(1.) Holding in sequence two of the six best cards, play the lowest of the sequence. Thus with Queen, Knave, by playing the Knave you secure the first two rounds if your partner has the Ace guarded. This is the more advisable when you hold several others, as the suit is less likely to go round thrice; but the custom, in blind deference to tradition, is, when holding more than one small one, to play a small one.

(2.) Holding Ace, Queen, with Ten, or more than two others, play the Queen.

(3.) Holding Ace and five others, play the Ace.

(4.) Cover a Knave with the Ace even if holding the Queen; as, in proper play, the King cannot be on the right unless the Queen is also.

(5.) Cover a Ten holding Queen and one

other, as the lead is generally from Ten, Knave, King.

(6.) Cover an honour or a Ten when holding the "Fourchette," say the King, Knave—Queen led.

(7.) Cover an honour with King or Queen when weak in the suit, if you deem it a forced lead or from weakness.

(8.) Second round play the master-card, unless you have a safe finesse, as, when your left adversary in the first round played a Queen (showing he did not hold the Knave), which was won fourth hand by the King, and you hold Ten, Ace.

(9.) If you conclude from first round your partner holds the best and your right adversary the second, play the third best; as when your partner has won the Nine, fourth hand, with the King, and you hold the Knave.

Second Hand, with King and Small One.

A SMALL ONE LED.

17. The rule is to play the small one both in trump and plain suits, for your partner has the advantage of being led up to, which you would forfeit by playing the King, and at the same time disclose your weakness in the suit to the adversaries, unless your partner holds the Ace; while the Ace is about as likely to be on your left as on your right, and in trumps, even if the Ace be on your right, as it may properly be held up the next round, you may make your King. But when it is clear the lead will be advantageous to you, or you believe it is your partner's suit, and do not wish to block it, you should play the King.

Second Hand, with Queen and Small One.

A SMALL ONE LED.

18. The rule is to play the small one both in trump and plain suits, but requires special consideration. With Ace, King, a small one is led from trumps, and, when trumps are exhausted, from plain suits. When your partner holds the King over the Ace, the lead sometimes comes again from the same hand. These cases, as the play of the Queen, first round, incurs gain in the one and loss in the other, may be regarded as balancing each other, especially as they are of exceptional occurrence.

Therefore, in calculating the advisability of play all the cases may be eliminated where your partner holds neither Ace nor King, or holds the King over the Ace, as if the play were universally immaterial.

The only remaining cases are where third hand holds neither Ace nor King, when you

gain by playing the Queen; and where third hand holds King, and your partner the Ace, when you lose by playing the Queen.

Now, as the leader generally has one high card, it is more probable that third hand holds neither Ace nor King than that he should hold King and your partner the Ace.

Therefore the balance of probabilities is in favour of playing the Queen; and you should do so when you have reason to believe that the lead will be advantageous to you, or that the suit is your partner's, or (when trumps are out) the leader has great strength in it. But, notwithstanding the balance of probabilities is in favour of playing the Queen, there accrue such disadvantages when you fail to make it, from its indicating wrongly to your partner that you have the King, and from your right adversary being able to finesse against your partner next round, that the rule stands good to play a small one, with above exception.

Third Hand.

19. When third hand, endeavour to win with your highest, or, if it be in sequence, the lowest of the sequence. You should finesse Queen, Ace, but not Knave, King, for, if your partner holds the Ace, as a suit goes round usually twice (seldom thrice), you might incur loss by missing one of the first two rounds, or, if the suit is trump, you might miss leading another round. You may, however, finesse a card led—especially in trumps—which you would not play if in your own hand: say the Ten holding the Knave, with King or Ace. Of a plain suit, if the Knave is led do not cover with the King unless you hold the Ace also; if the King is led, with Ace, Knave only—or the Ten is led, with Ace, Queen only, you should win with the Ace to get rid of the command and lead the other. The Ace you should not put on your partner's Queen, but should put

on your partner's Ten always, and on his Knave except when you hold at least two others, as then you can get rid of the command if the lead is from Knave, Queen, King, and two others. If Nine be led, with Ace, Knave, and others, as it must be from weakness, pass it to secure the lead after the second round; but with King, Knave, and others, as the lead may be from Ace, Queen, Nine, you should play the Knave.

In the second round, when third hand, if you know the master-card is on your left, you should finesse to any depth, or even not head the trick, unless your partner may have the next best. Thus, when your partner, having won third hand with Queen, returns a small one, your King, if played, must fall to the Ace, but, if held up, will be saved should the Ace be unguarded.

Lead from Weakness.

20. When obliged to lead from a weak suit, lead the highest; but if you have no clue that your partner has strength in it, lead a little one from Ace, King, or Queen, and two small ones.

From two cards, even if high ones in sequence, you should not lead unless you believe them to be your partner's suit, or have only weak suits, and are prevented from leading trumps by the score.

A single card or Singleton is only justifiable as an original lead when you have great strength in trumps, such as King, Knave, and three others, and are debarred by the score from leading them, and have no other good suit, or when strength in your only good suit has been shown by an adversary, or when it clearly must be your partner's suit.

Return Lead.

21. Return your partner's lead at once, unless you have a really strong suit to lead from, or there is a good reason to the contrary. Return your partner's suit with the master-card; but if you do not hold it, return the lowest if you held *four*, the highest if you held *fewer* (whether he may derive support from it or not), so that he may count your cards in the suit.

22. If third hand win with the Queen, his best, it is better the suit should be continued by him than by his partner, so that the latter may finesse Ten, King, or, if he holds the Ace, avoid the risk of its being ruffed fourth hand. The return, however, should be delayed if there be a good suit to lead, as on continuance by another your right adversary may fear to hold up the Ace, and your partner may make the King, though unsupported, in the third round.

If third hand win holding no honour, his partner and second hand must have two honours each — in a plain suit Ace, Queen, against King, Knave, or reversely. But this is no reason why the lead should not be returned, as your right adversary can always finesse, and in trumps your partner may be strong enough to draw all but one, and remain with three others and the lead.

If Ace be turned up on your right and you win third hand, you should return the lead; unless your partner may have led from weakness, and you held King, Queen, or have finessed King, Knave.

If there be turned up on your right the King you should finesse Ace, Knave, Ten, and not return; if the Queen, you should finesse Ten, Knave, with King or Ace, and should you win, supposing your partner has led from strength, return a small one, or, if without one, your highest.

Ruffing.

23. When second player do not ruff a doubtful card, unless strength in trumps has been shown by your partner or your adversaries, or at a dangerous state of the hand; as your partner has the advantage of being led up to, which you would deprive him of by ruffing, and at the same time disclose weakness to the adversaries.

24. When a suit is led of which your partner has none, if weak in trumps you should ruff, even though you know third player will overruff; but if the game is in jeopardy, and a single trick will save it, or if strong in trumps, leave the ruff to your partner.

25. When you are strong enough to wish trumps led, but not strong enough to take the force and lead them, you should consider whether you are justified by your strength in

missing a certain trick for the chance of bringing in your long suit when trumps are exhausted, or should ruff and modify your game by leading some other suit than trumps.

26. To prevent third hand from ruffing a losing card, it is not wise to ruff up unless you hold a high sequence, or your partner has called for trumps. Even when there is a double ruff it is better to throw losing cards, and patiently let the adversaries win some tricks, than to ruff up—say with the Ace—and lose the game, as may easily happen. The score must be the guide.

27. If while trumps are in a thirteenth card be led and not ruffed, third player should consider whether his partner led for his best trump, or to force the fourth hand and leave him with the lead.

28. By refusing to overruff with the Ace, you may often make a little trump later on, and perhaps bring in a long suit.

29. To prevent an adversary from bringing in his partner's long suit, it is often best with a single trump to refrain from ruffing until he has led his last one of the suit.

Discarding.

30. Discard from your weak suit unless trumps are declared against you, when you should *first* discard from your strong suit—thus informing your partner of it, and protecting your weak suit.

31. Beware of unguarding an honour, or leaving an Ace blank; and remember it is safer to discard from King and two others than from Queen and two others, and from Queen and two others than from King and one other, and from King and one other than from Queen and one other, if the higher cards be in.

32. Having no trump to ruff with, and a

long suit of which your partner has none, and which you cannot expect to bring in, it is better to discard from it than from your weak suit, in which even a Two may protect your partner from being next round finessed against, and a moderate card for him to lead to may save or win the game. A card of your partner's suit should be retained if you have any chance of being able to lead it.

Sequences.

33. The convention of the sequences is to *play* the lowest and *lead* the highest, so that your partner shall not cover unnecessarily. But if you *do* want your partner to cover, you should lead the lowest — as the Ten with Knave, King, or the Knave with Queen, King, and more than one other, or the Knave after the Ace with Queen and more than one other. The King is led before the Ace, and followed by the Queen, to show where the master-card

is. Leading an Ace and then the King indicates you have no other of the suit, and wish to be forced.

34. By winning fourth hand with the highest of a sequence and leading the lowest, you may indicate you have the intermediate cards. Similarly, if you have complete command of a suit, you may indicate this by discarding the highest, as your partner will know you would not have done so unless you held all the next best.

Call for Trumps.

35. When, being very strong in trumps, you wish them led, play an unnecessarily high card, so that your partner, when you play a less one, may understand you are calling for trumps, and lead you his best, unless he holds at the time more than three; and even then, the Ace if he holds it, following with the lowest. From this it follows that you may be

strong enough to lead trumps but not strong enough to call for them, as with Knave and four small ones, when your partner's King over the Ace would not be sacrificed in the one case but would in the other. This convention is the Call for Trumps. You may call for trumps by leading an Ace, then the King, and then a small one, or by winning with Ace and leading the King. Refusing to ruff a winning card may be regarded as a call for trumps. Calling for trumps when your partner clearly has none, and is leading high cards, indicates your desire for him to change the suit.

Echo of the Call.

36. On seeing your partner's call for trumps, or on his leading high ones of them, if you have four trumps call yourself, so that he may understand you have four at least. This convention is the "Echo of the Call."

Affording Information.

37. Give as much information to your partner as you can. Thus, when drawing the last trump, do it with the next higher: when you have Ace, King of two suits which you are going to lead, first lead the King of the weak suit, then the King, Ace, and little one of the strong suit, so that your partner may have the best data to guide him as to whether he should call for trumps.

The Trump Card.

38. When the trump card is a high one, modify your play according to its position. When the dealer, retain the trump card in hand as long as possible, for your partner's guidance, unless your adversaries show strength enough to draw it.

Miscellaneous Advice.

39. Do not lead out the command of your adversary's long suit, but get rid of the command of your partner's.

40. When strong in trumps, endeavour to establish your own long suit: when weak in trumps, your partner's.

41. When strong in trumps, endeavour to force your partner; when weak in trumps, your strong adversary.

42. When, to prevent the adversary ruffing a suit, you lead trumps from Ace and small ones, lead the Ace to secure two rounds.

43. When you think your partner is calling on the adversary's suit, to lead out the best to see is more dangerous than to answer the

supposed call without confirmation; but an alternative course can generally be adopted, such as leading what must be his strong suit if he has one.

44. When the adversaries' trumps are exhausted, in order to establish your long suit, you may play a little one, when otherwise you would play a high one.

45. When you win cheaply fourth hand with only one other, unless with a very strong suit or many trumps, you can hardly do better than return it up to weakness, as your partner can only lead the suit up to strength at a disadvantage.

46. Do not open a fresh suit without occasion; as, when the cards are evenly divided, it often happens that each fresh lead entails the loss of a trick; and, instead of putting your partner to the disadvantage of being third player, it is better to lead the third round of

a suit for the adversary *to win with the disadvantage of opening a fresh suit.*

47. When, late in the hand, a suit remains which all have avoided opening, it is often advisable to lead a losing card (more frequently a trump) so as to *place the lead* with the adversary. This is strongly indicated *when he has just declined to take the lead by ruffing.*

48. When your right adversary leads the Ace, and then a small one (showing he held at least five), if you held King and four others, and are fairly strong in trumps, you should play your lowest; as the round must be failed in, and if ruffed by the adversary you save your King, and if ruffed by your partner, at the expense of his lowest trump, you retain the master-card, if not the tenace in the suit; if you held King and three others, and third player dropped the Queen first round, it is best not to play the King even to cover, as he

cannot tell you are holding it up, and will probably ruff.

49. When your partner has led from two plain suits, it is unreasonable to expect strength from him in the third; but, when the adversaries have shown strength in two plain suits, it is a fair assumption that your partner's best suit is the third.

50. When a player shows weakness in two plain suits, the probability that he is strong in trumps is increased. If he be your partner, a lead from weakness in trumps becomes more justifiable; but if he be your adversary, you should endeavour to force him on the suit in which you or your partner are strong, in preference to leading the third suit, as he must be strong in it, or very strong in trumps.

51. When your right adversary shows strength in your long suit, it is often advis-

able to lead the best of your weak suit for the chance that your partner may be strong in it and that you secure a double ruff.

52. When your left adversary holds many of your long suit, Hearts, it is probable your right adversary holds many of your partner's long suit, Diamonds, as must be the case when the other suits, Spades and Clubs (trumps), are together evenly divided, say six to each of them, beside two Hearts apiece; and a trump lead is indicated to prevent a double overruff.

53. Before trumps are out to lead cards, which you know the weak adversary may ruff and the other throw losing cards on, is seldom wise, unless you hold two small trumps against two *which may be in the same hand.* In that case you secure as many tricks as you have thirteenth cards.

54. When you hold a twelfth card with the thirteenth on your right, it is often best to

delay leading it until after your own and your partner's high cards have made, lest your left adversary, by discarding on it, be able to ruff one of them; but you should lead it before the adversaries' high cards have made, so that your partner—if not required to ruff, or unable to overruff—may, by discarding on it, be able to ruff one of them. Bear in mind that your right adversary will probably discard his—particularly if not the best—on the first opportunity.

55. If against one trump—your partner having none—you hold the best and another, you should draw it; but, with only the best, it may be as unwise to draw it as it may be wise for the holder of the losing one to lead it, so that his partner's long suit shall not be ruffed.

56. It is unwise to spend your best trump, in drawing a single one from the adversaries, at the expense of another from your partner,

even if the long suit of yourself or your partner is established, unless it be the adversary's last one.

57. If your partner is void of trumps, to lead a losing one—to draw two of the adversaries' together—is generally right; but you must be guided by the score and the state of the hand.

Coups.

58. When only one suit remains, and you hold fourth hand Ace, Knave, small one, if the trick be your partner's, win with the Knave, and lead the small one; but if the King be led from sequence, refuse to win; as by such play you may gain but cannot lose.

59. When holding the best and fourth best trumps and one other card, if your right adversary ruff with the third best holding

the second also, by refusing to overruff you may gain but cannot lose.

60. When you and your right adversary remain with two trumps each in position of tenace, that is, best and third to second and fourth, and only two other cards each of a suit led, by playing your highest of the latter, even on a better card, *to avoid having the lead after the next trick,* you may gain but cannot lose.

61. When you hold a small card and three trumps, of which the two best are tenace to your right adversary's only two, by playing your little trump, even if the trick be your partner's, *to avoid having the lead after the next trick,* you may gain but cannot lose. This is called the "Grand Coup."

62. When late in the hand, obliged to open a long suit headed by King, Queen, or Knave, *which you cannot possibly bring in,* you should

treat it as a short suit by leading the best to support your partner; and thus, by letting him retain his high card in it, help to bring in his long suit.

63. When at the middle of a hand (you and your partner having no trumps) you find that to save the game he must be very strong in your weak suit, play for the chance he is so, and lead the best of it, in preference to your own strong suit, so as to enable him to finesse and make all possible tricks in it.

Guided by similar reasoning, he should lead the best of your strong suit; and thus you may save the game, when it would be impossible by other play.

64. When at the end of a hand there may be a position of the unknown cards, by playing for which you may gain and cannot lose, play for the chance it is so; thus, when your partner has no trump, and you remain with only a losing card and a losing trump, you should

lead the losing trump for the chance that your partner holds the master-card of the suit which the adversary who wins has left.

The Winning Game.

65. Of the times you hold a long suit of trumps, a long plain suit must be held much oftener by your partner than by yourself. The timid custom of refraining from leading or calling for trumps, because you have no long suit yourself, is playing for your own hand only, and not a concert game; and as it would be acted on in a majority of the times when you have strength in trumps, must entail a seriously bad total of rubbers.

66. Leading from strength in trumps is more imperative when you have only weak suits to lead in the dark than when you have a good suit to lead from, or one in which you know your partner is strong, as then you have a safe alternative.

67. As when weak in trumps, though with high cards in the plain suits, you should not lead trumps if the adversaries are love or one, so, conversely, when you have a strong trump suit headed by honours, it is more incumbent on you to call for trumps if you have no high cards in the plain suits, for your partner would otherwise have to lead up to your weak cards, and be finessed against afterwards; whereas, by calling, your weakness in the plain suits remains unexposed, the adversaries have to play their high cards, by the time their trumps are exhausted you will probably have learnt your partner's suit, and, by leading your best for him to finesse, its establishment is more probable than if he had led it up to your weak cards.

68. As the early play of trumps tends to let the side that proves the strongest—not necessarily the one that held the best cards—make a big score, so the forward game of leading and calling for trumps when strong

in them at love or one, though unsupported by other high cards or a long suit, proves a winning one in the long run. For your adversaries, hurrying to make their high cards, not daring to finesse, putting their partner to the disadvantage of being third hand, avoiding third rounds, afraid to force lest trumps be led again, generally at last commit suicide by leading from weakness your partner's suit when all is ripe for its establishment.

69. The greater your numerical strength in trumps, the greater, probably, will be your weakness in other suits, and the scarcity of high cards in them; but this should be no bar to your leading or calling for trumps. The only bar to your calling with four trumps, two honours, or leading from them or from five small ones, should be your standing at the score of three or four and the adversaries at love or one, where you do not require a big score and they do.

Delay for any other reason, such as the

establishment of your suit, or to find out your partner's, which are most proper grounds for refraining with four trumps, one honour, is unjustifiable with four trumps, two honours, or five small ones, as giving the adversaries the chance of saving the game.

70. Of course, when your partner has no high cards, and cannot bring in a long suit, you do not make a score; but this would have happened with any play. The worst that can befall is that he should miss a ruff or two which he might have made; but, when your partner is weak in trumps, it is seldom he is so weak in another suit as to be able to ruff it; thus such an exception does not prove the invalidity of the rule, and the Winning Game remains sufficiently indicated.

Final Advice.

71. When your partner has shown strength in trumps, even though strong in trumps

yourself, do not try to force him until the adversaries' trumps are drawn, as he might be overruffed or refuse the force.

72. When the game is in jeopardy, but may be saved by one or two tricks, do not refrain from forcing your partner, however weak in trumps you are, unless he has shown strength in them; when a single trick saves the game, fail not to play a master-card; thus, when one adversary has the trumps and the other a long suit, in preference even to forcing the strong adversary, lead out an Ace, as it may never make otherwise.

73. Play your partner's game, especially when weak yourself: if he forces you, taking the force—if he leads for a ruff, forcing him —if he refuses a force, leading him trumps, —always returning his trump-lead-from-strength immediately, and answering his call for trumps.

74. Underplay, holding up, and false cards, for which no rules can be laid down, are perfectly legitimate when justified by the state of the score and the previous fall of the cards, but should be confined to cases where your partner cannot be deceived, or where, if he is so, no loss can ensue.

Valedictory.

What renders Whist so charming is that it exercises the inferential or instantaneously-deductive faculty, which Chess and Double Dummy do not in the least, and other games but slightly if at all. Thus, your partner having called for trumps, you lead the Eight, which is covered by the Nine, on which he plays a small one. You infer at once that he holds the Ace and wants you to lead trumps again, when he will secure a third round. If you do not make such inferences instantaneously, your faculties are still undeveloped, and you require more practice to become a good Whist-player.

THE LAWS OF WHIST.

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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. Honours, *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 honours, they score four points.

II. Any three honours, they score two points.

III. Only two honours, they do not score.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honours.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next. Honours last.

6. Honours, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honours 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 losers' 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 con-

clusion 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 any aftercomer to enter the table.

Cutting Cards of Equal Value.

18. Two players cutting cards of equal value, unless such cards are the two 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 lower 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 cut 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 any 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 it 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 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 dealer, 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 the 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 good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had 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 or lowest 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, &c., 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 versâ*, 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 one which is a winning card as against his adversaries, and then lead again, or 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 other 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 adversary; 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 adver-

saries 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 next the 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 Played to a Trick.

67. If the third hand play before the second, the fourth hand 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 to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is 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. 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 honours.

73. A revoke is established if the trick in which it occur be turned and quitted, *i.e.*, the

hand removed from that trick after it has been turned face downward 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 not 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 in 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 of 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 the 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 WHIST.

THE following rules belong to the Established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs; if possible this should be adhered to.

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 in order 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 facts; as to who played any particular card — whether honours were claimed though not scored, or *vice versâ*,— &c., &c.

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.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give intimation of the state of the game until concluded

and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

DUMMY

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions :—

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversary sees his cards: should he revoke and the error not be discovered until the trick is turned and quitted, it stands good.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage.

Thus, he may expose some, or all of his cards —or may declare that he has the game, or trick, &c., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

DOUBLE DUMMY

Is played by two players, each having a dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: — There is no misdeal, as the deal is a disadvantage.