

Whist

PLAYERS 4, in two teams

DECK 52 cards, no jokers

TYPE Trick-taking

LEVEL Medium

GAME First to 5

THE GOAL

With your partner, win more than six of the 13 tricks. Each trick above six scores a point; first team to 5 wins.

SETUP

Four players in two teams, partners opposite. One 52-card deck, ace high.

THE DEAL

Deal all cards one at a time, 13 each. Turn the dealer's last card face up: its suit is trump.

A TURN

- Left of the dealer leads the first trick.
- Follow suit if you can; if not, play any card, trump or not.
- Highest trump wins, otherwise the highest card of the suit led.
- The winner leads the next trick. The dealer picks up the trump card when it is their turn to play to the first trick.

SPECIAL CARDS

- Any trump beats every card of the other suits.

SCORING

- Only the team with more tricks scores.
- 1 point per trick above six (the odd tricks).
- Optional honours: all four top trumps 4, three of them 2.

WINNING

The first team to reach 5 points wins the game; best of three games wins the rubber.

HOUSE RULES

- **Honours.** The ace, king, queen and jack of trump. Holding all four between partners scores 4, three of them scores 2. Not usable to reach the last point of a game.
- **American whist.** The same game, played to 7 points instead of 5.
- **Long Whist.** The older form of the game, played to 10 points.