

Whist

About: Popular in England since at least the 16th century, Whist was derived from other games played both in England and on the continent of Europe. The name of the game means “silent” and “attentive”. It was originally described by Charles Cotton in 1674.

Number of players: 2-6 (ideally 4)

Type of Cards: regular deck of 52 (remove the Jokers)

Other supplies needed: pencil and paper for scoring

Object of the game: to collect tricks and to get 5 points

Instructions:

Teams: If you are playing with more than 3 people, you will divide into teams. Partners/teammates will sit across from one another at the table, not next to each other.

Dealing: a dealer is chosen and deals out cards until they are spent (if 4 players, each should have 13 cards).

- Dealing his/her own deck last the dealer will receive the final card and flip it over for everyone to see. The suit of this card (diamonds, hearts, clubs, or spades) is the **trump suit**. A trump suit is the primary suit played in the game. It can be used at any time.
- After revealing the trump suit to all players, the dealer will keep this card in his/her hand until it is played.

Rounds and Tricks: For a game with 4 players, there will be 13 **rounds** of **tricks**.

- The player sitting to the left flips over a card of any suit in his/her hand. This suit is called the **leading suit** and it begins round 1.
- Going clockwise, the other players “follow suit” by placing down cards in their hand of the same suit as the leading.
- If a player does not have a card that belongs to the leading suit, they can either put down a card of any suit they do not mind losing OR they can put down any trump card.
- **A trick** is formed once everyone has flipped over a card. The cards in the trick are examined to see which player/team has won the trick in this round.

Winning a Trick:

- From greatest to least, cards are ranked A, K, Q, J, 10, 9, 8, 7, 6,5,4,3,2.
- There are two ways to win a trick:
 1. If you have the highest-ranking trump card played in the round*
 2. If you have the highest -ranking card that is the same suit as the leading suit.
*trump cards (even low ranking) will win the trick even if there is a high-ranking card that follows the leading suit. But be careful and spend your trump cards wisely.
- If you flipped a card of a suit that does NOT belong to either the trump suit or the leading suit, you cannot win the trick at all even if it is a high-ranking card.

Scoring Points

- Once thirteen rounds of whist are played, the players count the tricks they have won.
- If you are playing in teams, tricks are combined to be added.
- REMEMBER: **1 trick= the stack of 4 cards** collected in each round
- Once the tricks have been added, subtract 6. This is your final score of points.
(for example, if between you and your teammate you have 7 tricks, you will subtract the number 6 from this and your total points will be 1).
- The team with the most tricks wins and gets to keep their points. The team with the least tricks loses and gets nothing.
- Another game is played until one of the teams gets 5 points.

Additional notes:

- If there are more than 4 players, players will receive less than 13 cards each and there will be less than 13 rounds of tricks per game.
- Since the dealer does keep the card used to identify the trump suit, write down what the suit is so you do not forget.