

any disputed question of facts ; as to who played any particular card—whether honours were claimed though not scored, or *vice versa*,—&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 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.

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 adversaries see 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 versa*, 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.