

HINTS ON PLAY.

In playing a frog the player can, with the cards in the Widow, generally clear a suit, and with his Hearts win most of the points in that suit. Often he will find it useful to hold a sneak, especially when short in trumps, as his opponents will often play small cards, expecting to dink him.

In playing to beat a frog it is considered best play, when the frogger is to the right of the bidder, to open with a Heart unless he has the Ten not safely guarded, on the principle that neither he nor his partner can slough while they have any trumps. If Hearts are not led, it is better to open with your second best of your longest suit of which you have neither Ace nor Ten, thereby giving your partner a chance to save his Ace or Ten if he has either. When the opening player has to lead through his partner, i. e., the bidder being last to play, he should lead from his own strong suit, on the well-tested rule to play from your own Ace or Ten in preference to your partner's probable Ace or Ten. He should never open with Hearts unless he has the Ace or the Ten guarded, and should he lead a Heart his partner should play the Ten if he has it, knowing by the play that the Ace must be in his partner's hand. Actual play can only guide one when it is