

WHIST: This is the game that made Hoyle famous, or vice versa, since both have left indelible impressions upon the real silent majority, the card-playing public, whist being the forerunner of *Bridge*, page 18, and Hoyle the all-time authority who triggered it. Whist is a four-player game, with those opposite as partners; and the standard fifty-two-card deck is used, each suit ranking **A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.**

The entire pack is dealt, one card at a time, in clockwise rotation, the last card being turned up to designate trump. The dealer adds it to his hand before making his first play. The player at dealer's left leads to the first trick, and the others must follow suit if possible; otherwise they can play from a side suit or trump the trick if an ordinary suit is led. Highest card of suit led wins unless trumped, when the highest trump wins. Winner of each trick leads to the next.

Six tricks are termed a "book," and a team scores 1 point for each trick taken beyond that. The deal moves around the table, and the first team to reach 7 points wins the game, according to American rules. The loser's score is deducted from the winner's to establish the margin of victory; and it is usual to play out the final hand, so the winners may add extra points to their score. In official or serious play, 7 is the limit. The English mode of scoring is more complex and is described under *English Whist*, page 376.

Whist has many conventional plays, such as always leading a trump when holding five or more; leading the fourth highest of the longest suit; showing a holding of **A-K** by leading the **K**; playing "low" in second hand and "high" in third hand. Many of these have been inherited by bridge and elaborated in that game.

In *Bid Whist*, instead of turning up trump, each player can announce the number of tricks, plus the trump honors (**A, K, Q, J**) that he thinks his team can take during play, with the understanding that he decides on the trump suit and leads to the first trick. Since there are thirteen tricks and four honors, the possible points total 17. Usually, players are permitted to keep raising bids until three pass in succession; and in that gen-

erally accepted form, the game is technically known as *Auction Bid Whist*.

If the bidder is successful, his team's points are counted and the opposing team's points are deducted to determine the winning margin, each deal constituting a game. For example, a player on Team *A* bids "eleven" and his team takes nine tricks and three honors (A Q J) for a total of 12 points, while Team *B* takes four tricks and one honor (Q) for a total of 5. The bidder's team thereby wins by 5 points. However, if a bidder fails, his team scores 0 and the opponents score what they make. Thus in the example cited, if Team *A* takes only eight tricks and two honors (A J) while Team *B* takes five tricks and two honors (K Q), Team *B* would win by its full score of 7 points.

This game has several variations: In one, honors are credited to the team holding them, not to the team taking them; in another, honors are totally disregarded, so there are only thirteen tricks. In scoring, sometimes only the tricks over "book" are counted, making 7 possible points (plus four honors if used). In a continuous game, this can be played as *Setback Bid Whist*, a losing bid being deducted from a team's existing score, while the nonbidding team always scores whatever points it makes.

English Whist: This long-established form of whist differs from the American version chiefly in the mode of scoring, which runs as follows: Game is 5 points. Each trick over six counts 1 point for the team taking it. After tricks are scored, either team may score for holding a majority of the honor cards, consisting of ace, king, queen, jack of trump. All four honors count 4 points; any three honors, 2 points. Therefore:

Assuming that team scores stand *A-C*, 2 points; *B-D*, 3 points. *A-C* takes eight tricks, scoring 2 points for a total of 4; but *B-D* holds three honors, thereby scoring 2 points for a total of 5 and winning game. However, if *A-C* takes nine tricks, scoring 3 points for a total of $2+3=5$, *A-C* thereby wins game, as the honors held by *B-D* do not count.

A team with a standing score of 4 cannot count honor points, but must score 1 trick or more to win game. Example: Scores

stand *A-C*, 2; *B-D*, 4. *A-C* takes eight tricks, scoring 2 points to reach 4; while *B*, holding three honors, cannot score, so the teams stand 4-all. However, if *A-C* had held those three honors, *A-C* would have scored 2 points for tricks and 2 for honors, which, added to the standing score, would win game ($2+2+2=6$).

A team winning two games wins "rubber," which is the ultimate aim. A team is credited with a "treble," or 3 game points, for winning a game by a score of 5 (or more) to 0. It gains a "double," or 2 game points, for winning by 5 (or more) to 1 or 2. It gains a "single," or 1 game point, for winning by 5 (or more) to 3 or 4. A team that wins rubber adds 2 "rubber points" to its score. The highest possible score is two trebles and a rubber, $3+3+2=8$ against an opposing 0. The lowest possible is two singles and a rubber, $1+1+2=4$ against an opposing treble of 3, giving the winning team a victory by 1 point.