

GV 1291

LJ6 L9

1918

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Joffre-Whist

PRICE, 75 CENTS

Joffre=Whist

JOFFRE WHIST	NO. TRUMP	VALVES				TRUMP ATTACK	JOFFRE TRUMP ATTACK
		♠	♦	♣	♥		
EACH TRICK OVER NINE	8	9	10	11	12	15	20
REVERSED TRICKS	16	18	20	22	24	30	40
TRUMP HONORS	2	2	2	2	2	2	2
JOFFRE: 10 DIAMONDS 2 SPADES	15	15	15	15	15	15	50
ROYAL HONORS	8	8	8	8	8	8	8
GAME 100 POINTS	111	118	125	132	139	160	230

Joffre-Whist

INVENTED BY

ELLIOTT LYNCH

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Rules and Principles

With Score Card



NEW YORK

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By ELLIOTT LYNCH

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PREFACE

As there is a similarity in all card games of the Whist family, there is no attempt to present to the card playing public an entirely new game; but to build upon the grand old game of Whist, a speculative bidding game, that will preserve the science of Whist, with the added interest that competitive bidding for the trump gives, to modern card games; and to formulate a score that will equalize the trump values of the several suits.

There has been developed, a scientific method of bidding for the trump in Auction that has become as firmly established as the leads in Whist; and, to be used in all games of cards, that employ a speculative bidding system to make the trump.

This system is used in Bridge, and in a modified form in Five Hundred.

In Joffre the Auction system is used in bidding for the trump.

Jan. 1918.

ELLIOTT LYNCH.

GENERAL PRINCIPLES

Joffre-Whist is a speculative bidding game, played with a full pack of 52 cards, by four players, two partners against two partners.

The two most important matters in Joffre-Whist are, to make the best use of any combination of cards that you may hold, and to give information to your partner.

The values of the suits have been arranged for bidding; spades and diamonds are placed below clubs and hearts as they contain Joffre, which more nearly equalizes their trump value.

The following principles and rules, insofar as they relate to the playing of the game, are taken from Whist, with such changes as Joffre-Whist calls for, and are given in a concise form, so as to be convenient for the Joffre student.

All Whist rules and leads govern Joffre, except where otherwise stated.

Play as in Whist; cut and deal as in Whist; cards rank Ace high to Duce low. A hand void of honors calls for a new deal.

MAKING TRUMPS

Players bid to make the trump, announcing the suit they bid on.

Dealer starts by bidding one or more, according to the number of tricks he can win over six, or passes to player on left.

Each player has the opportunity of bidding, doubling, or passing; or raising partner's bid.

Bidding is closed on reaching the highest bid.

Players making trump, failing to score the number of tricks bid, opponents score Reversed Tricks.

DOUBLING

A player may double his adversary's bid but once.

You cannot double your partner's bid.

A bid doubled reopens the bidding.

Doubling, doubles the trick score only; it does not change the value of the Honor or Joffre score.

A suit doubled, reversed, doubles the reversed trick score.

BIDS

Bids are to win the trump and to inform your partner what you hold in your hand.

The dealer may bid or pass.

To win the trump a player must bid a higher suit or a greater number of tricks.

If the dealer passes, the second player should bid as though he was the dealer.

Bid on the suit that will win the greater number of tricks regardless of value.

A singleton is worth one trick.

A suit void is worth two tricks.

Your original bid should be all the suit is worth.

ORIGINAL BIDS ON NO TRUMP

A bid of one means three suits protected.

A bid of two means four suits protected.

ORIGINAL BIDS ON SUITS

A bid of one means five to the Ace or King.

A bid of two means six to the Ace or King.

A bid of three means seven to the Ace or King.

Suit bids to have some outside strength.

ORIGINAL BIDS ON TRUMP ATTACK

A bid of one means five to the Ace or King and two suits protected.

A bid of two means six to the Ace or King and two suits protected.

A bid of three means seven to the Ace or King and two suits protected.

ORIGINAL BIDS ON JOFFRE TRUMP-ATTACK

A bid of one means five to the Ace or King, two suits protected, and control of the 10 of diamonds and 2 of spades.

A bid of two means six to the Ace or King, two suits protected, and control of the 10 of diamonds and 2 of spades.

A bid of three means seven to the Ace or King, two suits protected, and control of the 10 of diamonds and 2 of spades.

Increase your original bid on outside tricks only.

Holding less than two cards in the suit your partner is bidding on, bid on your strongest suit to inform your partner your weakness in his suit.

Do not raise your partner's bid unless you hold two or more cards in his suit and two outside tricks.

Outside tricks are aces and kings.

Pass when your adversaries bid on a suit that you are strong in.

When four players pass, the game is played no trump.

NO TRUMP

Bid on a No Trump when you hold three suits protected; two aces and a guarded king; three aces; with the longest suit in any of the above combinations containing four cards; the same combination of cards with five in one suit would be a trump attack bid.

As a No Trump is an informatory bid, your partner must take you out by bidding on his longest suit.

No Trump is a hand that contains strength without length.

TRUMP ATTACK

Players bidding on trump attack must name the suit they bid on; example: one trump attack on Clubs; two trump attack on Hearts, etc.

A trump attack on any suit raises the score value of that suit to 15.

In trump attack all suits have the same bidding value.

Bid for a trump attack when you have

Two very strong suits,

Three suits protected,

Two aces and a guarded king,

Three aces.

Bid on the suit that will force out trumps and establish your plain suits.

The suit you attack must contain more than four cards.

Partners making trump attack must open with trumps, when it is their turn to lead, and must lead three rounds of trumps before

changing to a plain suit, unless adversaries trumps are exhausted.

Trump attack is a hand that contains length with strength.

JOFFRE-TRUMP ATTACK

Players bidding on Joffre-Trump Attack, bid to win both Joffre, and the number of tricks bid.

If successful, declarant scores the number of tricks won and Joffre; failing to win the number of tricks bid and Joffre; or failing to win Joffre, but winning the number of tricks bid; or failing to win the number of tricks bid, but winning Joffre; declarant does not score for tricks or Joffre; but adversaries score double declarant's bid and Joffre.

Bid for a Joffre-Trump Attack when you hold complete control of spades and diamonds, or holding the 10 of diamonds and 2 of spades protected and a strong hand.

A Joffre-Trump Attack on any suit raises the score value of that suit to 20.

Player on left of maker leads.

HONORS

Trump Honors are: Ace, King, Queen and Jack of Trumps, and score the partners taking them in, in tricks.

Jacks are Trump honors in No Trump.

Royal honors are four Aces, four Kings, four Queens, and four Jacks, and score the partners taking them in, in tricks.

A hand void of Honors calls for a new deal.

JOFFRE

Joffre is formed by combining the 10 of diamonds and 2 of spades and scores the partners winning them.

No score for split Joffre.

The score for Joffre is 15 points.

In Joffre-Trump Attack the score is 50 points.

LEADS

Leads are to secure tricks and to inform your partner what you hold in the suit.

ACE LEAD

Ace, and four cards, lead the ace.

Ace, Queen, Jack and others, lead the Ace.

KING LEAD

Ace, King and other, lead the King.

King, Queen and other, lead the King.

QUEEN LEAD

Queen, Jack, Ten and other, lead the Queen.

Queen, Jack, Nine and other, lead the Queen.

JACK LEAD

King, Queen, Jack and others, lead the Jack.

Jack, Ten and others, lead the Jack.

TEN LEAD

King, Jack, Ten and other, lead the Ten.

Ten, Nine and other, lead the Ten.

SINGLETON LEAD

When you have neither an Ace or King lead, lead a Singleton.

SMALL CARD LEAD

Lead your fourth best in the longest suit that has an honor.

SHORT SUITS

A short suit contains less than four cards.

In a short suit without an honor, lead the highest card.

Never lead a short suit, if you have four trumps, unless your trumps are weak.

LONG SUITS

A long suit contains more than four cards.

In a long suit without an honor lead the highest card.

LEADING FROM A SEQUENCE

A sequence is composed of two or more cards with at least two honors that touch, as:

Ace, King, Queen,
King, Queen, Jack,
Queen, Jack, Ten.

Lead the highest card, followed by the lowest.

TENACE

A tenace is composed of the best and third best card of any suit; let the suit come up to you and finesse with the third best card,

by playing it, and hold the best card to control the suit.

Never finesse your partner's lead; play your best card.

GENERAL HINTS

Open with trumps, if you hold five or more.

Play at least two rounds of a suit that you open, before switching to another suit unless you have reasons for changing.

In a weak suit lead the highest card.

When you lead a high card and do not follow with another high card, lead your fourth best.

If you hold the best card of your partner's suit, lead it before opening your own.

On the second round of any plain suit, play the best card, if you hold it.

Lead your highest card when returning your partner's suit.

Do not return a suit in which your partner leads a "warning" card (Eight to Jack inclusive).

Never lead up to a strong adverse hand.

Never lead trumps up to the maker.

Never lead low from an ace in opening a suit, unless the ace is the only honor and less than five in suit.

Lead fourth best or low from a King or Queen in opening a suit that does not contain a King or Queen lead.

Lead through strength up to weakness.

DISCARDING

Discard from your longest suit, if the adversaries lead trumps.

In all other leads, discard from your short suit.

Discard unguarded Honors and Joffre on your partner's tricks, as they score the partners winning them.

An original discard of an 8 or higher card from an unopened suit is a preemptory call for trumps.

RULE OF ELEVEN

This rule applies when the lead is from fourth best of a suit.

Deduct from eleven the number of spots on the card led, the remainder will show how many cards higher than the one led are out against the leader.

ENCOURAGING AND DISCOURAGING CARDS

Your partner leading an Ace or King and you wish him to continue with that suit, play a high card, seven, eight or nine; if you wish him to switch to another suit, play a low card, two, three or four.

TRUMP CALL

The call for Trumps is by playing an unnecessarily high card followed by a lower card.

Your partner playing a trump is a pre-emptory call for trumps.

THE ECHO

This is the play of a high card of the suit led, followed by a low card of the same suit.

The echo indicates the desire to ruff.

RUBBER

The rubber consists of winning two out of three games of 100 points.

The winners of the rubber add 100 points to their score.

If the first two games are won by the same players, the third game is not played.

ROYAL RUBBER

The royal rubber consists of winning two out of three rubbers.

The winners of the Royal Rubber add 300 points to their score.

If the first two rubbers are won by the same players, the third rubber is not played.

A revoke deducts 25 points.

Game:—100 Points.

JOFFRE-WHIST GAMES

STRAIGHT JOFFRE

Straight Joffre is played by the same partners throughout the game.

CIRCUIT JOFFRE

In playing Circuit Joffre, partners are changed after each game of four hands, for three games.

PROGRESSIVE JOFFRE

Progressive Joffre is played with three or more tables.

Partners scoring highest advance to the next table after each game of four hands.

CIRCUIT-PROGRESSIVE-JOFFRE

This is a combination of the above two games.

Players keep individual scores, and progress after three games of four hands.

DUPLICATE JOFFRE

Duplicate Joffre is played with duplicate boards, the same as Duplicate Whist.

On the original play the arrow points North, as each hand is played the maker turns up a trump card and returns the hand to the pocket of the tray, leaving the trump exposed for the return game.

On the duplicate play, the arrow points East, and Hand "B" plays hand "A", and hand "A" plays hand "B".

The location of the exposed card in each board locates the maker, and the trump to be played.

DUMMY JOFFRE

This game is for three players, the fourth hand (Dummy) is exposed.

The winning bidder takes dummy and moves, if necessary, opposite the dummy hand.

When the declaration is made and first card played by adversary on the left, the dummy hand is turned face up on the table.

VALUE OF TRICKS IN JOFFRE-WHIST

Tricks	No. Trumps	Spades	Diamonds	Clubs	Hearts	Trump Attack	Joffre-Trump Attack
1	8	9	10	11	12	15	20
2	16	18	20	22	24	30	40
3	24	27	30	33	36	45	60
4	32	36	40	44	48	60	80
5	40	45	50	55	60	75	100
6	48	54	60	66	72	90	120
7	56	63	70	77	84	105	140
Slam	111	118	125	132	139	160	230

WHAT TO AVOID IN PLAYING JOFFRE

Avoid continually looking at your hand, keep your eyes on the table and note the cards played.

Avoid holding trumps too long.

Avoid over bidding your hand.

Avoid overlooking the fact that you have a partner.

Avoid forgetting the bids.

Avoid passing a trick when you can take it, unless you have reasons for refusing it.

Avoid misleading your partner by your bidding or your leads.

Avoid sacrificing a trick to win Joffre.

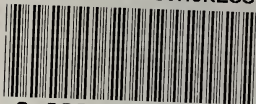
Avoid doing all the bidding.

Avoid an original bid on a long weak suit.

Avoid changing suits when opened.

Avoid conversation during play.

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