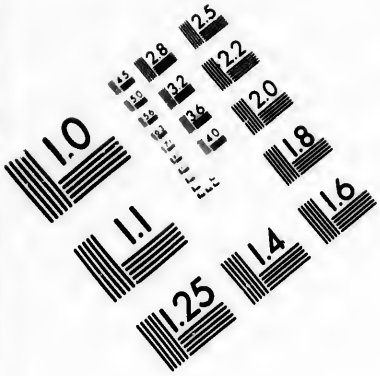

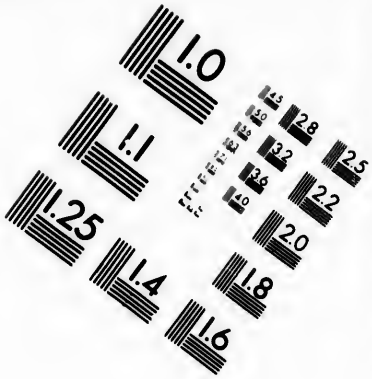

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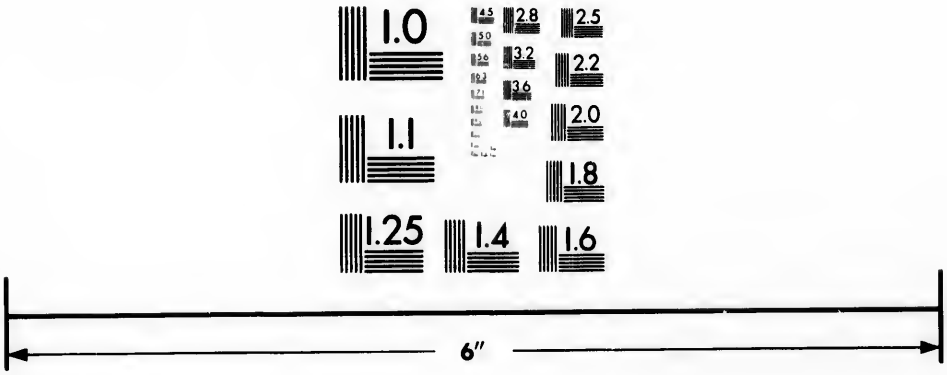

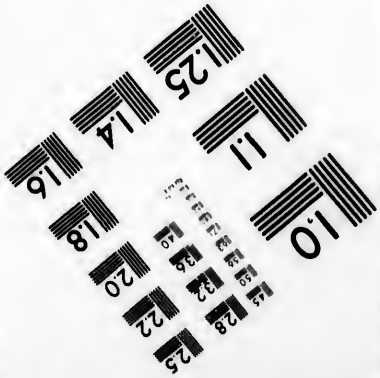

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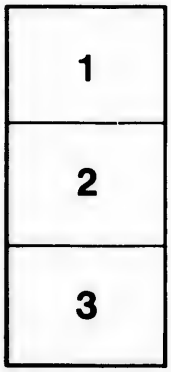

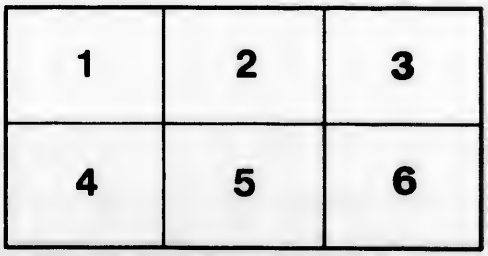

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Of the

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A COMPEND OF SHORT WHIST.

BEING A SUMMARY

Of the Principles—Rules—Maxims—Analyses of Play—And Inferences, of the Game.

WITH AN APPENDIX;

CONTAINING,

A Glossary of Technical Terms; The Laws governing the Game; And The current Odds, at Short Whist.

ALL COMPILED FROM THE

LATEST AUTHORITIES.

By S. SEYMOUR.
Civil Engineer.

QUEBEC
PUBLISHED BY CAPT. C. E. HOLIWELL,
Army Stationer.
Printed by A. Coté & Co.

1878

THIS LITTLE VOLUME

IS RESPECTFULLY DEDICATED,

TO THE GENTLEMEN

OF THE

STADACONA CLUB;

WITH WHOM THE AUTHOR,
DURING HIS RESIDENCE IN THE CITY OF QUEBEC,
HAS SPENT MANY PLEASANT HOURS, IN
COMPANY WITH THE GAME, OF WHICH
IT TREATS.

EXPLANATORY.

—

The idea of becoming identified with a Work of this nature, would probably, never have entered the mind of the Author ; but, for the following, rather amusing incident, which recently occurred in the Whist Rooms of the "STADACONA CLUB."

During the play of a closely contested Rubber, the Author, in Company with the Honorable George Irvine, happened to be over-looking the Hand of Professor James A. Sewell, M. D., of the Laval University ; and ventured, after the Hand was finished, to remark approvingly, to Mr. Irvine, upon some particular feature of the Professor's play.

The Professor, who evidently overheard, but misunderstood the remark, facetiously replied ; that, if the learned Critics would take the trouble to examine his, the Professor's, forthcoming Work on Whist, they would probably find the Play in question, fully vindicated.

The Author rejoined, that the Professor's Work, would probably bear the very appropriate Title, of ; "*Se-Well, on Whist.*" But, if it should be found to advocate erroneous principles, he, the Author, would feel called upon to

publish a Work, in refutation of those principles; and to give it the much more *emphatic* Title, of; "*Sey-Mour, on Whist.*"

As an excuse for the non-appearance of his Work, the Professor now insists; that, in order to prevent a *counter* publication, he sent his *Manuscript* to the Author, for approval; and that it has not been returned.

Should the Professor therefore find, in the following Pages, an imperfect *Reflex* of his own proposed Work; the Author craves pardon for having once more, and very thoughtlessly, *dealt out of his turn.*

INTRODUCTORY.

—

The principal object of the Author, in collating, condensing, revising, and publishing, the information contained in the following unpretending Work, has been, to supply an element in *Whist Literature*, which, it seems to him, has long been wanting, viz : an *Abstract*, or Summary, in a concise, and logical form, of the most important facts, and considerations, that should be thoroughly impressed upon the minds of those who attempt to play the Game of Whist.

In existing Works upon the subject, almost everything that is required, may be found, after a long and diligent search ; but, when found, it is often clothed in so much *Verbiage*, that the searcher after the *Kernel*, becomes so confused, if not entirely lost, amongst the *Chaff;* that the point, or force of the information, seldom leaves any very permanent impression, either upon the mind, or memory. While, at the same time, the anticipated delay and trouble, attending such a search, very often prevents the Player from making a reference, or consulting an authority ; which otherwise might be of very great, and permanent service to him.

Probably, not one case in a hundred; certainly, not one in ten, where reference is, or should be made, to some established authority, respecting any questionable point; requires any further answer, than a simple and concise statement of a fact, or principle; and therefore, an effort has been made in the present work, to dispense with all superfluous matter, by reducing the entire theory and practice of the game, down to their lowest possible terms.

While endeavoring to accomplish the above object, during intervals of leisure, the Author is conscious of having received so much benefit himself; not only, from a necessarily increased familiarity with the general principles, and details of the Game; but also, in consequence of its strengthening effect upon a naturally weak, and treacherous *Whist Memory;* that he ventures to hope, that the result of his labors, as presented in the following form, may prove equally beneficial to others.

Quebec, January 1st, 1878.

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OF THE COMPEND.

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A COMPEND OF SHORT WHIST.

I.

GENERAL PRINCIPLES.

The Technical terms, Laws and Penalties, pertaining to Short Whist, (See Appendix), are substantially the same as those for Long, or *Ten-Point* Whist; and the theory, or general principles of the Game, are also the same, except in the following particulars.

1. The Game consists of *Five*, instead of *Ten* points; each trick above six, counting one point.

2. Honors are never *called*, as at eight points, in Long Whist; but they are counted, after playing the hand, except at *Four* points.

3. The winners of the Game, gain what is termed a *Single*, when more than two points have been scored against them; a *Double*, when only one or two points have been scored against them; and a *Treble*, when there is no score against them.

4. The winners of the Rubber, (unless otherwise agreed upon), gain two additional, or *Rubber* points.

5. Should the Rubber consist of three games; the points made by the losers, are deducted from the gross score of the winners.

The field, or chances for experiment, and speculation, being thus much more contracted, in *Short*, than in Long Whist; it is very properly considered of much greater importance, to secure every *possible trick*, by bold straight-forward play; and thus, to either *make*, or *save* the game; than, by finessing and under-play, to take the risk of losing *one* trick, in the hope of making *two*, or even more, afterwards.

There are cases, however, where *finesse*, *under-play*, or even *false-cards*, are not only admissible, but quite justifiable, in Short Whist; such for instance, as when either subterfuge becomes the *last hope* for making the odd-trick; or, for winning, or saving a game, that would otherwise be lost.

There are also cases, where both *finesse*, and

under-play may be resorted to, with very little, or no ultimate risk; while the prospective advantages would be very considerable.

But all considerations of the above nature, generally depend so much upon the state of the score, or game; as well as upon inferences from previous play, that proper action can only be based upon them, at the time; and according to the best judgment and skill of the player.

It should be remembered, that the two Partners, at a game of Whist, are Allies against two Adversaries, in a contest to be carried on, under certain Laws and Conventions, that are assumed to be known, and agreed to, by both Parties.

Hence, it is expected, that each Player will act in perfect harmony with his Partner, by affording him all possible information respecting the strength of his hand, in the different suits; and also, by aiding him in winning tricks; and in checking, or defeating the Adversary, on all possible occasions.

At the commencement, or opening of a game of Whist, the considerations which are to govern the play of each hand, are entirely vague and uncertain; except so far as they may be inferred from the knowledge of one's own hand; and the fact, that a certain trump card has been turned up by the dealer. Each player, therefore, except the dealer, knows the position of only *fourteen*

cards, out of the fifty-two ; and the dealer, of only *thirteen.*

Owing to *chances*, in cards ; it is not probable that any Player ever held two precisely similar hands ; and, even if he had done so, it is not even possible that he should have played them under precisely the same conditions.

The " *Doctrine of Probabilities,* " as based upon the above facts ; together with the aid of certain *General Rules*, and *Maxims*, which are based upon both theory and experience, must therefore be rel'ed upon as the only guides in *opening* the game ; whereas, as the play *advances*, each player is able to draw almost certain *inferences*, as to the position of the remaining cards ; so that, towards the termination of the hand, the position of at least, every material card, may be known.

II.

RULES AND MAXIMS.

The generally received Rules, and Maxims, for playing the game, as being applicable to the greatest number of ordinary hands, may be briefly stated as follows :

FIRST HAND, leads from its *strongest* suit.
SECOND HAND, plays its *lowest* card.
THIRD HAND, plays its *highest* card.
FOURTH HAND, *takes the trick*, if po s ble.

Count your cards, and arrange them systematically, before commencing to play.

Note carefully, and remember the turned-up trump.

Take careful note of the state of the score, and game.

Consider the relative strength of your different suits.

Watch closely, and remember the fall of the cards, as they are played.

Play to make every possible trick ; and to either *win*, or *save* the game.

Open the game with your strongest suit.

Lead trumps, when very strong in them.

Lead from your strongest plain suit.

Lead the lowest of a suit, having only numerical strength.

Lead the highest, of a numerically weak suit.

Lead the second highest, of a Head Sequence.

Lead the highest, of an Intermediate Sequence.

Lead through strength, and up to weakness.

Avoid leading from a suit, containing only one or two low cards.

Win with the lowest possible card.

Return your partner's lead, as a general rule; *always* in trumps.

Return the highest of a three suit; the lowest of a four suit.

Discard first, from your weakest suit; then from next weakest.

Keep the command of the Adversary's strong suit.

Get rid of the command of your Partner's strong suit.

Force a strong trump hand of the Adversary.

Avoid finessing, in your Partner's strong suit.

Avoid trumping a doubtful trick, if strong in trumps.

Avoid forcing your Partner, if weak in trumps yourself.

Avoid changing suits, in ordinary cases, until after two or three rounds.

Avoid playing false, or deceptive cards.

It is better to inform your Partner, than to deceive the Adversary.

Retain the turn-up trump, in hand, as long as possible.

Be very careful, neither to revoke, nor to expose a card.

Always call your Partner's attention to his *Renounce.*

There being, however, "*Exceptions to all General Rules*"; and, perhaps, a wider range of exceptions to those that may, or can be applied to the game of Whist, than to any others; it is deemed advisable to analyze, as far as possible, the proper plays from the different hands; as well as from the different suits in each hand; in order that the principles upon which these Rules and Maxims; and also the exceptions thereto, are founded, may be well understood.

III.

THE STONGEST SUIT.

The fact, that the *Initial* play, is governed by the *Strongest* suit held by the first, or opening hand of the game, renders it proper to consider, in the first instance, the nature of this suit.

The last card dealt, and turned up from the pack, being the *Trump Card;* the suit to which it belongs, enjoys the privilege of winning every other suit ; hence, the winning *Trumps*, must always take tricks.

Everything else being equal, therefore, the *Trump suit* must always be regarded as the *Strongest.*

The *Strongest*, either of *Trump*, or *Plain* suits, is the one which combines the greatest number of *Honors*, with numerical strength.

The *Second* strongest suit, is the one which combines *numerical* strength, with the strongest *Intermediate Sequence.*

The *Third* strongest suit, is one having only *numerical strength.*

One *Honor* in each suit, being the average for each hand, a suit, although *numerically* weak, may yet be *strong*, in having more than its

proportion of *high* cards; a suit may also be *strong*, in having more than the average number of cards. Hence a suit of *four* cards, has *numerical* strength; while a suit of *three* cards, is numerically weak.

It should also be observed, that, during the first, or second round of Trumps, the fall of the cards may indicate, quite clearly, the locality of almost every remaining Trump; and thus enable the Player to decide, as to the expediency of continuing Trumps, before declaring his strong Plain Suit.

The same may also be said, of the indications afforded by the fall of the cards, during the first, or second round of a Plain Suit.

Hence, as the game advances, through its *thirteen* successive stages of development, the relative strength, or value of each suit, may be as constantly changing; until, by means of the exhaustion of Trumps, and the control of the lead, the lowest cards in one suit, may become of quite as much value, as the Ace and King of another suit.

It is therefore of the greatest importance, to watch closely the fall of the cards; in order to be able to resort to every expedient that may become necessary, for the purpose of securing all the advantages that justly belong to a strong commanding suit.

IV.

THE TRUMP SUIT.

The next point, in order of importance, may very properly be regarded, as being, the relative value, and proper uses of the *Trump suit.*

For reasons already stated, the *Trump* suit is the most difficult to manage; as well as the most important of all others.

The special uses of Trumps are; 1st, to disarm the Adversary, and thus prevent his trumping winning cards; and, 2d, to trump the winning cards of the Adversary.

It therefore becomes apparent, that, with one or more strong suits established, or fully under control, the first object should be, to exhaust the Adversary's trumps; and then, either with a *long* trump, or other controlling card, to bring in the strong suit.

It is also equally important, to prevent similar designs, on the part of the Adversary.

THEREFORE:

1. As a general rule, there can be no great risk, while great advantages may be gained, by leading from a strong suit of trumps; whatever may be the strength of other suits.

2. With four trumps, two being Honors; or with five trumps, one being an Honor; or with six small trumps, it is quite safe to proceed to disarm the Adversary, before waiting to establish a strong plain suit.

3. The fact, that an Honor is turned up to the right, should not necessarily prevent a trump lead: nor should trumps necessarily be led, because an Honor is turned up to the left; either lead being proper, if the circumstances of the hand require it.

4. On the other hand, trump leads, without strength in trumps, can only be justified, either for the purpose of stopping a *cross-ruff*, present or prospective; or, with great commanding strength in at least two other suits; in which cases, it is generally desirable to take out two rounds, or more.

5. A trump lead from Partner, should always be returned immediately, unless it is evidently a lead from *weakness*; or, unless it is quite apparent that a *certain advantage* may be gained, by leading another suit.

6. If one of the Adversaries be found without a trump, it is often advisable to proceed at once to play, or establish a strong suit; instead of drawing only one trump, for two.

7. On the other hand, if Partner is found without trumps, it is frequently advisable to weaken the Adversaries, by continuing a trump

lead, even though it be their own original lead.

8. If your Partner asks for a lead in trumps, by any of the acknowledged signals, viz; by playing an unnecessarily high card; or, by refusing to trump the Adversary's winning trick; or, by declining a force; and you hold four or more trumps, lead the smallest, unless you hold three Honors, or Queen, Knave and Ten; but if you hold only two or three trumps, lead from the highest downwards, whatever they are.

9. If *strong* in trumps, it is not good play to trump a doubtful card; by which is meant, one of a suit of which your Partner may hold the best; for the reason, that, by declining to trump, you give your Partner a chance; and, at the same time, reserve your trumps, for the purpose of bringing in a strong suit. An opportunity is also thus afforded, for throwing away a losing card; by which your Partner is informed, not only of your strength in trumps; but of your weak suit; and also, of your probable strong suits.

10. On the contrary, if *weak* in trumps, it is often advisable to trump a doubtful card; and thus save your trumps from being drawn by the strong hand. You also indicate weakness in trumps, to your Partner; and at the same time, have an opportunity to establish your strong suit.

11. With only *four* trumps, and a powerful

hand besides, you should neither take a force; nor trump a certain winning card; nor over-trump your right hand Adversary, unless you are certain that you either control the balance of the trumps; or have other winning cards, with which to bring in your strong suit.

12. With *six* trumps, you should be sufficiently strong to trump, and then to lead trumps; with *five*, you may do the same, provided your strong suit is established.

13. It is generally good play, to force a strong trump suit of your Adversary; and, if he refuses to take the force, continue it; and thus, if possible, prevent his bringing in his strong suit.

14. On the contrary, it is bad policy to intentionally force a weak Adversary; also to lead a suit, to which both Adversaries renounce.

15. If numerically strong in trumps, you may at your discretion, force your Partner; and rely upon your own strength, either to disarm your Adversaries, or to bring in your strong suit.

16. If you are weak in trumps, do not force your Partner, for the reason that it weakens his hand; and may strengthen the Adversary.

17. It follows, therefore, that if you persistently force your Partner, he has a right to assume that you are strong in trumps; and *vice versa.*

18. It may, however, though weak in trumps yourself, be expedient to force your Partner, when he has already shown a desire to be forced;

or, when you have a cross-ruff, which secures several tricks; or, when playing a close game, either for the odd trick, or to save or win the game; or, when great strength in trumps is evidently against you.

19. If your Partner leads a thirteenth card; or the winning card of a suit, in which either of the Adversaries renounce, it is generally safe to assume that it is done to force the Adversary, and not yourself; and your play should be governed accordingly.

20. If you hold, originally, more than four trumps, you indicate the fact to your Partner, by first playing the lowest but one; and afterwards playing the lowest.

21. In some cases, trumps are led, and played, like plain suits, because they are the strongest; and it is preferable to lead them, rather than to open a weak suit. In such cases the details of the play from the trump suit, will be embodied in a separate "*Analysis of play in Plain suits.*"

22. But in a majority of cases, it will be found expedient to modify the details of the play in trumps, from the details in Plain suits; in conformity with the following specific directions.

ANALYSIS OF PLAY IN TRUMPS.

FIRST HAND, with :

Ace, *King*, and Queen, lead Queen.

Ace, *King*, and less than five small ones, lead the smallest.

Ace, *King*, *Queen*, and others, lead the lowest of the head Sequence.

Ace, *King*, *Knave*, and two or more others, lead King, then Ace.

Ace, *Queen*, *Ten*, *Nine*, and others, lead the lowest of the Ten, Nine Sequence, unless Knave is turned up to the right; when lead Queen.

Ace, *Knave*, *Ten*, *Nine*, if Queen is turned up to your left, lead Ace, then Knave ; but otherwise the Nine.

Ace, and four or more small ones, lead the smallest, unless with seven trumps ; when lead the Ace.

King, *Queen*, and two or more small ones, lead the smallest, unless one is the Ten, or you hold seven trumps ; when, lead the King, and if it wins, follow with the smallest.

King, *Knave*, *Nine*, and others, if Ten is turned up to your right, generally lead the Knave.

Queen, *Knave*, *Nine*, and others, if Ten is turned up to your right, lead Queen.

Knave, *Ten*, *Eight*, and others, if Nine is turned up to your right, generally lead the Knave.

Ten, *Nine*, *Eight*, *&c.*, lead Ten.

SECOND HAND, with :

Ace, King, and small ones, generally play the smallest.

Ace, Queen, Knave, if King is turned up to your left, play the Ace.

Ace, Queen, Ten, play the Ten.

Ace, Knave, Ten, and one or more small ones, play the Ten.

King, Queen, and others, play the smallest, unless you have Ten also ; or only three of the suit ; when play the Queen.

King or Queen, turned up by yourself ; and only singly guarded, generally play the turn-up card.

King or Queen, singly guarded ; and superior Honor turned up to your *right,* play the King, or Queen ; but if the superior Honor is turned up to your *left,* play the small one.

Queen, and another, if your partner has turned up Ace, or King, play the small one.

If you have numerical strength in Trumps ; and a good hand besides, it is seldom good policy to play the winning trump, in the second round.

For all other plays in *Trumps,* see the following "Analysis of play in *Plain Suits.*"

V.

THE PLAIN SUITS.

The fact, that, for reasons already stated, *Plain Suits* are of much less value than *Trump* suits of equal denominations, and numbers; renders it quite apparent, that the *details* of their play, should differ somewhat from the details of play in Trumps.

The first, and most important consideration, therefore, for the leader to determine, before opening the Game, should be, whether to lead from Trumps, or from Plain suits; and in case it is decided to open with a Plain suit, the next important considerations are, to determine, not only the particular suit from which to lead; but also the correct card to lead from that suit; upon a proper determination of which points, very frequently depends the entire success of the Game.

It not being within the scope of the present work, to discuss at any length, the reasons for or against any particular Theory, or Play; reference is at once made, to the following Analysis; which also includes the *Trump suit*, unless otherwise noted.

ANALYSIS OF PLAY IN PLAIN SUITS.

FIRST HAND, with :

Ace, King and Queen ; lead King, then Queen. (*For Trumps See Page* 15.)

Ace, King, Knave, and others, lead King, then Ace ; and if Queen does not fall, play small one.

Ace, King, and others, lead King, then Ace. (*For Trumps See Page* 15.)

Ace, Queen, Knave, and others, lead Ace, then Queen.

Ace, Queen, Ten, Nine ; lead Nine ; unless with other small cards, when lead Ace. (*For Trumps See Page* 15.)

Ace, Knave, Ten, Nine, lead Ace, then Knave. (*For Trumps See Page* 15.)

In all other suits headed by Ace, lead the smallest, except with four or more small ones, when lead Ace. (*For Trumps See Page* 15.)

King, Queen, Knave and Ten, lead the Ten.

King, Queen, Knave, and one small one, lead the King, and continue with Queen ; then, if Ace does not fall, play small one.

King, Queen, Knave, and more than one small one, lead the Knave.

King, Queen, and small ones, lead King ; and if it wins, play small one. (*For Trumps See Page* 15.)

King, Knave, and others, lead the lowest; with Ten also, lead the Ten; and with others in Sequence, lead the lowest of the Sequence. (*For Trumps See Page* 15.)

In other *Numerically Strong suits,* headed by King, lead the lowest.

Queen, Knave and Ten, lead the Queen; and if she wins, follow with Knave.

Queen, Knave, Nine, and others, lead the smallest. (*For Trumps See Page* 15.)

Queen, Knave, and two or more small ones, lead the lowest.

In other *Numerically Strong suits,* headed by Queen, lead the lowest.

Knave, Ten, Nine, and others, lead the Knave.

Knave, Ten, Eight, and others, lead the smallest. (*For Trumps See Page* 15.)

In other *Numerically Strong suits,* headed by Knave, lead the lowest.

In all suits of *four cards,* without an Honor, generally lead the lowest; except with Ten, Nine, Eight, &c., when, lead the Ten.

In all suits of more than four cards, without commanding strength, begin with the lowest but one.

In the *second round of a suit,* if you hold the winning card, generally lead it. If you hold the second and third best, generally lead the *second* best; in other cases, the lowest.

SECOND HAND, with :

Ace, and King, with or without others, play King. (*For Trumps, See Page* 16.)

Ace, Queen, and Knave, play the Knave ; with Ten also, or others belonging to the Sequence, play the lowest of the Sequence. (*For Trumps, See Page* 16.)

Ace, Queen and Ten, play the Queen. (*For Trumps, See Page* 16.)

Ace, Queen, and one or two small ones, play the smallest, unless Knave is led ; when, play Ace.

Ace, Queen, and three or more small ones, play Queen, if weak in trumps ; otherwise a small one.

Ace, Knave, Ten, and one or more small ones, play the smallest. (*For Trumps, See Page* 16.)

Ace, and four or more small ones, generally play a small one on the first round, unless the game is in a critical state, and you are weak in trumps ; but if you suspect a single card is led, it is often advisable to play the Ace.

King, Queen, and others, play Queen. (*For Trumps, See Page* 16.)

King, Knave, Ten, and others, play the lowest, unless with Nine, &c., when, play the lowest of the Knave Sequence.

King, and other small cards, play the lowest.

With *Sequences*, composed of *Queen*, *Knave*, &c.; or *Knave*, *Ten*, &c.; or *Ten*, *Nine*, &c., generally cover the lead, unless you hold more than three cards of the suit; when, play the smallest.

With *one Honor*, and only one small card, generally pass the trick, if a small card is led. (*For Trumps*, *See Page* 16.)

With *Queen*, *and one other*, if Ten is led, play the Queen; but with two others, pass it. (*For Trumps*, *See Page* 16.)

With *Knave*, *and two or more small ones*, if Ten is led, generally play a small one.

With a *higher Honor*, and Numerical *Weakness*, if an Honor is led, cover it.

With only *one Honor*, and Numerical *Strength*, if an Honor is led, pass it; except you hold the Ace; when, play Ace.

If *Knave* is led, and you hold Queen, Ten, and others, play the Queen.

With the winning card, in the *second* round of a suit, generally play it. (*For Trumps*, *See Page* 16.)

THIRD HAND, with:

Ace, *King*, *with or without others*, if a low card is led, play the lowest of a head Sequence, and return the highest.

Ace, *Queen*, *and others*, or with the Knave, in-

cluded, you may sometimes *finesse*, by playing the Queen, or one of the Queen Sequence ; althou h t is contrary to principle to finesse either in the *lead*, or *Strong suit* of your Partner.

Ace, and others, if Queen is led, play the lowest.

Ace, Knave, and only one small card, if Ten is led, play the small one.

Ace, as only Honor, if Ten is led, play low card.

Queen, as only Honor, if Ten is led, play low card.

If you hold the *winning card*; and but *one trick* is required to either make the *odd ;* or to *win* or *save* the game, always play it.

FOURTH HAND :

With few exceptions, the fourth player has merely to take the trick, if not already won by his Partner ; and if won, to play either the lowest card of the suit led ; or, if he holds none, to discard from his weakest suit.

The principal exceptions are, when the fourth player desires to secure the next lead ; or some other consideration equally important ; all of which must depend upon previous indications, and the fall of the cards ; together with the judgment, and skill of the player.

VI.

INFERENCES FROM THE PLAY.

It has been remarked, that ; " as the play advances, each player is able to draw *almost certain inferences*, as to the position of the remaining cards, &c. " ; and it therefore follows, that the *indications* from which these inferences are drawn, should, at the same time, afford very important, if not almost certain guides, as to the proper play of the balance of the hand.

The most important of these indications, or inferences, nearly all of which are deducible from the foregoing "Analyses of Play," from the respective hands, and suits; may be briefly stated, as follows :

1. The first lead indicates the player's strongest suit.

2. If the first lead is a trump, it indicates that the player is either unusually strong in trumps ; or that he is unusually strong in two or more Plain suits.

3. If the first lead is from a Plain suit, it indicates that it is the player's strongest suit ; also, that he is not unusually strong in trumps.

4. If Ace is led, and followed by Queen, it indicates that the player also holds the Knave.

5. If Ace is led, and followed by a small one, it indicates, either that the player has none other; or, that he holds Queen, and several small ones; or, that he originally held four or more small ones.

6. If King is led, it indicates that the player also holds, either Ace, or Queen, or both.

7. If King is led, and not followed by another, it indicates that the player holds also, the Ace and Knave.

8. If Queen is led, it indicates that the player also holds the Knave, and Ten; but neither Ace, nor King.

9. If Knave is led, it indicates that the player also holds Ten, Nine, and others.

10. If Ten is led, it indicates that the player also holds, either King, Queen and Knave; or King, Knave and Ten; or that he has led from the highest of the suit.

11. If either a Nine, or an Eight is led, it indicates that it is, either from the player's numerically weak suit; or that it is one of a strong intermediate Sequence.

12. If a very small card is led, it indicates that it is, either the player's numerically strong suit; or, that he holds Ace, and at least two others; or King, and at least three others.

13. If Second Hand plays Ace, to a small card, it indicates, that the player either holds none other ; or that he holds at least four others, each of which is smaller than the one led.

14. If Second Hand plays King, to a small one, it indicates, either that the player holds Ace also ; or (except in trumps) that he holds none other.

15. If Second Hand plays Queen, to a small one, it indicates that the player holds, either King ; or Ace, and Ten ; or none other.

16. If Second Hand plays a lower card than is led, it indicates that it is the player's lowest card in the suit.

17. If Second Hand trumps a doubtful trick, it indicates that the player is weak in trumps.

18. If Second Hand renounces, and avoids trumping a doubtful trick, it indicates that the player is strong in trumps.

19. If Third Hand plays Ace, first round, it indicates that the player holds neither King, nor Queen.

20. If Third Hand wins with King, or Queen, first round, and returns a trump, it indicates that the player, either holds the other commanding cards ; or that he has great numerical strength in the suit.

21. If Third Hand wins the trick, and returns the lead from another Plain suit, it indicates,

either that he has none other of the suit led ; or, that before returning it he wishes to declare his own strong suit.

22. If Fourth Hand follows suit, and does not win the trick, it indicates that the player has no higher card, than the one against him.

23. If Fourth Hand wins the trick with any card, it indicates that the player holds no lower card, with which he could win.

24. If Fourth Hand renounces, and declines to win a trick by trumping, it indicates that the player, either has no trump ; or, that the sacrifice of the trump may prove fatal to his strong suit, or winning cards.

25. If any player persists in forcing his Partner, it indicates that such player is st ong in trumps ; and *vice-versa*.

26. It any player plays an unnecessari y high card ; and follows with a lower ; or, declines to trump a certain adverse trick ; or, refuses to take a force, it indicates that such player desires a lead in trumps.

27. Any card played from second, third, or fourth hand, indicates that the player does not hold the next lowest card.

28. An Original discard indicates the player's weakest suit.

29. A forced discard indicates that it is from the player's best protected suit.

30. A discard of the best card in a suit; indicates that the player holds the next best, if not the full command of the suit.

31. A discard of the second best card in a suit, indicates that the player has no more.

32. If the lowest card but one, of a suit, is led originally, it indicates that the suit contains more than four cards.

33. If a player trumps with his lowest card but one, and then leads the lowest, it indicates that he held, originally, more than four trumps.

VII.

CONCLUDING REMARKS.

It is believed, that quite enough has been said, to show that *Whist*, is a highly intellectual, and instructive; as well as a fascinating Game; and that, to play it well, requires the exercise of *sound jndgment*, *quick perception*, and a *retentive memory*.

It is also quite clear, that, everything else being equal, the strongest combination of these attributes, or faculties; when associated with the greatest degree of practical knowledge of the rules and principles of the Game, will be quite sure to gain the victory.

The Game therefore becomes, much more, one of *Intellect*, than of *Chance*.

A naturally weak, and erring judgment, cannot be very much improved, even by the longest practice; neither can perceptive faculties, which are naturally dull and sluggish, be materially quickened, and sharpened, by a resort to any ordinary expedient.

A *defective memory*, however, may be very materially strengthened and improved, by proper, patient, and unremitted effort; and so much

depends upon this element of success, that no pains should be spared, in bringing it to the greatest possible degree of perfection.

To do this successfully, the *forgetful Player*, should commence, by remembering the turn-up trump card. Then continue by counting and remembering the trump cards as they fall; noting particularly the Honors; then, by degrees, the ten, nine, and lower trump cards.

He should then attend to, and impress upon his memory, the fall of the cards, upon his own lead, or strongest suit; in order to judge correctly of the strength of each hand, in that particular suit.

He should next attend to the suit originally led by each player; and watch, in the second round, as to whether the lead was from strength or weakness.

As the Game progresses, his experience and observation will enable him to judge, with great accuracy, as to the most important features of the play, that should be impressed upon his mind, and memory; so that, with constant practice and perseverence, he will eventually acquire a *Whist Memory,* which will enable him, without any very great effort, to comprehend and recollect the principle features of every hand; and thus to indicate the correct card to play.

The true *Theory of Whist*, when properly ex-

plained, teaches : how to play one's own hand to the best advantage ; how to render the greatest assistance to one's Partner ; and how most to weaken, and obstruct the Adversary ; the result of all which, when thoroughly understood and practised, must be, to secure the greatest possible number of tricks ; and thus, if possible, to eventually conquer. both the *Game*, and the *Rubber*.

If, to theoretical perfection, and practical experience, the Player adds the powers of a sound judgment ; an acute perception ; an accurate observation ; and a retentive memory ; he certainly possesses all the elements necessary to constitute a MASTER of the SCIENCE OF WHIST.

APPENDIX.

I.

GLOSSARY OF TECHNICAL TERMS USED IN WHIST.

Bumper.—Winning two games, before your adversaries have scored.

Command of a suit.—Holding the best cards in it. If you have sufficient to enable you to draw all those against you, the command is *complete*, and your suit is said to be established. See *Establish.*

Conventional signals.—Certain legalised modes of playing the cards by means of which specific information is conveyed to your partner as to the state of your hand.

Cross-ruff.—See *See-saw.*

Discard.—The card you play when you have none of the suit led, and do not trump it.

Double.—Scoring five before your adversaries have scored three.

Echo, the.—Asking for trumps in response to your partner's ask, when but for his demand you would not have called.

Eldest hand.—The player on the dealer's left hand.

Establish.—A suit is said to be established when you have exhausted all the best cards in it which were against

you, and thus retain its complete command. See *Command.*

False card.—A card played contrary to the established custom and rules of the game, and which is therefore calculated to deceive your partner as well as your adversaries, as to the state of your hand.

Finessing.—An attempt, when second or third player, to make a lower card answer the purpose of a higher, in the hopes that the intermediate card or cards may be with your right-hand adversary or your own partner.

Forcing.—Leading a card that compels your adversary or partner to play a trump.

Game.—Scoring five points. This may be done in *one* hand by (1) holding the four honours and making the odd trick; (2) three honours and three by tricks; (3) having turned eleven tricks, If neither side makes the game in one hand, each adds the score they have made to that gained in the following hands until one has made game.

Hand.—The thirteen cards held by each player.

Honours.—Ace, king, queen, and knave of trumps. The ten and nine are sometimes called *semi-honours.*

King-card.—The best card left in each suit. Thus if the ace and king were out, the king-card would be the queen.

Lead, the.—The commencement of the play by the elder hand, or the card played by the winner of a trick immediately after having won it.

Leader.—The first to play each round.

Leading through or *up to.*—The person who leads is said to lead *through* his left-hand adversary, and *up to* his right-hand adversary.

Long suit.—One of which you hold originally more than three cards. The term is, therefore, indicative of strength in *numbers.*

Long trumps.—The last of the suit of trumps.

Loose, or losing card.—A card of no value, and therefore the fittest to throw away.

Love.—No score.

Make.—To make a card, means to win a trick with it. To make the cards, means to shuffle.

Opening.—A term borrowed from chess, to denote the plan on which you commence, or open.

Partie, a.—The same players playing two rubbers consecutively; or, should it be necessary, a third rubber, to decide which is the best of the three rubbers.

Plain suits.—The three su ts not trumps.

Penultimate, the.—Beginning with the lowest card but one of the suit you lead originally, if it contains more than four cards.

Points.—The score made by tricks or honours; for each trick after six, one point is scored.

Quart.—Sequence of any four cards.

Quitted.—A trick is said to be quitted when the four cards constituting it have been gathered up and turned on the table, the hand doing so having left them.

Quart-major.—The sequence of the four highest cards of a suit.

Quint.—Sequence of any five cards.

Re-entry.—A card that will, by winning a trick, bring you the lead at an advanced period of the hand.

Renounce.—To play a card of another suit than that led, holding none of the latter.

Revoke.—To play a card of another suit, while holding a card of the suit led.

Rubber.—Two games won in succession; or two out of three games, constitutes winning a rubber.

Ruffing.—Another word for trumping a suit.

See-saw.—Partners trumping each a suit, and leading to each other for that purpose. Also called a *cross-ruff.*

Sequence.—Three or more cards in consecutive order. A *head* sequence is one standing at the head of the suit. An *under* sequence is one at the bottom of the suit.

An *intermediate* sequence, one of which you hold cards both higher and lower.

Score.—The points marked by coins, counters, or otherwise.

Short suit.—One of which you hold originally not more than three cards.

Signal for trumps.—Throwing away, contrary to ordinary rules of play, an unnecessarily high card before a low one.

Single, a.—Making game, after your adversary has scored three or four up.

Singleton.—One card only in a suit.

Slam.—Making every trick.

Strong suit.—One containing more than the average number of high cards—in contradistinction to numerical strength.

Tenace.—The best and third best card, for the time being, of any suit. For example, the ace and queen originally; or the king and ten, when the ace and knave have been played: this is a *major* tenace. A *minor* tenace is the combination of the second and fourth best cards of a suit.

Tierce.—Sequence of any three cards.

Tierce-major.—The sequence of the three highest cards of a suit.

Treble.—Scoring five, before your adversary scores one.

Trick, a.—Four cards, viz. the three played to a card led.

Trump card, the.—The card turned up by the dealer.

Trumps.—Cards of the same suit as that turned up by the dealer.

Under-play.—Speaking generally, it means keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but such a *ruse* must be used sparingly, and with care.

Weak suit.—One containing less than the average number of high cards—in contradistinction to a suit short in *number* of cards.

II.

THE LAWS OF SHORT WHIST.

(*London Club Code.*)

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 proven, 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 the 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 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 the 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 confu-

sion 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.

6. 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 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. Sho ld 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 he 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, leads 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 leads 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 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 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 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 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.

III.

CURRENT ODDS AT SHORT WHIST.

At the commencement of the game or rubber, it is 5 to 4 on the dealer for the game; and 6 to 5 on him for the rubber; either bet being slightly better to take than to lay.

1 to love with the deal, is 11 to 8 on the game, and 5 to 4 on the rubber; the deal being against, the betting on either game or rubber is even.

2 to love with the deal, is 13 to 8 for the game. The deal being against, it is 11 to 8. For the rubber, with the deal, it is 3 to 2. The deal being against, 11 to 8.

3 to love, or 4 to love, with the deal, is 2 to 1 on the game. The deal being against, it is 15 to 8. In this case the odds on the rubber are the same as those on the game.

The first game being won, if the deal for the second game were in abeyance, the exact odds on the winner for the rubber, would be 3 to 1. The current odds are, however, 5 to 2; but it is as good a bet to lay 3 to 1 with the deal, as 5 to 2 against it.

The first game, and 1 to love of the second, with the deal, is 7 to 3. The deal being against, it is 3 to 1.

The first game, and 2 to love of the second, with the deal, is 7 to 2, and is an advantageous bet to lay. The deal being against, the odds can scarcely be called less; but they are not disadvantageous to take.

The first game, and 3 or 4 to love of the second, with the deal, or against it, is 4 to 1. No higher odds than these are ever given at any stage of the rubber, unless an honour has been turned up by the winners of the first game, and of the

first 3 or 4 points of the second game, when 5 to 1 may be laid. The 4 to 1 bet, however, is advantageous to lay with the deal, and not disadvantageous against it.

The deal against the first point, is an even bet for the game or rubber.

It is an even bet that the dealer has two points, or more. For the purpôse of this bet it is held that the dealer has two points, although he may not be able to score them; *i e.*, the bet is won, if the dealer and his partner hold two honours, although the adversaries being game by tricks, such honours are not scored. This bet is very slightly in favour of the layer.

The foregoing odds, though, for the convenience of betters, they are not exactly calculated, are as near an approximation to the exact calculations as can be given without going to fractions, or getting into very high figures.

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