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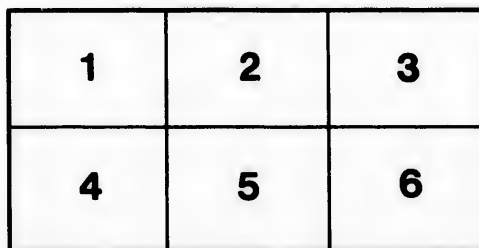
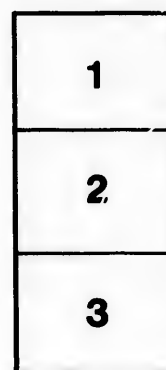
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# For Whist Players.

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69 Front St. East, TORONTO.

**B**Y request, writes W. M. S. in the N. Y. Commercial-Advertiser, we give the following directions to beginners and those who desire to learn to play the modern game of Whist.

We have endeavored to give to the student the barest outline of the subject, which we trust will be sufficient to stimulate his interest and induce him to investigate it more fully by himself.

There are many players today as there always have been, who would like to excel at whist, and be able to defeat their opponents by superior play, but unfortunately many of these players will not take the trouble to study the game and attain their desires.

They fail to appreciate the fact that whist is a scientific game, and consequently one which cannot be learned intuitively or by mere practice with inexperienced players. A player cannot hope to play even a fair game of whist until he has at least learned his alphabet and has mastered some of the elementary principles upon which the game is based. There are many most important matters which we have passed over for the present, such as secondary leads and position or tenace, but these subjects may be discussed at a later date. For the present the beginner will have enough to do to learn the original leads, the proper return of partner's suit, how to properly use the echo, the unblocking game and the discard. He will find ample food for thought and reflection if the outline of the game given below is new to him. If our explanation of the subject is not clear, or if any reader desires information upon the subject, we shall be most happy to respond to any communication we may receive. If we can awaken a real interest in the mind of any one of our readers we feel that our efforts have not been in vain. There is too little individual "missionary" whist work being done throughout the country. New converts to the intellectual game should be sought by every player who knows its fascination, and no stone should be left unturned to induce those who have been

content in the past to dally with the game in its primitive form to abandon so poor and inefficient a substitute for the more elevating and truly genuine game of thought.

## Elementary Principles.

### LEADS.

The best leads are from suits headed by a sequence, and as a general rule when four cards are held in the suit the highest card of the sequence should be led, while if five or more cards are held, the highest card of the sequence should not be led. Example: Holding king, queen, jack, 2, lead king; holding king, queen, jack, 6, 5, 2, lead to induce partner to play the ace if he holds it.

The original lead should generally be made from the strongest, i. e., the longest suit. Leads from suits of but two or three cards are dangerous, and should be avoided.

When a two-card suit is led, if it is headed by nothing higher than the queen, lead the higher card. Example: Holding queen, x, jack, x, 10, x, 3, 2, lead the higher card. When a three-card suit is led, if it is headed by nothing higher than the jack, lead the highest card. Example: Holding jack, 10, 2; jack, 9, 2, etc., lead jack. One exception to rule, holding queen, jack, x, lead queen.

In responding to a call for trumps lead the commanding trump if held, irrespective of number, and the highest trump if three or less are held; the lowest trump if four or more are held. Same rule when leading to partner's declared plain suit.

### Number Showing Leads.

Each high card when led as an original lead indicates the possession of a certain number of cards in the suit. Example: The ace indicates at least five cards in the suit with one exception; the king indicates exactly four, the queen at least five, the jack at least five, and the 10 at least four.

In addition to the minimum number of cards in the suit, each card announces the presence of certain other high cards:

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**Example:** The ace is led only from, ace, king, x, x, x, or more; ace, x, x, x, x, or more; ace, queen, jack, x or more.

The king is led only from ace, king, queen, x; ace, king, x, x; king, queen, x, x. King announces not more than four and ace or queen or both.

The queen is led only from ace, king, queen, x, x, or more; king, queen, x, x, x, or more. The queen announces at least five in suit, always the king, never the jack, and possibly the ace.

The jack is led only from ace, king, queen, jack, x, or more; king, queen, jack, x, x, or more. The jack announces at least five in suit, always the presence of both king and queen, possibly the ace, also.

The 10 is led only from queen, jack, 10, x, or more. It announces at least four in suit, and always the presence of both queen and jack, never any higher cards.

These leads constitute the high card leads. From all other combinations of cards lead the fourth best card, counting from the top of the suit. **Example:—**

King, 10, 9, 8—lead 8; king, 10, 9, 8, 7—lead 8; king, 10, 9, 8, 6—lead 8; king, 10, 9, 8, 6, 4, 3, 2—lead 8, etc.

Upon winning partner's original lead, third hand should generally return the suit at once, unless he himself holds a stronger suit than the leader, or desires to lead a trump. Changing suits is extremely dangerous, and should be carefully avoided.

#### **Return of Partner's Lead.**

In returning partner's lead be careful:

1. To return the higher of any two cards remaining in hand. **Example:—** Partner leads small card, you holding king, queen, x, play queen and win the trick. Return the king.

2. To return the lowest of three or more cards remaining in hand. **Example:—** Partner leads small card, you holding king, queen, x, x, play queen and win the trick. Return the lowest card.

3. Holding the commanding card of partner's suit, return it irrespective of number. **Example:** Partner leads small card, you holding ace, queen, x, x, play queen (the only justifiable finesse in partner's suit) and win the trick. Return the ace.

4.—Holding the second and third best cards of partner's suit, return the second best. **Example:** Partner leads small card, second hand plays king. Later in the hand you obtain the lead, and, holding the queen (the second best) and the jack (the third best, the king having fallen), you return the queen, irrespective of number of cards held in the suit.

#### **Signals.**

##### **THE CALL FOR TRUMPS.**

In order to justify a player in calling for trumps he should hold at least four trumps with two honors or five trumps with one honor. He should not call for trumps with less trump strength than this, no matter how strong in plain suits he may be, nor how much he may desire trumps led. There are three recognized methods of calling for trumps, viz.:—

1. By the play of an unnecessarily high card and followed with one lower. **Example:** Holding four, three, two, of clubs, to the ace of clubs led if you desire to call for trumps, play the three and next the two. The natural order of play has been reversed and the universal meaning attached to the play is that of a command to partner to lead trumps as soon as he obtains the lead. If the player is careless in his play of small cards and does not always play his lowest card when making no effort to win the trick, it of course becomes impossible to rely upon his signal.

2. By declining to trump a trick which will certainly be won by opponent unless trumped.

**Example:** Leader leads ace of diamonds, second and third hand play small, fourth hand having none of the suit, must either trump or discard. If he discards and refuses to trump, he tells his partner not to force him, but to lead trumps as soon as possible. He either holds no trumps at all and is unable to trump, in which case if his partner leads trumps he will be drawing two for one, generally good policy, or else he has a hand too strong to prevent it to be weakened by ruffing.

3. The discard from an unopened suit of an 8 or higher card.

**Example:** Spades trumps, small diamonds led, second hand holds no diamonds and must trump or discard. He discards the 9 of hearts. The natural inference is that he cannot hold many hearts if the card he can best spare is as high as the 9. Being void of diamonds and numerically weak in hearts, he must be strong in trumps and clubs.

#### **The Echo.**

When the player has either led or called for trumps his partner should echo, i. e., announce the number of trumps held by him as rapidly as possible. The echo is made either in plain suits or trumps after partner has called for or led trumps by playing an unnecessarily high card and following with one lower. Exactly like the method of calling for trumps, first explained. The meaning generally at-

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tached to the echo is the possession of exactly three trumps.

Example: Leader holds A, K, Q, J, x, x, trumps, and leads the jack. Third hand holds the 4, 3, 2 of trumps. He should play the 3, and when partner continues the lead he should play the 2, thus completing the echo and announcing exactly three trumps. If, under these circumstances, both second and fourth hand followed suit, a third round becomes unnecessary, for by the echo third hand has positively announced the possession of the remaining trump outside of the leader's hands.

### The Sub-Echo.

Those who use an echo to show exactly three trumps, generally use what is known as a sub-echo to show four or more trumps. The sub-echo is made by permitting the first opportunity to echo pass and by subsequently completing it. Example: Third hand holds the 5, 4, 3, 2 of trumps. His partner leads the ace. He should play the 3, next the 4, thus failing to echo and denying the possession of exactly three trumps, and on the third round he should play the 2, thus completing the sub-echo and announcing the possession of four or more trumps. The student will observe that in neither of the illustrations given did third hand play his lowest card. When he holds three trumps and can afford so to play them, he echoes by first playing the middle card and then the lowest. If he holds four or more he sub-echoes by playing next to the lowest first, then one higher, and on the third round the lowest. If but two cards are held he plays the lowest. Thus the play of the 2 or any card which the leader can mark as the lowest card held by third hand, denies the possession of three or more trumps and announces one more or no more.

### Unblocking and Plain Suit Echo.

Unblocking is a method of play by which third hand avoids blocking his partner's suit. The same method of play is called the plain suit echo, because it announces the number of cards held by third hand in the suit.

Rule.—When any card which announces a suit of at least five is led and third hand holds exactly four cards in the suit, if he makes no effort to win the trick he should play his third best first and continue to play the suit "up," parting with the lowest card last.

Example—Ace led, third hand, holding

king, queen, jack, 2, knows the lead cannot be from ace, queen, jack, 10, and therefore that the leader must hold at least five cards of the suit. If he plays his 2 to the ace he hopelessly blocks the leader's suit, and may lose several tricks by so doing. He should play the jack to the ace, next the queen, and next the king, retaining the 2 until the last, with which to put his partner in the lead.

This method of play has two advantages. First, it prevents the blocking of the longer suit, and second, it often permits the leader to place the remaining cards of the suit.

Example—North holds the ace, king, 10, 5, 4, and leads the ace; east plays 6, south 3, west 7; north then plays the king; east 9, south jack, west 8. North can now read his partner with the queen and deuce. The reason he is able to read his partner with the queen and deuce is that, having led the ace (indicating at least five in the suit), he knows if his partner holds exactly four he will play his third best first and play the suit "up," holding the smallest card until the last. On the second round of the suit all the small cards are accounted for but the deuce. If all have played regularly neither opponent can hold it. It is generally safe to assume that his partner holds it, and if his partner has the deuce, he must have held four cards originally, and he must therefore hold the queen also.

### The Discard.

The discard most generally in use is known as the Cavendish or Standard discard.

When partner leads trumps, or when trumps have not been led nor called for by any player, the first discard should be from the player's weakest suit. If opponents have called for or led trumps, the first discard should be from the best protected suit, and subsequent discards should be made with a view to the best protection of the player's hand. The reason for the difference in the discard depending upon the location of the preponderance of trump strength is obvious. If partner is strong in trumps, the player can afford to discard from weak suits, even if the discard from such a suit unguards an honor, but if opponents are strong in trumps, the discarder cannot afford to weaken himself in the suit in which his opponent is probably strong, and he should therefore discard first from his best protected suit and subsequently for the best protection of his hand.



## WHIST RULES IN RHYME.

—Rules of whist have been put before the public in many ways, but Pole's Rhyming Rules for Whist are the most unique. Here they are:

### GENERAL PRINCIPLES.

Philosophical whist is that species of game  
Where the rules are derived (as expressed by  
the name)

From strict calculation and reasoning pure;  
A logical structure that's perfect and sure.

And here a broad principle comes into view,  
Which underlies all that the rules have to do;  
The two partners' hands must be treated as one,  
And played in conjunction; not each as alone.

To further this object in each situation,  
The partners must both gain and give information;

And to help them to work with the best contrived tools

Is the aim of these short elementary rules.

### THE OPENING.

In opening your game, you must clearly be told,  
To show to your partner what strength you may hold;

And hence, if your trumps are of not high repute;

You must make your first lead from your longest plain suit,

And lest your endeavors to win should be marred,

You must carefully learn how to lead the right card.

With ace, king and other, the king is first led,  
Then follow with ace, it need hardly be said.

If you hold king and queen, then the king is the play,

To get the opposing ace out of the way.

With king, queen and knave, lead the king if you've four.

But the knave is the lead if you chance to have more.

With ace, queen and knave, then queen we should have,

But with more than four cards, after ace play the knave.

With ten, knave and queen, lead the queen out; but when

You have ten, knave and king, you begin with the ten.

With ace and four small ones, the ace should begin,

To give the best chance that a trick it may win.

If none of these specialties come in your way,  
You are told by the old writers a small card to play;

But, following the plan of the smart Yankee nation,

You may lead your fourth best, 'twill give much information.

### RETURN OF PARTNER'S SUIT.

In returning your partner's suit, mind what you do;

If you've only two left, lead the best of the two,  
But the lowest's the play if you've more in your hand,

Taking care that you do not retain the command.

### MANAGEMENT OF TRUMPS.

In the modern Whist game, the perfection of art,

The trump always plays the most prominent part;

And be it observed that their numbers give weight,

And make them prevail, though their rank be not great.

Hence with five or more trumps your supremacy's clear,

And your course is to lead them at once without fear.

Or, if there's an honour, the call you display,  
A signal your partner is bound to obey.

When your partner leads trumps, 'tis a terrible crime

If you do not return them without loss of time;

And if his trump signal developed you see,  
You must lead him your best if you've not more than three.

You should not force your partner, your trumps being few;

For if he is strong you much mischief may do,  
But if 'tis an enemy's trumps that are strong,

Then force him by all means; he can't stand it long.

If with more than three trumps you should be second player,

Don't trump doubtful tricks, for your trumps you can't spare;

But with three trumps or less, your decision is quick

To put one of them on and straightway win the trick.

### SECOND HAND.

A good second player will mostly decide  
To put on his lowest, whatever may betide;

But having king, ace, or king, queen in his hand,

He will play one of these cards the trick to command.

### THIRD HAND.

The play of the third hand is easily told,  
As the rule is to put on the best card you hold;

But having ace, queen, you finesse with good grace

Provided you afterwards play out the ace.

The rules as to sequences must be well taught;  
If not, there are few things with more evil fraught;

So if you're not leading, 'tis thus the rules say,  
Of the sequence of cards you the lowest must play.

### DISCARDING.

So important it is to have rules well provided,  
E'en throwing away is by principle guided,

As a general maxim, tho' none of the newest,  
You discard from the plain suit of which you hold fewest;

But if trumps are against you, you alter your play,

And then from your best suit throw freely away.

### IN ALL POSITIONS.

On the whole let your whist play be careful and straight.

Be as strict with your small cards as if they were great;

And do not play false ones without proper cause,

So you'll merit your partner's discerning applause.

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