The Game of Patience

Lippincott

THE GAME

OF

PREFERENCE

OR

SWEDISH WHIST

WITH A BIBLIOGRAPHY OF ENGLISH WHIST

BY

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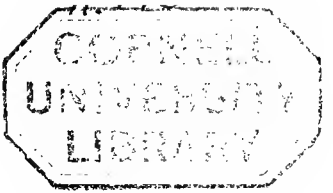
MILWAUKEE
PRIVATELY PRINTED
1885



Seventy-five copies printed for private distribution,

of which this is No.

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BY WAY OF PREFACE.

This little manual has been prepared mainly to serve as a guide to a few whist players who have learnt and appreciate the game of preference. Where or when the game originated I know not; but in Sweden it has entirely superseded the ordinary English whist, which is the reason that I have ventured to designate it "Swedish" whist. The laws and practices of the Swedish game, however, have been modified somewhat, so as to bring it into closer harmony with the game of whist, as played in this country.

The arrangement of the manual being such as to render it incomplete, unless combined with one of the existing works on whist, I have appended a list of all the books and articles in the English language that are known to me. Those marked with an * have been examined for this purpose, while the other titles are culled from various sources, and I can, therefore, not vouch for their bibliographical accuracy.

L.

PREFERENCE

Is a variation of the ordinary game of whist, fully as interesting and not nearly so monotonous, its distinguishing feature being that the highest game is played without trumps, the intrinsic value of the cards alone determining the issue. The distinct advantages that preference possesses, as compared with whist, are greater variety in the game, escape from the hardships imposed by a trump determined by an inexorable fate without reference to the cards held by the players, using to advantage fortunate combinations of the cards which in whist are destroyed by trumps, and, in consequence, greater opportunity for making individual skill count in the ultimate result. Although, as in whist, two always play in partnership, the partners are constantly changed and *each player* has

his individual score. It may, therefore, easily happen that, after an evening's play, one of the players will be found to be the sole winner, and all the rest to have lost, or vice versa.

THE PLAYERS.

Preference is played by four persons. Five or six persons, however, may participate in the game, as will be explained hereafter. The place is determined by spreading a pack on the table, face down, from which each one draws one card. The two drawing the lowest, and the two drawing the highest cards play together as partners, and the lowest card entitles its owner to select his place first at the table, as well as to the first deal. If two, or more, cards drawn are of the same value, those who hold them must draw again, in order to determine their relation to each other, but not to the other players, whose places are settled by the first draw. In drawing, the ace is counted lowest, and the rest of the cards in the usual order.

A ***rubber,*** in preference, is two games won

by the same partners, and may, consequently, consist of these two games only, or three games of which one is won by the opponents. When one rubber has been played, partners are changed in the following manner. The player who has the deal retains his seat, and so does his neighbor to the left, but the other two change places. After the second rubber, he who sits opposite the next dealer changes place with the one among his neighbors who has not before played with the dealer.

All the players, in this manner, having played one rubber with each other, the places are again determined by drawing, or the play is continued by changing partners as in the first instance. Each series of three rubbers is a finished game.

If *five* persons take part in the game, they all draw, and whoever has the highest card sits over the first rubber. In the second rubber, the one who had the next highest card, goes out of the game, and so forth. Each player entering the game, after having had his turn out, always takes his place opposite the one who had the lowest card. When the

latter has thus played with all of the other four, he goes out, and those who, during the previous rubbers, have not played together now form a partnership, after which the respective places are again drawn for, or the game continued as before.

With *six* players, the procedure is similar, two being out each time, in the order of the highest cards.

A *three*-handed game is explained further on, under the heading "Dummy."

THE GAME.

Preference is played with the ordinary whist deck of 52 cards, dealt in the usual way from left to right, one card at a time. The first dealer is he who drew the lowest card in determining the places, and the player on his right cuts in such a manner as not to leave less than four cards in either packet. While the deal is being made, the dealer's partner shuffles the other pack, which it is convenient to use, and places it to his right, so that the next dealer can take it from his left side and offer it, without shuffling anew,

to his neighbor on the right for cutting. That one of the partners who does *not* make the first trick, collects and arranges all that the firm makes during that deal.

The cards are valued in the usual order, the ace being highest. Ace, king, queen, knave and ten are honors in trumps, and, when no trump is played, the four aces.

In preference, as in whist, the object of the play is to win as many points as possible, and the number of points depends not only on the number of tricks above six, but also on the color played. *Trump is not turned up*, but determined by the players in bidding over each other. The leader has the first privilege, then the second and third hands, and, finally, the dealer, of indicating what color he wishes played, *but* each one must name a color, that is higher than his predecessor's. If he cannot say anything higher, he passes.

The colors rank in the following order, beginning with the lowest: ***clubs, spades, diamonds, hearts;*** but higher than any of these is ***preference***, in which no trump whatever is employed. As soon, therefore, as any one has said

preference or *I prefer* (namely, to play without trumps), all further bidding is stopped, since there is nothing higher to offer.

It is now customary, however, never to play clubs and spades as trumps, on account of their lower value, but to use them as invitations for one's partner to demand preference, spades being the stronger invitation of the two. If then the leader or, when he has passed, the second hand says *spades*, it signifies, not that he wishes spades as trumps, but that he has tolerably good cards to assist his partner with in preference, if he sees fit to say it. For a call of spades, one should have a couple of aces and commanding strength in some color, in other words be quite sure of four tricks, and generally a good hand in three colors, but it is by no means necessary that one of these should be spades. In fact, there may not be a single spade on one's hand. *Clubs* indicate less strength, possibly not more than two certain tricks; but if the partner has such cards that he can enter in any color, he should say preference, or, at least, if his cards are suitable, ask for one

of the red colors as trumps. With the knowledge of his partner's relative strength, it is easy for him to determine what he can do with his cards. If he can not respond to the invitation, of course, he must pass.

As a further elucidation of the demand of clubs and spades, in the first hand, it may be stated that, if one really has a strong hand in clubs or spades, but to weak otherwise to invite one's partner to preference, it is necessary to pass, in order not to induce him to demand preference with insufficient cards. In the third or fourth hand, there is, of course, no use of asking either clubs or spades, unless the older method is followed of playing these colors as trumps, if nothing higher is asked. In such a case, however, one will incur the danger of inviting to preference by spades and have to play it as trumps, without even a solitary card of that suit to use in playing.

Spades in the second hand, after *clubs* in the first, is a very strong invitation and almost equal to an imperative command to the dealer to say preference, if he has any show

whatever of a trick. The reason of the second hand's demanding spades on clubs, instead of saying preference himself, is that his cards are such that it will be an advantage to him to have the third hand lead up to him, as he will have to do, if the fourth hand says preference.

Beside trumps and preference, another game is sometimes played, by previous agreement, called *nullissimo*, when all have passed, or invitation in the first or second hand has not been responded to by preference or bid over with other color. When nullissimo is played, it is necessary to *avoid* taking tricks, and those partners who make over six tricks pay for each one that they get, at the same rate as in preference. In this game the deuces are counted and paid for as honors.

If the leader has said clubs or, particularly, spades and it, therefore, is probable that preference will be demanded, his neighbor to the left should announce the color which he should like to have for trump, as this will be an important help to his partner during the progress of the play.

If a trump game is the highest demand after passing around to the dealer, the first hand leads, the same as in whist; but *in preference, the player to the right* of him, who has made the demand of preference, *leads*. He who makes the trick leads out anew.

There is nothing paid for the privilege of making the trumps or playing preference; but, if those who have determined the game fail to win it, a penalty is exacted, as stated below.

In a play with trumps, three honors held by the two partners are counted as 2, four as 4, and five as 5. In preference, likewise, three aces in the hands of the two partners are counted as 2, four as 4, and, if all four aces were on *one* hand, as 5.

As in whist, all tricks above six are counted as points. When six tricks have been made by one side, they should be put together in one packet, which is called a ***book***, and all subsequent tricks be laid out separately for convenient counting.

Twelve tricks, i. e. all but one, are called ***little slam***, and thirteen tricks ***grand slam***.

If the partners who determine trumps or demand preference, do not get the points, but their opponents instead, the latter mark the points by trick double, as a penalty. For instance, if those who demand hearts and are allowed to play it, make eight tricks, they mark for two tricks twelve points; but if their opponents make them, they not only mark twelve points on the game, but are paid twelve besides by the other players.

POINTS AND MARKING.

The *game* consists of 20 points, and the *rubber*, as before stated, of two such games by the same firm. For each trick above six the following points are counted: for a game in *clubs* 3, *spades* 4, *diamonds* 5, *hearts* 6, *preference* or *nullissimo* 8 points. If the total should not reach 20, the amount is marked and another deal made, until the game is won by either side. Honors are counted at the same rates, also depending on the color played; this, however, is never marked, but paid at once, if chips are used, or written apart from the points by trick, if a record

is kept on paper. Little slam is, *in addition*, paid with 10, grand slam with 20, first game with 10, and second game (by the same partners) with 20 points.

For a rubber, as before stated, two "games" are required, i. e. one firm must twice make 20, or more, points *in tricks*. The marking is done with four round and one long marker, the former being either imitation coins, made for the purpose, or the ordinary chips used for payments, in the following manner:

1.	o	11.	o
2.	o o	12.	o o
3.	o o o	13.	o o o
4.	o o o o	14.	o o o o
5.	o o o	15.	o o o
6.	o o o o	16.	o o o o
7.	o o o	17.	o o o
8.	o o o o	18.	o o o o
9.	o o o	19.	o o o
10.	o o o o or —	20.	*Game.*

The principle of this method of marking is this: round markers side by side designate units, one round marker above designates 3, one below 5, and an oblong marker 10. The marking is done on the right side of the player, while the box containing his chips is kept on the left side. The first game is marked by putting a long chip under the box in such a manner, that one half protrudes on the side of the box.

The chips generally used in preference are a variety of poker chips, sometimes sold under the name of *solo chips*, and may be obtained at almost any bookstore, particularly such as carry importations from Germany, and consist of four sets of different colors; containing each 5 square, 9 round, and 10 oblong chips. The square ones are counted as 100, the round 10, and the oblong 1, making a total for each player to start on of 600 points. The colors of the chips merely serve to facilitate dividing them in the right proportion to each player at the beginning of the play, and determining each one's gain or loss at the end. At the end of a deal, honors, slams

and penalties are settled for at once, each looser paying to his right-hand neighbor, and the points in tricks marked, if not reaching a total of 20. At the end of each game, a complete settlement is made, which, of course, implies that any points the losing side may have marked toward the game are wiped out, by being deducted from the score of the winning side.

When the score is kept on paper by one of the players as secretary, the points made by each partnership in tricks are written down in its place and, *separately*, all points made in honors, penalties, etc. When the points in tricks of either side reach 20 or more twice, all points made by each side are added together, and the smaller sum subtracted from the larger. The remainder is entered in the score of the winners *in even tens*. If there are 5 points or more, they are counted as 10; if less than 5, they are not counted at all, and, in the same manner, if the total exceeds 10, all units less than 5 are deducted, while enough is added, when the last figure is 5 or more, to make up the next higher multiple

of ten. If the net gain, thus, should be found to be 17 it is counted as 20, and if 24 it will also appear in the record as 20, while 25 would be counted as 30. In entering, for the sake of convenience, the last zero is dropped until the end of the play, when the score of each player, as it appears on the paper, is multiplied by ten. This is not the case in using chips, when payment is made exactly as called for.

The following will serve as an illustration of keeping a preference score on paper:

A, B, C and D sit down to play with these results:

FIRST RUBBER.

A and B, C and D partners.

1st game: 1. AB, preference, make 2 tricks over book; honors easy.

2. CD, preference, make 1 trick over book; AB 2 honors.

3. CD, hearts, make 2 tricks over book; 2 honors.

2d game: CD, preference, make 3 tricks over book; honors easy.

SECOND RUBBER.

A and C, B and D partners.

1st game: 1. AC, hearts; BD make two tricks over book; AC 2 honors.

2. BD, diamonds, make 6 tricks over book (little slam); 5 honors.

2d game: AC, preference, make all tricks (grand slam); 4 honors.

3d game: 1. BD, hearts, make 1 trick over book; 2 honors.

2. AC, preference; BD make 6 tricks over book (little slam); BD 2 honors.

THIRD RUBBER.

A and D, B and C partners.

1st game: BC, preference, make 5 tricks over book; 5 honors.

2d game: 1. BC, diamonds, make 2 tricks over book; 4 honors.

2. AD, hearts, make 4 tricks over book; 2 honors.

3d game: AD, preference, make 3 tricks over book; honors easy.

The record and score will then be made in the following manner, (A being the secretary and, therefore, in order to avoid confusion, always writing the winnings of his firm in the right-hand column; tricks also appearing on the right side of each column).

Record.

		8	16	16	
(CD)		34			(AB)
		44			
	12	12	12	118	
(BD)		75			(AC)
	12	6			
		142			
(BC)		90		46	(AD)
	20	10		44	

Score.

	5	13	3
A.	− 5	− 18	− 21
B.	− 5	+ 8	+ 11
C.	+ 5	− 8	− 5
D.	+ 5	+ 18	+ 15

If the players stop here, B and D will thus have won 110 and 150, A and C lost 210 and 50 respectively. It is self-evident that, at any stage of the game, the sum total of all the + must equal the total of all the —.

It will be noticed in the record above, that, *at the end of each game*, the calculation is simplified by adding together *all* the points made of whatsoever nature, and entering them in one sum, which can cause no confusion, as long as the end of the game is marked by the horizontal line across the column. The short line under the first 16 in the right-hand column is used to indicate points in tricks nullified, as far as counting toward the game is concerned, by the opponents making the game first. AB would have to make 20 by tricks again, in order to be allowed the first game.

In order that there may be no misunderstanding, as to the last statement, it might be well to be somewhat more explicit. On a preceding page, it is said that a complete settlement, at the end of each game, implies "that any points the losing side may have

marked toward the game are wiped out, by being deducted from the score of the winning side." The same is true, when a record is kept on paper; but since in this case no settlement is effected and no entry made in the score, except at the end of each *rubber*, it becomes necessary to indicate the fact, that certain tricks are not allowed to count toward game, by some mark like the one just mentioned. If AB have made 16 by tricks, and CD then make the game, before AB have a chance to make the remaining 4, their 16 points are considered as if they had not been made at all, as far as the first game is concerned, although these points are allowed as an offset against CD's gain, whenever settled. Consequently, if AB should then again make 16, they will still not have their first game, before they have added enough more to make it a full 20 in tricks.

DUMMY.

When there are only three players, the fourth hand is represented by a so-called *dummy*. The manner of playing and the

rules governing this game are the same as for ordinary preference, with a few exceptions. In drawing for places, the dummy is considered always to have the lowest card, and the other players change places, after each rubber, so that all play with the dummy in the order of the cards drawn; and, when a settlement is made, the dummy's partner scores both for himself and the dummy, whether it be loss or gain.

No one can look at more than one set of cards before the first lead is made, and if, therefore, it so happens that the dummy's partner, in the regular order of bids, should have to examine the other cards, he changes hands and bids again on the first hand examined. If, for instance, the dummy in the first hand says *clubs*, and the second hand bids *diamonds*, the third hand gives his own cards, without looking at them, to the dummy and bids a second time on what was originally the dummy's cards, but will now remain his own hand for that deal. The same change would have to be made if he had commenced bidding on his own hand, and the bidding had

continued until it reached the dummy. If the first or second hand, however, had demanded preference, no change would be necessary.

When it is the dummy's turn to play, *but not before*, the cards of the dummy are all turned and exposed, and the next hand need not play until that is done.

The object of these restrictions of the rules ordinarily in force in preference is, of course, to secure, as far as possible, an equitable division of the benefits accruing from playing with two hands instead of one, and to prevent the dummy and his partner from obtaining an undue advantage over the other two players. Any inequality that still may exist, however, is perfectly balanced by changing partners, so that each one of the players will have the dummy during one out of every three rubbers.

LAWS

OF PREFERENCE.

1. The deal is lost, if each player does not get thirteen cards, in regular succession, or if more than one card is dealt at a time. If the pack of cards is not new, however, the dealer is entitled to dealing again *once*.

2. If the pack is incomplete, if a card is faced in the pack or falls on the floor, the dealer must deal again.

3. If a card is turned up in dealing, the leader may decide whether a new deal shall be made or not, but without looking at his own cards.

4. If a card falls separate from the rest, while dealing is going on, without being turned up or exposed, a new deal cannot be demanded.

5. Each one must count his cards. If any one has less than thirteen cards, without

noticing it before a trick has been made, and the others have the right number, the play goes on, unless the opponents demand a new deal. If one of the other players had fourteen cards, the play is void, and the deal passes on to the next hand.

6. If a player, during the play, indicates to his partner, by word or sign, what card he wishes him to lead or otherwise play, for his own advantage, the opponents may, if they see fit, throw up their cards and demand a new deal.

7. If a player revoke, he must pay a penalty of 20 points to each one of his opponents.

8. If a player throws two or more cards at once, or expose a card without playing it out of his hand, or fails to play upon a trick, or plays out of turn, a demand may be made upon him for the payment of 10 points to each one of the other players.

9. After a player has thrown a card out of his hand, it cannot be recalled, unless the card played should cause a revoke, in which case he may exchange it for the correct card.

provided the trick has not been turned; but is subject to the penalty prescribed in the preceding section.

10. In addition to the trick on the table, a player is entitled to look at the last trick turned down, or, if permission of all the other players be first obtained, at any one of those turned down that he may indicate, provided that no one shall ask to examine more than one turned-down trick during the same deal. (This privilege should, however, be made use of as seldom as possible, as it shows thoughtlessness and inatteution).

11. If diamonds or hearts have been bid, the next player must not say clubs or spades, or suffer the penalty that his partner will not be allowed to demand preference, even if he could do so on his own hand.

GENERAL RULES

AND SUGGESTIONS.

In a game like preference, where such an unlimited number of variations may occur, it would be futile to attempt laying down rules for governing the method of play in all cases likely to arise; but there are certain recognized practices that may be said to be the axioms of a good play, and which must be carefully observed by all who are anxious to acquire proficiency in the game. These will be explained in the following, as far as they relate to the play of preference. Whenever trump is played, the character of the game is so essentially that of ordinary whist, that the rules and maxims in the several excellent treatises on the game of whist apply with equal force here, and it is, therefore, unnecessary to repeat them. The only

thing in which a trump game in preference differs from one in whist, is the circumstance that, in the former, it is always known from the beginning, which hand holds the strength in trumps, and the play will be modified somewhat accordingly. The conventional signals in whist may be employed also in a trump game in preference, but are of comparatively little account in preference proper, and must be considerably modified if employed at all. An enthusiastic lover of conventional whist signals, however, would do well to consider, what Mr. Pembridge has to say about them in his "Whist or bumblepuppy?"

1.

The first rule for a good game is: play not with 13, but with 26 cards; that is to say, pay as much attention to your partner's hand as to your own. A very short experience will establish the fact, that this rule is of far greater importance in preference than in regulation whist. Your partner's lead must always be responded to, if you can, unless you are in a position to show great strength in

another suit, such as ace, king and three, in which case you lead the king first and then respond to your partner's lead. Occasions may arise, when you are obliged to play your own hand rather than your partner's, as, for instance, if you get in on your partner's lead and have seven or eight cards in another suit, ace included, and no other card to enter on.

2.

If you have the lead, open your strongest suit, as to number and quality. If you have a high sequence, beginning for instance with the king, lead the highest card. If the trick goes home, lead a small one of the same suit, as it is probable that your partner has the ace; but if your opponents take your king, your suit will be established for use, as soon as you or your partner make a trick. If, when you lead in this manner, your partner has ace and one only, he should take your king with his ace and lead the other card, as he otherwise may be debarred from responding to your lead, and it is evident that you are anxious to have the ace out of the way.

If your sequence is low, or the high cards are not in sequence, lead your lowest card, when your partner is bound to take the trick with his highest card, and, if he makes it, answer with the next highest.

If trump is played and has been made by your partner, (or if your opponents play preference on his trump demand), it is your duty, *at your first opportunity*, to lead your highest trump, and, if you make the trick, continue with the next highest. A failure to do so is an indication to your partner that you have no trumps whatever.

3.

In the same way as leading a suit indicates strength, and is an invitation to your partner to draw it up again, you signal weakness in a suit by discarding it on another suit led, of which you have none. Leading a suit that your partner has discarded is as grievous an error, as not to lead what he has asked for.

As before mentioned, if you have a sequence from the ace, you should lead the king and then stop, as that is sufficient to show your

partner the strength of your suit, so that he may keep a card for leading it up to you, when the time comes. Then lead another color in which you are strong; but if you have a major or minor tenace in a short suit, you should await its being led by somebody else, which will always be of advantage to you, particularly if your opponents open it. If you have a long suit, however, of this kind, open it yourself as your strongest suit.

4.

The rule of leading the king only, of a sequence to the ace, does *not* apply, when preference has been said and you have the first lead. You should then lead the ace and continue with the king, queen, etc., as that will probably give your partner an opportunity to indicate his strength by discarding, and when you have taken all the tricks you can, you will be able to lead his strongest suit, to the great disadvantage of your opponents.

5.

Keep your eye on what signals your opponents give, and never lead a suit that your

neighbor to the right has asked for, except in trumps, when your partner has renounced and has trumps that may be used to advantage. On the other hand, your right-hand opponent's discards will often help you to decide what to lead in doubtful cases. The only case, in which it is advisable to lead what your *left-hand opponent* has called for, is when he has led a small card, which his partner has either renounced or taken with another small card. This shows that the third hand has nothing in the suit, and if you make the trick cheaply and lead a tolerably high card of the same suit, it is likely that your left-hand neighbor will either be obliged to let it pass or take it, only to be "eaten up" by your partner.

6.

When your partner leads a suit, it is best always to take it with your highest card and avoid finessing. If you have ace and queen, however, in a suit that your partner has led, the temptation is great to take it with your queen, provided you have more

than these two, and such a play generally succeeds.

7.

Never lead a singleton, if it is small, as that will surely cause your partner to commit a dangerous error; but, since you really play with 26 cards, you may, *if you have nothing better to do*,—not for your own, but your partner's sake—lead a high singleton, except the ace, which never should be led when single. Your queen single will make your partner's king good; but if he should have the ace, and the king on your left takes your queen, he will be "eaten up." If he does not take, so much the better, as then your queen will make a trick. If your partner, however, should only have the knave, sacrificing your queen will, in all probability, give him the third trick in that suit.

8.

If preference is played and you have king and *one* of a suit, in which your partner leads the ace, and you can depend on his understanding the game, you should throw your

king on his ace, as he may be supposed to have queen and some other good cards to follow it up. If he has not, it is his business to lead a low card instead of the ace. In the same manner, if he plays ace and king, and you have the queen and *two*, throw your queen in the second round. Keeping your king or queen, under such circumstances, to get in on, may ruin your partner's chance of ever coming in again, so as to use his long cards. If you have knave and three, and your partner leads ace, king and queen, the fall of cards during the two first rounds will generally tell you, whether to throw your knave on his queen, or not.

9.

If your right-hand opponent leads a suit, in which you have ace and queen only, do not play your ace, as he probably leads from the king; and if you take with your queen, it insures you two tricks, instead of one, that you otherwise get. If you have king and queen, or knave, and some low cards, you should play low, as your left-hand neighbor

will then take the trick with his highest card and respond with his next, which will give you tricks for both king and queen or knave. But if you have king and *one*, and a low card is led to your right, play the king without hesitation, as that is the only thing which may give you the trick. When you have yourself said preference, such a play is particularly important, and almost always succeeds.

10.

Playing false cards so-called, should be avoided. If, for instance, you have a sequence of three to the queen, and the ace is led, you should not throw the queen, in the supposition that you will always make a trick anyway, as you thereby make your partner believe that it is a singleton. When, however, you can inform your partner of your hand by such a play, it is not only advisable, but to be recommended. If, for instance, your partner is making tricks in a suit that you are out of, and you have a long sequence to the ace in another suit, it is a good thing to discard the ace, instead of a

smaller card, as that will show your partner unequivocally that you want that suit led, when he is through with his play. This is one of the few cases, in preference, that justify signaling strength; usually strength is indicated negatively, by discarding the weak suits.

11.

The weakest suit should always be discarded first, commencing with the lowest card. Circumstances may arise, however, when it is impossible to discard weak suits. If you, for instance, wish to keep a high card that is barely guarded and, have nothing else to discard but a long suit, it becomes necessary to signal strength in the latter. This is done by discarding a tolerably high card, followed immediately by a low, which then shows your partner that you hold a good hand in that particular suit. This is virtually the same signal, as that used in calling for trumps in whist, employed here for other purposes. It should only be resorted to, however, in cases of extreme necessity, since there is always the danger attending its use

that, unless your partner is particularly watchful, your signal will pass unnoticed by him, when he naturally will conclude that you wanted to show weakness in this particular suit and carefully refrain from leading it up to you.

12.

When you open a suit, in which your partner, by discarding other suits, or by signaling, has shown himself to possess commanding strength, always lead your highest cards and keep the low ones to give him a chance to come in, after the suit is established. If you have only one or two low cards in such a suit, be particularly careful not to discard them during the progress of the game, so as not to deprive yourself of the ability to lead them to your partner, when you get in. This is frequently his only chance of bringing in his long cards.

13.

Leading from a high sequence is generally the most advantageous opening, but sometimes your hand may be such that it is better to open a long suit, even if the cards com-

posing it are not particularly high. You may thus reasonably hope to establish this suit, after the high cards have made their tricks, no matter whether they are in your partner's or your opponents' hands. Such a play is particularly important in preference, where there is no trumps to check your bringing in a long suit. If you have, for instance, four small hearts, five small diamonds knave highest, king and two in spades, and the ace of clubs, open at once with a small diamond, unless you have knave, ten and nine, in which case the knave should be led. If then your partner makes the trick and leads it again, your suit will undoubtedly be established at once, and even if your opponents make that trick, you have other controlling cards left, that will give you an opportunity to come in and play your high diamonds.

14.

If you have the same number of cards in two suits, lead the one in which you have the highest cards. Elaborate methods of indicating the precise nature of one's suit, by

means of the particular card led, such as recommended in the principal treatises on whist, may, of course, be followed also in preference; but the game ceases to be interesting, when reduced to merely practicing a series of preconcerted signals.

15.

With the limitations stated in the preceding, the usual aphorism, *second hand low*, *third high*, is as safe a rule to go by in playing preference, as in ordinary whist.

16.

Finally, observe closely and fix in your memory, not only *how many*, but *what* cards have been played in each suit.

Rules are made for a beginner; the skillful player will find that opportunities for justifiable exceptions are not of rare occurrence.

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