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FOX'S REVISED EDITION

HOYLE'S PASCAL'S GAME



STANDARD
AUTHOR

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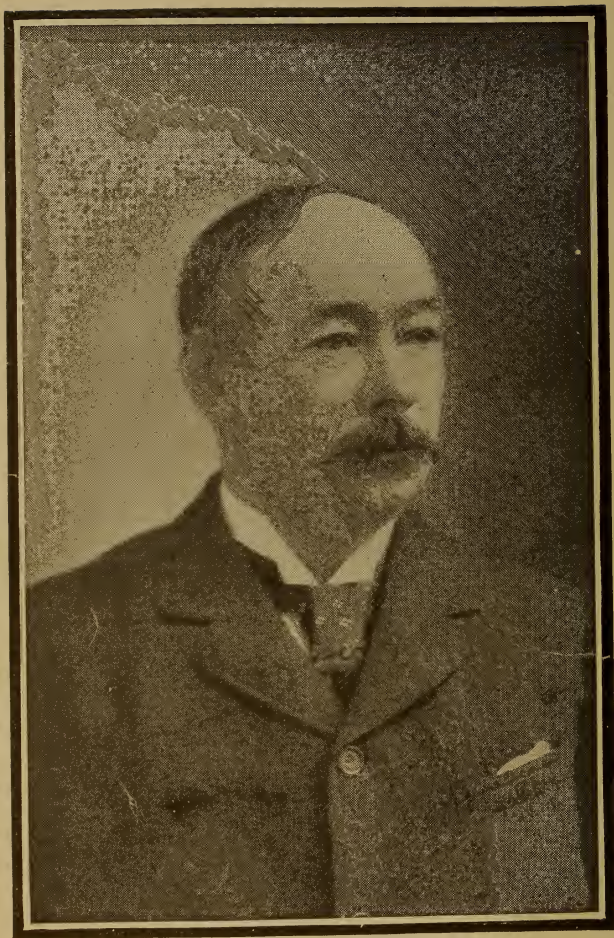
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**RICHARD K. FOX,
PROPRIETOR OF THE POLICE GAZETTE
PUBLISHING HOUSE.**

Fox's Revised

11

EDITION OF

Hoyle's Games

The Standard Authority

*Containing the Rules, Laws, Technicalities and
Hints, to Players of all the Popular
Games with Cards*



RICHARD K. FOX

PUBLISHER

NEW YORK CITY

1905

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INDEX

ALL-FOURS :

Laws of All-Fours.....	75
Blind All-Fours.....	77
All Fives.....	77
Commercial Pitch.....	77
Pitch	78
California Jack.....	78
Shasta Sam.....	79
Rustle	79
Sancho Pedro.....	79
Dom Pedro.....	81
Pedro	81

BACCARAT :

Laws of Baccarat.....	153
Baccarat Chemin de Fer.....	156

BEZIQUE :

Laws of Bezique.....	117
Three-handed Bezique.....	123
Four-handed Bezique.....	123
Various games in Bezique.....	123
Rubicon Bezique.....	124

BOSTON :

Laws of Boston.....	177
Fontainebleau Boston.....	180

BRAG :

Laws of Brag.....	175
Brag and Pairs.....	176
Three-Stake Brag.....	176

CASINO :

Laws of Casino.....	115
Twenty-one point Casino.....	116
Three and Four-handed Casino.....	116

CATCH THE TEN :

Laws of Catch the Ten.....	186
----------------------------	-----

CINCH OR HIGH FIVE :

Laws of Cinch.....	133
--------------------	-----

COON CAN :

Laws of Coon Can.....	203
-----------------------	-----

CRAPS OR HAZARD :

Laws of Craps.....	200
--------------------	-----

CRIBBAGE :

Laws of Cribbage.....	89
Three-handed Cribbage.....	87
Four-handed Cribbage.....	87
Five-card Cribbage.....	92
Six-card Cribbage.....	86

DICE :

Regular Dice.....	195
Raffles	195
Draw Poker Dice.....	196
Multiplication	196
Centennial Dice.....	196
Ace Pot.....	197

Vingt-et-un	197
Beggar Your Neighbor with Dice.....	197
Round the Spot.....	198
Sweat or Chuck-A-Luck.....	198
Going to Boston.....	198
Help Your Neighbor.....	198
ECARTE :	
Laws of Ecarte.....	157
EUCHRE :	
Laws of Euchre.....	31
Three-handed Euchre.....	26
Four-handed Euchre.....	27
Six-handed Euchre.....	34
Railroad Euchre.....	32
Set-back Euchre.....	32
Napoleon Euchre.....	33
French Euchre.....	33
Progressive Euchre.....	33
Call-the-Ace Euchre.....	35
FARO :	
Laws of Faro.....	127
GRABOUGE :	
Laws of Grabouge.....	212
HEARTS :	
Laws of Hearts.....	142
Progressive Hearts.....	146
LANSQUENET :	
Laws of Lansquenet.....	182

LOO:

Laws of Loo.....	183
Three-card Loo.....	183
Club Loo.....	185
Unlimited Loo.....	185
Mixed Loo.....	185
Irish Loo.....	185
Division Loo.....	185

MONTE:

Laws of Monte.....	167
--------------------	-----

NAPOLEON:

Laws of Napoleon.....	208
Misery	209
Sir Garnet or Spare Hand.....	210
Wellington	210
Blucher	210
Six or Draw-Card Nap.....	211
Nine-Card Nap.....	211

NEWMARKET:

Laws of Newmarket.....	151
------------------------	-----

PENUCHLE:

Laws of Penuchle.....	69
Three-handed Penuchle.....	72
Four-handed Penuchle.....	72

PIQUET:

Laws of Piquet.....	188
Three-handed Piquet.....	194

POKER:

Laws of Poker.....	13
Rules for Jack Pot.....	19
Table Stakes.....	20

Freeze Out.....	21
Straight Poker.....	22
Stud Poker.....	22
Whiskey Poker.....	22
Mistigris	22
Tiger	23
Progressive Poker.....	23
 QUINCE :	
Laws of Quince.....	150
 ROUNCE :	
Laws of Rounce.....	165
Jack-Pot Rounce.....	166
Short Ramsch.....	166
German Ramsch.....	166
Skat Ramsch.....	166
 SIXTY-SIX :	
Laws of Sixty-Six.....	169
Three-handed Sixty-Six.....	172
Four-handed Sixty-Six.....	172
 SKAT :	
Laws of Skat.....	94
Tourné	99
Tourné Grando.....	100
Solo	100
Nullo	100
Nullo-Ouvert or Open.....	100
Grando	100
Schneider and Schwartz.....	101
Two-handed Skat.....	114
 SLOBBERHANNES :	
Laws of Slobberhannes.....	168

SOLO :

Four-handed Solo.....	204
Three-handed Solo.....	207

SPOIL FIVE :

Laws of Spoil Five.....	135
Twenty-Five and Forty-Five.....	137
Jinks	140
Forty-Five	141

THIRTEEN AND THE ODD :

Laws of Thirteen and the Odd.....	214
-----------------------------------	-----

VINGT-UN :

Laws of Vingt-un.....	147
-----------------------	-----

WHIST :

Laws of Whist.....	39
Duplicate Whist.....	55
Dummy Whist.....	57
Solo Whist.....	57
Three-handed Solo Whist.....	60
Bridge Whist.....	60
Duplicate Bridge Whist.....	65
Dummy Bridge Whist.....	67
French Whist.....	214

PREFACE

The name of Hoyle is one to be conjured with when it comes to games with cards and the imprint of that name upon this book stamps it as official without argument.

In the first the total score would be twelve : eight for fifteens,

There are many games which have become obsolete, and to publish the rules or laws which govern them would only take up space without giving value received, so they have been eliminated.

This volume has been arranged so that it will be at once a ready reference to the expert as well as a guide to the beginner. It has been simplified as much as possible in order that the learner will not be confused with an avalanche of technical terms.

From time to time it will be revised, so that it will be kept up to date in every particular.

If there is any point, however, upon which the reader may be in doubt, a communication addressed to the POLICE GAZETTE will be promptly attended to and the answer printed in the earliest available issue.

POKER

TO DECIDE THE DEAL.

1. To decide the deal one card is thrown face up to each player. The lowest card deals. The Ace is the lowest. The King is the highest.
2. Cards are shuffled in sight. Every player has a right to shuffle. The dealer shuffles last.
3. The player to the right of the dealer cuts.
4. One card at a time is given to each player, beginning at the left.
5. The deal goes to the left.
6. A pack with a faced card, when dealt, requires a new deal by the same dealer. Cards are re-shuffled and cut as before.
7. When a card is faced in dealing, this turning of the card being due to the dealer, or any other player, whether by accident or not, the player must receive the card.
8. If two cards are exposed in the same way, as described in Rule 7, there must be a new deal.
9. If the dealer gives a player six cards or four cards, or more or less than five, a new deal is in order. It is a misdeal. If all the players receive four or six cards each it is a misdeal.
10. No play can be made without the exact number of cards, which is five.

DISCARDING.

11. After the first five cards are dealt, players who remain in may discard up to five cards, and ask for as many new cards as they require. The discard begins at the Ace—the player at the left of the dealer. Every player must discard in his regular turn. The exact number of cards asked for is given. Once cards are thrown away, they cannot be handled until the next deal.
12. Players cannot ask others what is the discard as to numbers, either before or after the draw. The dealer must announce his own discard.
13. When more cards are offered by the dealer than are asked for by the discard, the player, on announcing that too many or not enough cards are dealt him, can decline taking

them, and the dealer may correct the error. If, however, the player accepts the cards from the dealer, and looks at them, whether they be more or less than the regular number he should have, which is five, the player is ruled out of the game.

14. If, in asking for cards in the draw, one card is turned or shown, the latest-accepted rule is that this card cannot be taken. The dealer takes the exposed card, puts it at the bottom of the pack, proceeds to give the cards in order to the next players, and when through, then gives a card to the player whose card has been turned. If more than one card be turned in the draw, the rule is the same.

THE ANTE.

15. The player after the dealer must ante first, before the deal. He puts up any number of chips, not exceeding half the limit. To come in he has to double the ante, as the other players have to. The ante can never be more, when first put up, than half the limit.

16. When the cards are dealt, players who come in must double the ante.

17. The Age comes in last, and makes his ante good or not, at his option.

RAISES.

18. After the Age any player, in his turn, may raise. Any number of raises in turn are in order.

19. After the draw, any player who is in, commencing with the one to the left of the Age, can raise.

20. The eldest hand, the Age, comes in last. If the Age declines making his blind good, notwithstanding this, the first player after him must bet first. *The Age never passes.*

21. If a bet be raised by a player who is in his regular turn, the next player must see the bet or retire.

SHOWING HANDS.

22. A show of hands, putting them on the table, face up, is a rule never to be departed from when the call is made.

CALLING.

23. When a player bets more than any one else, within the limit, and no one calls or sees him, he wins.

ONCE OUT.

24. Once out of a game, a player can never enter again. No foul hand can win under any circumstances.

THE BLIND AND STRADDLE.

25. The Age alone can make the blind. The next to the Age can straddle. But the third player after the Age cannot begin the straddle. The third player can straddle the straddler, always within the limit.

26. The straddle cannot make the straddle and raise at the same time.

VALUE OF THE HANDS AT POKER.

Singly each card possesses its ordinary value, as in Whist.

NO PAIRS.—The lowest hand is one in which, in the five cards, there are no pairs, nor are the cards of the same suit, nor is there a sequence. Its value would depend on its highest card.

ONE PAIR.—If two players each hold a pair, the highest pair wins; if the two are similar, the highest remaining card wins.

TWO PAIRS.—Two pairs beat a single pair. Of the two pairs the higher wins when pitted against any other two pairs. A pair of Aces and a pair of Deuces are better than a pair of Kings and a pair of Queens. A pair of Sixes and Threes are better than a pair of Fives and Fours. If the two pairs are alike, then the single card left decides the value of the hand.

THREES OR TRIPLETS.—By Threes or Triplets is meant that the player holds three cards of the same value, as three Aces, or three Tens, or three Deuces. The three highest win. There can be no similarity of hands in Threes.

THE STRAIGHT.—The straight, sometimes called a sequence, means that five cards are held, which ascend in exact value. Thus, 1, 2, 3, 4, 5, or 6, 7, 8, 9, 10, are numerical sequences. The Straight has no reference to color. The Ace, King, Queen, Jack, Ten, irrespective of suits, is a straight. The Ace, however, in a straight may change in value, for it may be taken as the beginning of the straight; thus, an Ace, a Deuce, Three, Four, and Five is a straight, but it is the lowest one; it would be beaten by a Two, Three, Four, Five, and Six. As in all valuations, the best or highest straight or sequence wins. Two hands may hold straights of the same value; and when this happens the pool is divided between the two players holding the straights.

FLUSH.—When five cards of the same suit are held, this is a flush. Any five spades, or five clubs, diamonds or hearts, is a flush. The hand holding the highest card in the flush wins. A Two, Three, Four, Five, headed by an Ace of the same suit, is better than an Eight, Ten, Jack, Queen, and

King of the same suit. In the flush two hands may be made of exactly the same value; in this case the pool is divided.

THE FULL.—By the full, is understood a hand which contains not only Threes, but a Pair. Thus, a full hand may be composed of three Threes, and two Deuces, or three Aces and two Kings. Just like in two pairs, the higher Threes decide in the value of the hand. Three Fours and two Twos are better than three Threes and two Aces. Two similar hands in a full do not exist.

FOURS.—This is a rare hand to hold, and means that in the five cards, four cards are of the same value. Thus four Deuces is a Four, as are four Aces. The highest Fours win. There can be no similar hands in fours.

THE STRAIGHT FLUSH.—This is the most unusual of all hands to hold, and is the highest in value. By a straight Flush is meant that the five cards are not alone of the same suit, but have a regular numerical progression. It is not only a straight, but also a flush. Thus, a Two, Three, Four, Five, Six of spades is a straight flush, as is a Ten, Jack, Queen, King, and Ace of clubs or any other suit. Many games of Poker may be played, and a straight flush never seen. Two straight flushes of the same value may be made at the same time.

RECAPITULATION.

The values of the cards at Poker are in the following order :

1. No Pairs. (Highest Card wins.)
2. One Pair.
3. Two Pairs.
4. Threes or Triplets.
5. The Straight or Sequence.
6. The Flush.
7. The Full.
8. Fours.
9. The Straight Flush.

HOW THE GAME IS PLAYED.

Poker is played with a full pack of 52 cards.

The number of players should be limited to six. Five is the best number, but seven can play; but when seven play, as each player receives five cards, thirty-five cards have been dealt, and this only leaves seventeen cards. As every player has five cards dealt to him and has a right to draw five cards, there are not sufficient cards for this; and when seven play, recourse must be had to the discard.

Before the deal commences, the player to the left of the dealer puts his stake on the table. This player to the left is called the Age, and the stake he puts up is called the ante. It is an invitation, as it were, to the others to make their bets. This player who has the Age, has certain advantages or disadvantages, which will be afterward explained. As the deal always goes to the left, the deal passing after every round of the game—the position of the Age is always changing in regular order.

Before the dealer gives any cards, or the game is commenced a limit is agreed upon. The necessity of a limit must be at once insisted upon, because no game of Poker is possible without it. It acts as a curb, and prevents losses. To play without a limit would be the same as to wager \$1,000 in a game of whist or euchre..

OF DRAWING.—If the player determines to draw to a pair, he draws three cards. If he draws to two pairs, he draws one card.

If he holds three to begin with, he draws two cards, in order to have the best chance of making a full, inasmuch, as in playing, pairs are apt to run together. But to deceive his adversaries, and make them think he has nothing better than two pairs, a sharp player will draw but one card to his threes.

It is advisable sometimes to keep an Ace or other high card as an "outsider" with a small pair, and draw two cards—thus taking the chances of matching the high card, and so getting two good pairs, or possibly something better—while at the same time others may be deceived into believing that the player is drawing to Threes.

When drawing to cards of the same suit, to try to make a flush, or to cards of successive denominations to try to make a sequence, only one card is to be taken. This will be needed to fill out the flush or the sequence. But it is seldom advisable to venture a draw for either a flush or sequence when more than one card is required to complete the hand.

When a player holds Fours in his original hand, this is as good as it can be; and yet it is best to throw away the outside card and draw one, because others may then think he is only drawing to two pairs, or for a flush or sequence, and will not suspect the value of the hand.

When one is in (though it is not good policy) without even as much as a pair, his choice must be either to discard four cards, or three cards, and draw to the highest or two highest

in the hand, or throw away the whole hand and draw five, or look content and serious, stand pat, and bet high.

The player determining to try this last alternative on a worthless hand, had generally better begin by raising when he goes in, or else nobody will be likely to believe in his pretended strong hand.

TECHNICAL TERMS IN POKER.

THE AGE.—Designation of the player whose place is after the dealer. The Age never passes.

THE ANTE.—The bet made by the Age, and applicable to any of the stakes put up in the game, at the entrance of the players.

BLAZE.—A hand which holds all picture cards, an Ace being considered as a court card. It beats two pairs. The Blaze is rarely played, and should be ruled out.

BLIND.—This is the stake put up by the Age. He doubles it, if he wishes to play. Not wanting to play, he abandons it. All the players Ante.

CALL.—This term means that one player sees the bet of another, and will not advance the bet. Then the cards are shown. But it is only the last better, or the one nearest to the player to the right of the person who has raised, who can call, and so calling, no one else betting higher, this closes the game.

CHIPS.—Counters.

TO CHIP IN.—To put counters on the table. Equivalent to entering into the game.

DISCARD.—To throw out cards from the hand first dealt.

DRAW.—To take new cards.

ELDEST HAND.—The player to the left of the dealer.

FILLING.—To improve the hand by means of the cards drawn.

FREEZE-OUT.—Five players, each take the same number of cards, and play until one of them has won all the chips or counters. Those who lose are "frozen out."

GOING BETTER.—When a player raises or bets an amount higher than the player to the right of him, he "raises."

GOING IN.—The elder hand makes his "blind good." That is, he accepts the wagers of the rest, and, adding more chips, makes his blind good. Any one entering the game "goes in."

GOING OUT.—The reverse of the above.

LIMIT.—Before a game is commenced it is agreed that so many chips shall be the limit. Above this no bet can be made;

but the amount of the limit in the betting may be made over and over again. No game ever should be played without a limit.

MAKING GOOD.—Putting up the number of chips any one else has bet.

ORIGINAL HAND.—The first five cards dealt before the draw.

PAT HAND.—Is a hand as it is first dealt, by supposition only a perfect hand; as a straight, a flush, or a full. A pat hand may have nothing in it. "I play pat," means that a player does not want any cards in the draw.

PASS.—When a player does not come in at all, or gives up his hand after a raise, this is a pass.

THE POT.—All the chips on the table.

TO SEE.—Is equivalent to calling a bet.

TO STRADDLE.—To double the ante.

There are other cant terms peculiar to localities. To keep two small cards and an ace, is called holding up "a kicker." This draw is made by the player, hopeful of getting two pairs, with the additional ace or king. The term two pairs, "Queens Up," means that the Queens are the higher cards of the two pairs. "Tens Up," would mean that the Tens were the higher cards. A full, "Kings Up"; a flush, "Ace Up" can be at once understood. When a big bet is made which drives out the other players, they are sometimes said to be "blown out."

THE JACK-POT.

The Jack-pot differs from everything else in the game, because it arbitrarily forces every player to ante. In all other phases of Poker it is only the Age who antes.

RULES FOR THE JACK-POT.

1. When all the players pass up to the blind hand, the latter allows his blind to remain in the pot, and each of the other players deposits a similar amount. The blind now deals, and any player in *his regular turn* may *open* or *break* the pot, provided he holds a pair of Jacks or better; but a player is not compelled to do so, this being entirely optional.

2. Each player in turn, commencing with the one at the left of the dealer, declares whether he can and will open the pot. If he declines to open, he says, "I pass." If he has the requisite hand and elects to open, he says, "I open."

3. If no player opens the pot, then each player deposits in the pool the same amount that was previously contributed; and the deal passes to the next player. The same performance en-

sues until some player holds the necessary cards and is willing to break the pot.

4. A player may break the pot for any amount within the agreed limit of the game; and each player in turn must make the bet good, raise it, or pass out.

5. After all the players who determine to go in have made good the bet of the player who opened the jack-pot, and cards have been drawn, the opener of the pot makes the first bet.

6. If all pass up to the player who broke the pot, the latter takes the pool, and can only be compelled to show the Jacks, or better, necessary to break the pot. (Of course, if the opener is called, he must show his whole hand.)

7. A player who breaks the pot on a pair may split the pair in order to draw a four flush or straight (if the latter be played); but if he does so he must lay the discard to one side, separate from any other cards, so that, after the result has been determined, he may satisfy the other players that he broke the pot with a legal hand. The player making such a discard must call attention to the fact, and distinctly announce that the discarded card is one of his openers. If this precaution is not observed the player becomes subject to the penalty prescribed in Rule 8.

[This point is the subject of much dispute. In some clubs a player who opens a jack-pot is not permitted to draw a straight or flush. The matter should be mutually agreed upon before opening the game.]

8. When a player breaks the pot without holding the requisite cards to do so he is fined twice the amount of his original ante, which goes to the next pot; and he is debarred from playing again for the jack-pot in which the error occurred.

9. If no player comes in except the one who broke the pot on an insufficient hand, a new hand must be dealt, and the penalty added to the pot.

10. If one or more players participate in the call when such an error as the foregoing occurs, the player holding the best hand, outside of the delinquent player, takes the pool. Or if a player drives all others out, then the pool must go to him.

TABLE STAKES.

By table stakes, or playing table stakes, a person who bets must have the money before him. It prevents any credit. You cannot owe when "table stakes" are played, nor can you be raised out for more chips or money than you have before you.

THE FREEZE-OUT.

The Freeze-out is so called, because when it is played all the performers are left out in the cold, with the exception of one. It is a duel at cards. In a certain way it has its advantages, because it limits individual losses. The players each take the same number of chips, and the game closes when one player has won them all. The game is carried on under all the rules of Poker, with, however, this exception, and that is in regard to the limit, for it never should be played without the limit. Say the limit is ten, one player or more are reduced to their last five chips. The player having the bulk of chips cannot then insist on the limit, he can only bet as many chips as his adversaries have. The freeze-out is not precisely a social game, because necessarily the players drop out one by one. At the conclusion of the game it is obvious that great caution is necessary. The last chips are carefully nursed. Jack-pots are not generally played in a Freeze-out, but this is optional.

THE WIDOW, OR KITTY.

By the Widow, or as it is more commonly known as "Kitty," is meant a percentage, taken in chips at certain occasions during the game of Poker. This percentage may be put to the account of the club where the game is being played, and defrays the cost of cards, use of chips, gas, attendance, etc. The Kitty may, however, be introduced when no expenses occur. When threes or better are made on a called hand, or when Jack-pots are played, one chip is taken from the pool and put aside. These chips amount to quite a number at the end of the game. Then they may be either divided among the players or made into Jack-pots, as a consolation stake, and so wind up the game.

BUCK.

Originally the Buck was a pocket-knife passing always to the left, indicating only the deal. Perhaps from the handle of the knife being of buck-horn, the term is derived. By a process of evolution, the buck in Poker is made sometimes a representative of value, and can be put up by the Age. It may designate a certain number of chips, say, for instance, five. Then if the Age makes his blind good, he puts up five more chips. The rest of the players, when they come in, do the same thing. The person who wins it when he is the Age, puts up the buck. When the game is over, the person who has issued the buck redeems it, at the value he put on it.

In some cases the buck is used in order to induce the Jack-pot, of course by prior agreement. Whoever has the buck when he deals, puts it on the table with two or more chips, and then all contribute to making a Jack-pot. Whoever wins the Jack-pot, when it is his turn to deal, puts it up, and another Jack-pot is in order. Too many Jack-pots in a game, or forced contributions, destroy the character of Poker. They come in sufficient frequency under ordinary circumstances.

STRAIGHT POKER.

The fifty-two cards are used, and the rule of the game the same as in ordinary Poker, with these exceptions. Deal passes to the person winning. Before playing everybody puts up a chip. You can pass and come in again at your pleasure. The original cards are what you play with, and you do not draw. When nobody enters, the player to the left of the dealer makes a new round of cards. Bucks are often used for convenience, the elder hand putting in as many chips as there are players.

STUD POKER.

In dealing, five cards are given, as in Poker. The first card is placed face down, the others with their faces up. Then a card or cards are drawn, which are not exposed. The raising and all else as in usual Poker.

WHISKEY POKER.

This game begins by each player putting a chip in the pool. Hands as in Poker are dealt, with one extra hand, placed face downward on the table. This hand is called the widow. The elder hand has the choice of passing, or taking the five cards of the widow. If he passes, the hand after him has the privilege. If the widow is taken, the player puts face up on the table the hand he has originally held, and from this, in rotation, the other hands take a card or the cards they want, replacing in the widow the cards they have taken from their own hands. When one player is satisfied with his hand, he intimates that he will close the game. Those after him and up to him are still entitled to take or exchange cards, until his place is reached. Then there is a show of hands, but no betting. The best hand wins. If the first player has a good hand, and decides to close the game, the widow may still be used or exchanged with the widow made as before described.

MISTIGRIS.

The Joker is used. The Joker makes fifty-three cards in the pack. The Mistigris, in a player's hand, entitles him to in-

crease the value of his hand. If he has a pair, holding the Mistigris makes them threes. With threes, the Mistigris makes them fours. With two pairs, it converts the hand into a full. It has all latitude, makes straights, flushes, etc., etc. Sometimes its power is diminished, of course by agreement, as in a full, increasing only the lower pair. All else is as in regular Poker.

TIGER.

The Tiger (when played) in a hand of Poker is the very lowest combination of cards which can be held. Five cards beginning with a seven and ending with a deuce is a Tiger. Thus seven, six, five, four, and deuce, and nothing else, is a Tiger. There must be no pair in it. It can be drawn for. It is supposed to be better than a straight, and not as good as a flush. A Tiger then beats threes.

PROGRESSIVE POKER.

In Progressive Poker chips of a nominal value alone are used. It is entertaining and any number of persons can play. Four tables or more can be used. Five play at the first table and four at each of the other tables except at the last or "booby" table, at which six are seated. Newcomers can sit at the booby table until the number of players has reached six, when a new booby table must be arranged, taking all but four players from the erstwhile booby.

The banker is selected by the players, and he assigns positions of players, attends to the distribution of chips, and so on.

Cards are hung over the different tables denoting the amount of ante and the limit allowed at the table. The head table must have a bell with which to indicate when to stop playing and to change tables. The players, as in Progressive Euchre, are seated according to cards they draw. When the drawing is complete the banker gives to each player the same number of chips. The chips are, as usual, of different colors and are of different values.

The game is then played as regular Poker is played, with these exceptions: At the head table, table stakes must be played—that is, no player must bet more chips than he actually holds. A player at the head table cannot borrow from another player nor from the banker. And at this table alone are jack-pots allowed. These are played as jack-pots are generally played, except that the buck is placed in the middle of the table and is taken by the winner of the first pot after each

change of players. The jack-pot must be fattened by a blue chip from each player before each deal until it is opened. Progressive jack-pots are always played.

At the other tables a limit is fixed beyond which no player can bet. The limits are :

At the second table, one blue chip; at third, three red chips; at fourth, two red chips; at fifth, one red chip; at sixth, or booby table, one white chip. If there are more tables than this number, the banker must settle the limit.

At each table the deal at the start is cut for, the lowest dealing and ace counting as low. As the game progresses and the players move from table to table, the ace goes to the last lady coming to a table, and the cards are dealt by the player to her right. If two ladies progress to the same table, they cut; if no lady comes to the table by progression, the deal is cut for.

The play at the first table, as in Progressive Euchre, determines the time for progression. When a jack-pot is won at the first table the bell is rung and play ceases, except at those tables where there is an unfinished hand, which is played out. The players of these hands may call and cannot raise, a raise not being permitted after the bell. If the bell rings at the beginning of a draw, the hands must be shown without betting.

The method of progression is this: The winner of the Jack-pot retains his seat, the other four cutting the cards; the two cutting the lowest cards go to the booby table, and the two players at the other tables who won the last two pots progress upward to the next higher table. If one player has won both the last pots, the three remaining players cut, and the highest goes to the next table.

At the end of the game each player will count his chips and inform the banker of the number. The women who have won the highest and the next highest number of chips must receive the first and second prizes for women; the same rule holding with regard to the men. Booby prizes go to the man and the woman who lost the greatest number of chips.

During the game, if a player lose all his chips, he can borrow from the banker, who, when the game is ended, charges these chips against the borrower. If the banker runs short he can borrow from any player, crediting that player with the number of chips borrowed.

EUCHRE

The game of Euchre is played with a pack of thirty-two cards; the twos, threes, fours, fives, and sixes being thrown out from a complete pack.

Two or four players make the best game. When four are engaged, the game is almost always played with partners.

DEALING.

The players cut for deal.

The pack is then cut for the dealer; if two play, by his opponent; if more than two play, by the adversary to his right. The dealer reunites the packets and delivers five cards to each player by three at a time, and then by two at a time, or *vice versa*. Some players make it compulsory to deal three first, and then two; others deal two first to the opponent, then three to themselves, then three to the opponent, and lastly two. Whichever mode is adopted, when each player has five cards the dealer turns up the top card for trumps, and places it face upward on the top of the stack.

ORDER OF THE CARDS.

The cards in suits not trumps rank as at Whist, the ace being the highest, and the seven the lowest. But in the trump suit, the knave of the suit turned up, called the *right Bower*, is the highest trump, and the other knave of the same color, black or red, as the case may be, called the *left Bower*, is the next highest. For instance, a heart is turned up, the knave of hearts is the best trump, then the knave of diamonds, then the ace or hearts, then the king, queen, ten, down to the seven. The order of the cards in the diamond suit, when hearts are trumps, is ace, king, queen, ten, down to the seven; the knave being the left Bower, belongs to the trump suit.

ORDERING UP, TAKING UP, AND PASSING.

The mode of procedure after the deal depends on whether the game is played with partners or not.

When two play, the non-dealer examines his hand, and decides whether he will play it or not. If he is satisfied with his cards, that is, if he thinks he can win three tricks, he says, "Order it up." The dealer then puts a card out of his hand,

face downward, under the pack, and the play of the hand commences.

The trump card when *ordered up* belongs to the dealer's hand, in place of the discarded card; but he generally does not take it up until it is his turn to play. It is found in practice convenient thus to leave the card on the pack, so as to avoid the necessity of asking what are trumps.

If the non-dealer is not satisfied with his cards, he says, "Pass." The dealer then has the option of *taking up* the turn-up (in place of a discarded card as before), or of *passing* in his turn. If the dealer takes up the trump, the play of the hand commences; if he passes, he signifies his determination by placing the trump card face upward under the pack, called *turning it down*. Some players turn the trump card down on the top of the pack; but the first-mentioned way is preferable, as there can be no dispute as to the suit first turned.

If both pass, the non-dealer then has the option of naming any suit (except the one turned up) for trumps, or of passing again. He signifies his intention by saying, "Make it spades," or any suit he prefers, or by saying, "Pass again." If he passes again, the dealer has the option of making the trump suit or of passing a second time. If either player *makes it*, the play of the hand commences; if both pass a second time, the hand is thrown up, and the opponent deals.

When the trump is made of the same color as the turn-up it is called *making it next*. If the trump is made of a different color from the turn-up, it is called *crossing the suit*.

PLAYING.

If the hand is played the non-dealer leads a card. The dealer plays to it, the two cards thus played constituting a *trick*. The second player must follow suit if he is able; he is not bound to win the trick (unless it so happens that he cannot follow suit without), and if not able to follow suit he may play any card he pleases.

The highest card of the suit led wins the trick; trumps win other suits. The winner of the trick leads.

The object of the play is to win three tricks or five.

At two-handed Euchre some players turn over the tricks, others do not. When more than two play, each trick should be turned before the winner leads to the next.

THREE-HANDED EUCHRE.

When three play, the option of playing or passing goes to

each in turn, commencing with the player to the dealer's left. Three cards, one from each hand, constitute a trick. The player who orders up or takes up the trump, or who makes the trump, has to play single-handed against the other two.

If the hand is played, the player to the dealer's left (eldest hand) has the first lead, and the dealer plays last to that trick. The eldest hand deals next.

Three-handed Euchre is sometimes called "cut-throat Euchre," because not only do two players conspire against the third, but at many points of the score one of the allies conspires against his *quasi* partner.

FOUR-HANDED EUCHRE.

At four-handed Euchre the partners sit opposite each other, as at Whist. If the first hand passes, the second may say, "I assist," which means that the dealer (his partner) is to take up the trump. The hand is then played, the player to the dealer's left (eldest hand) having the first lead, and each playing a card in turn, the rotation going to the left. Four cards constitute a trick. The eldest hand has the next deal.

If a player has a very strong hand he may *play alone*, *i. e.*, he may play single-handed against the two adversaries. When a player announces that he will play alone, his partner cannot object, but must place his cards, however good they may be, face downward on the table, and leave himself in the hands of his partner. A player can play alone when he or his partner orders up; or when his partner assists; or, in the case of the dealer, when he takes up the trump. A player may also play alone when he makes the trump, but not when the adversary orders up, or assists, or makes the trump.

The player to the dealer's left has the first lead, and each plays a card in turn, as at Whist. In other respects the game is the same as the two-handed.

SCORING.

The game is five or ten points up.

If the player (or side) ordering up, taking up, or making the trump wins all five tricks, he wins a *march*, and scores two.

If he makes three tricks, he makes the *point*, and scores one. Winning four tricks is no better than winning three.

If he fails to make the three tricks he is *euchred*, and the adversary scores two.

The principle is that the attacking player undertakes, in effect, to make three tricks, and if he does not do what he undertakes he is punished by the loss of two points.

If a lone player wins all five tricks he scores four. If he wins three tricks he scores one. If he fails to win three tricks the adversaries score two.

At three-handed Euchre, or at independent Euchre (played without partners), when more than two play, the mode of scoring varies. In some companies it is ruled that, if the attacking player is euchred, both the adversaries score two. If this makes them both out the eldest hand wins.

But the better way of playing is to *set back* the player who is euchred. The score can be set back even beyond five, so that if a player is at love, and he is euchred, he has seven points to make. The player who first obtains five receives from each of the others as many points as he is short of five; thus, if he is set back two points, and does not score at all during the game, he has to pay seven points.

LAPS.—It is sometimes agreed that one player, or side, shall carry any surplus they may make over into the next game.

LURCH OR "SLAMS."—It is sometimes agreed that a player, or side, shall receive double if they win a love game.

ADVICE TO BEGINNERS.

At two-handed Euchre you may play on a lighter hand than at three-handed. The following hints relate principally to the two-handed game, and to the four-handed game with partners.

ORDERING UP, PASSING, TAKING UP, AND MAKING THE TRUMP.

The chances are that the dealer has one trump dealt; so, if you order up, you must expect to meet one trump and the turn-up in the dealer's hand. And it must be remembered that you lose two points if you order up and do not win three tricks, and only gain one if you succeed (unless you make a march). Therefore you should not order up unless it is two to one in favor of your winning three tricks against two trumps, and your cards are such that you would not have as good a chance if you made the trump.

To order up at four-handed Euchre, the eldest hand should be somewhat stronger than at two-handed.

If strong in trumps, and equally strong in another suit, it is always good play for the eldest hand to pass. For if the dealer takes up the trump he may lose the point and be euchred; and if he passes you can then make the trump, and are better off than in the other case, as the dealer does not get the turn-up.

If you pass, and the dealer turns it down, you may still con-

sider that, whatever you make it, you will probably find one trump against you. It is, therefore, not advisable to make the trump unless you hold cards that will probably win three tricks against one trump higher than any in your own hand, or against two small ones.

If you are about to make the trump, and have good cards in two suits of different colors, you should, as a rule, make it next. The reason is that the dealer having turned it down in one color, you are not likely to encounter either Bower of that color in his hand. The rule not to cross the suit, applies at the four-handed game to the non-dealer and his partner. But if the dealer's partner makes the trump, he should not hesitate to cross the suit, as he may assume, from the dealer's having turned it down, that he has no Bower in that color.

With so strong a hand that you are almost sure of the point, whether you make the trump or not, of course you pass, in hopes that the dealer will take up the trump.

At four-handed Euchre the second player (dealer's partner) should assist if he has something more than one trick, as, for instance, an ace and a trump, or two aces.

But if the dealer's partner is strong in the non-trump suits he should not assist unless morally certain of two tricks.

The third hand should be cautious of ordering up, as his partner, having passed, has declared weakness.

The dealer should be very cautious of taking up, as his partner, not having assisted, must be very weak. The dealer ought not to take up as a rule, unless he has two tricks morally certain, and a chance of a third.

If the dealer, either at two or four-handed Euchre, can reduce his hand by his discard to three trumps and two cards of another suit, he should take up the trump, unless all the five cards are very small.

If the dealer takes up the trump, he should generally keep two cards of a suit, except his single one happens to be an ace. For example: with queen, seven of one suit, and king single of another, the king should be discarded.

LEADING.

Lead from your guarded suit. Thus, if you hold two trumps, a guarded card and a single card, lead your best card in the guarded suit. But if in fear of losing a march lead your highest single card.

If you have three trumps in sequence always lead a trump, unless the sequence is nine, eight, seven. At four-handed

Euchre always lead a trump with three trumps of any denomination.

At four-handed Euchre, if you have made the trump next in suit and have the lead, lead a trump, unless you hold the right Bower and ace, and weak cards out of trumps.

As a general rule at four-handed Euchre, if the dealer's partner assists, the eldest hand should at once lead a trump through him. The rule does not apply if the dealer has turned up a Bower, nor if the leader has the left Bower, or the ace of trumps guarded.

If your partner orders up, or assists, or takes up, or makes the trump, invariably lead a trump as soon as you obtain the lead. If your partner orders up or makes the trump, lead him your best trump; if he takes up the right Bower lead your smallest trump.

EFFECT OF THE SCORE.

If the adversary is at three, the trump should not be ordered up, unless with very good cards, as, if the trump is ordered up, the loss of the point at this score loses the game.

If the adversary is at the score of four, it is better for the dealer to take up the trump on a light hand, than to leave it to his adversary to make the trump.

At four-handed Euchre, when the dealer's side is at the score of one or two, and you (eldest hand) are at four, you should order up, even if you have not a trick in your hand, or rather, unless you have one certain trick, as the right Bower or the left Bower guarded. By so doing you prevent the opponent from playing alone. In the worst case you are euchred, and have the deal next time, the chances being greatly in favor of winning the point with the deal. This position is called *the bridge*.

At four-all, if the eldest hand or the third hand has a trick, and the probability of a second, and such cards that he would be no better off if he made the trump, he should order up; for if the dealer turns down the trump, the second hand or the dealer will probably make the trump, and so win the game in another suit.

LONE HANDS.

In playing a lone hand the eldest hand has the advantage, and next to him the dealer. The players may, therefore, play alone on hands that should not be played alone by the other players.

When leader, with a lone hand, lead your winning trumps. If you thus make two tricks and remain with one trump, lead your best card out of trumps, and if that wins, lead the remaining trump.

When playing against a lone hand, always lead an ace, if you have one; if you have no ace, lead your highest card out of trumps, except you hold a guarded king and cards of other suits, in which case it is advisable to wait for your king to be led to.

When playing against a lone hand, keep cards of the suit your partner discards, as you may be sure he is weak in them, and depend on your partner for strength in the suits he keeps; but do not throw away an ace, even if your partner keeps your ace suit.

LAWS OF EUCHRE.

CUTTING.

1. The lowest deals. In cutting, the ace is lowest.

When playing partners the two highest play against the two lowest.

DEALING.

2. The dealer must give five cards to each player by three at a time and two at a time, or *vice versá*, and must turn up the top of the undealt cards for trumps.

3. If the dealer gives too many or too few cards to any player it is a misdeal, and the deal passes to the next player.

4. If the dealer exposes a card in dealing there must be a fresh deal; but if the dealer in turning up the trump turns two cards it is a misdeal.

5. If a faced card is found in the pack before turning up, there must be a fresh deal, unless the faced card is the turn-up.

6. When more than two play, the players deal in rotation to the left.

PLAYING.

7. If any one plays with more or less than five cards he can score nothing that hand.

If the trump is ordered up and the dealer omits to discard a card before he or his partner plays, he can score nothing that hand.

8. When more than two play, exposed cards may be called. A card led out of turn may be called, or a suit from the side offending when they next have the lead.

9. A player revoking is euchred. A player revoking against a lone hand is euchred four.

10. A player not following suit when able may correct his mistake before the trick is turned and quitted, and before he or his partner leads or plays to the next trick. The card played in error is an exposed card.

11. A player making a trump must abide by the suit first named.

12. If after the trump is turned a player reminds his partner that they are at the point of the bridge, the latter loses his right of ordering up.

13. Each player has a right to see the last trick.

DEFECTIVE PACKS.

14. If a pack is found to be defective the deal is void; but all previous deals stand good.

SCORING.

15. An erroneous score may be corrected at any time during the game.

RAILROAD EUCHRE.

Thirty-three cards are used, the Joker making the extra card. The Joker is the best trump and is higher than the leading Bower, no matter what is the trump. A player may have then an equivalent to three Bowers, the Joker and the two knaves of a color.

In Railroad Euchre, a player going alone can call for the best card in his partner's hand, throwing out his own discard. When the player goes alone, one of his adversaries may agree to call for the best card in his partner's hand. It is a two-handed game, or four-handed game. In Railroad Euchre, a euchre counts four points.

If in turning for trumps, the Joker turns up, the next card in the pack is made trumps.

It is generally played in ten points.

SET-BACK EUCHRE.

In this game the points made diminish a certain score given to each player at the beginning of the game.

Everybody plays for himself.

At the beginning five points are allotted to each player.

If a player makes three tricks he scores one, which is deducted from his five points, leaving him four points; each player's object being to wipe out his score.

To begin the game every player puts one or more chips into a pool, and the first one who has wiped out his score wins it.

A player not making a trick, though he may not have declared anything, has one added to his score. A euchre counts two. Sometimes when a euchre is made, the players deposit another chip in the pool. The rules for Set-back Euchre have not yet been clearly defined.

NAPOLEON EUCHRE.

Six players can play Napoleon, which is a development or Euchre. In cutting it is the person taking the lowest card who deals. It is a game of bidding. If a player thinks he has a good hand he states, "I can make so many tricks." The person bidding the highest number of tricks plays. He has in opposition to him the other players. The player who has the bid has the privilege of naming the trump. He may elect to name no trump, but it is understood that the first card he plays is the trump. Should a player declare Napoleon and succeed in taking all the tricks, he makes Napoleon, and is paid by all the others two chips for each trick, which is ten. Making tricks less than Napoleon is paid at the rate of one chip per trick. A player saying, "I will make two or three tricks," must make the number stated, or he loses. Losses are made according to tricks. Sometimes by a fall of the cards, a player having announced "three tricks" and makes them, believes he can make Napoleon. He may succeed in securing the other two tricks, five in all, but he is not paid ten chips, as he would have been had he declared Napoleon at the beginning. He receives only one chip for each trick. Should he, however, after making his three tricks not make the Napoleon, he pays one chip for each trick, or five chips. He might, when he made the number of tricks he announced, have stoppeed there, and won his declare.

Players must follow suit, but not having the suit, to trump is obligatory.

FRENCH EUCHRE.

In this gamē the eights and sevens are not used, there being twenty-four cards, and not more than four players; there are partners. It resembles in many respects Napoleon. A player states that he will make so many tricks, making a particular suit trumps. If the other players bid no more tricks, the eldest hand has the play. The assistance of the partners is as in Euchre. If, for instance, one partner were to announce three in hearts, and his partner had the Bowers, and other good cards, the partner when his turn came to play might bid for the five tricks. The game being of fifteen points, tricks are counted as points. The euchre counts only as much as the number of tricks which were announced by the losing party.

PROGRESSIVE EUCHRE.

The game is the regular four-handed Euchre with five points

up, and is so adapted as to enable any number of ladies and gentlemen to participate.

For example, say the number of players is twenty, consequently five tables are required.

The guests on entering the room are each presented with a decorated card by the hostess, which is to be attached to the lady's dress or gentleman's coat; these designate the tables to which each player is assigned, viz., first lady first table, or first gentleman first table, etc. The lady and gentleman having corresponding cards, take position as partners.

When all are seated, the leader, or one of the players at the first table, announces the commencement of the game by tap of bell.

The first table having finished their game, the bell is tapped, when play must cease at all the tables.

The successful partners at the first table retain their seats and attach a gold star or label to their favors, while the unsuccessful partners at the first table retire to the last or fifth table, taking the place of the victors at that table, where they do not remain partners, but exchange with those left at table five; the losers at table five attach a green label or booby to their favors.

The victors at the other tables then move up or progress one table, viz., fifth to fourth, etc.

In case of a tie, when the leader taps the bell at any of the tables, the ladies cut the cards, the highest cut determines the victors, or in case the game is not completed, the side having the greatest number of points to their credit are the victors.

As prizes are provided for the lady and gentleman receiving the highest number of honors, gold labels or stars, and also for the recipients of the greatest number of booby labels, it causes a pleasant rivalry between the players, which remains unabated to the close of the game.

In case of a tie, the same rule applies as during the game.

All other points in the game are decided according to the usual rules of Euchre.

SIX-HANDED EUCHRE.

Six persons, three on a side, play this game. The partners are seated alternately. Before the cards are dealt two of the seven are removed. The cards are then distributed, each player getting eight cards.

The players bid for trumps, and the bidding is conducted the same as in French Euchre. The side that makes the trump and wins the number of tricks bid counts that number and no more,

even should it win all the tricks. If it fails to make the number of tricks bid, the opposing side counts that number of tricks.

The score is generally twenty-five points, with which each side starts. As points are made they are deducted from the score, the side first wiping out the twenty-five winning. When a bid is successful the trump must be declared, but it is not obligatory to lead trumps.

The Joker is sometimes used when the remaining cards after the deal are thrown into the centre of the table, and is known as the "Widow." The player who makes the highest bid has the right to select the cards he wants from the Widow. He must declare the trump suit before he looks at the Widow. A bid to play alone supersedes a bid of five, and if successful it counts ten.

CALL-THE-ACE EUCHRE.

This is a comparatively new game, but it has become very popular.

LAWS OF CALL-THE-ACE EUCHRE.

1. From four to seven can play. A card is dealt face up to each one, and the first Jack deals.

2. When only four play twenty-eight cards are used—ace down to and including nine of each suit; with five the eights are added; with six the sevens are added; with seven the sixes are added.

3. Any player can shuffle the pack, the dealer last. The pone—the player on the dealer's right—must cut, taking off or leaving at least five cards. The deal passes to the left.

4. The dealer must deal the cards two at a time the first round, and three at a time the second round, or *vice versa*, turning up the top card of those left after the deal for the trump.

5. If the Joker is used and turned up spades are trumps.

6. The same dealer must redeal if any card but the trump is found faced in the pack; if the pack is incorrect or imperfect; if both sides revoke in the same hand.

7. If any card not faced in the pack is exposed during the deal, any player may demand a new deal. The dealer may demand a new deal if any player exposes a card during the deal.

8. Any player dealing out of turn, or with the wrong cards, must be stopped before the trump is turned.

9. A misdeal loses the deal. A misdeal is when the dealer gives more or less hands than there are players; if he gives two cards to one player and three to another in the same round; if he gives any player more or less than five cards and fails to correct his error before dealing to the next player (See Rule 27).

10. Interrupting the dealer, or looking at any of the cards until all are dealt, cancels the right to demand a new deal.

11. After the trump is turned up each player in turn, beginning on the dealer's left, may examine the cards dealt to him and must then declare to pass or order up the trump.

12. Should all but the dealer pass, he may take up the trump, discarding one card from his hand, or he may turn it down.

13. Should any player order up the trump the dealer must take it up and discard one card from his hand.

14. The dealer is not allowed to change his discard.

15. A player ordering or taking up a trump becomes the maker of the trump for that deal.

16. If the trump is turned down, each player, in turn, has the right to name one of the three other suits, or can pass again. Once naming a suit he cannot change.

17. If no new suit is named the deal is void, and passes to the left.

18. After the trump card is taken up, any player may ask what the trump suit is, but not the denomination of the card.

19. The maker of the trump may call on the best card of any suit—excepting trumps—for a partner.

20. The player holding the best card in play of the suit called becomes the partner of the caller for that deal, but he must not make the fact known under penalty of scoring nothing that deal.

21. A call once legitimately made cannot be altered.

22. If the maker of the trump calls for the best card of any suit, and he himself holds the best in play, he has no partner.

23. If the maker of the trump does not call for a partner, he must announce that he plays alone, or he must call for a suit of which he holds the ace.

24. No one but the maker of a trump can ask for a partner or play alone.

25. No matter who makes the trump, the eldest hand leads, and the winner of one trick leads for the next.

26. The winner of each trick must keep it in front of him, face downward, until the score is decided.

27. If any player has more or less than five cards, it is a misdeal, but if he has played to the first trick without discovering and announcing the error, the deal stands, but neither he nor his partner can score that hand.

28. If more than one card is played to any trick by one player, the maker of the trump shall select the card to be played.

29. Any card exposed by being dropped on the table face up, or named by the player holding it, shall be laid on the table,

and may be called by the maker of the trump at any time. If it can be got rid of in play there is no penalty.

30. The maker of the trump can expose cards without penalty.

31. Should the eldest hand lead before the dealer discards it cannot be taken back.

32. If any player leads out of turn the maker of the trump may call a suit from the player whose turn it was, unless it is made known that the player in error is the partner, in which case the adversary who will be the last player on the trick, when correctly led, may call the suit.

33. If all have played to the false lead, it must stand.

34. There is no penalty for the maker of the trump leading out of turn.

35. If there is any lead out of turn against a lone hand, the maker of a trump can either call a suit from the player whose right turn it was to lead, or he can call the card led in error an exposed card.

36. When a revoke is claimed and proved the hands shall be abandoned. If the revoke is made by the opponents of the maker of the trump, he and his partner shall score the points for a march, even if they have already lost a trick.

37. If the maker of a trump is playing alone, he shall score for his lone hand, if any of his opponents revoke, even if he has lost a trick.

38. If the maker of the trump or his partner revoke, each of his opponents shall score two points.

39. A revoke may be corrected before the trick in which it occurs is turned and quitted and before the side in error has led or played to the following trick.

40. Any player may ask the one who renounces if he has none of the suit led.

41. If a revoke is corrected those who have played after it was made may take back their cards and substitute others, but the card played in error becomes exposed, and may be called by the maker of the trump.

42. If both sides revoke, the deal is void, but doesn't pass.

43. For winning three or four tricks at the end of the hand, the maker of the trump and his partner shall score one point each. If they have taken all five tricks they shall score two points when four are playing; three points when five, six or seven are playing.

44. If playing alone, the maker of the trump shall score one point for three or four tricks, and for five tricks he shall score

as many points as there are players, including himself.

45. The fact that the maker of the trump has called for a partner, and failed to obtain one, does not prevent him from scoring on his lone hand.

46. If the opponents of the maker of the trump win three or more tricks, they score two points each for the euchre. In case euchre occurs early in the play, all cards must be shown in order to discover if the maker of the trump had a partner—if he called for one.

47. Any player may ask the others to draw the cards which they have played to the current trick.

48. No player can look at a trick once it is turned down, under penalty of having a suit called from him or his partner.

49. No player shall call attention to any trick or the score. The player whose attention is so attracted may be called upon by the maker of the trump to win or lose the trick.

50. The deal in which an imperfect pack is discovered is void, but all previous scores stand. Cards torn or marked render a pack imperfect, as well as duplicate or missing cards.

51. A player announcing out of his turn, does not prevent any player in his right turn from ordering up or passing, but the announcement of the player in error must stand.

WHIST

Whist is a game which is very popular and is played by four persons, who cut cards for partners, the two highest playing against the two lowest, the partners sitting opposite each other. In cutting, ace is low, and the player cutting lowest deals first.

Each person has a right to shuffle the cards before the deal; but it is usual for the elder hand only, and the dealer after.

The pack is then cut by the right-hand adversary; and the dealer distributes the cards, one by one, to each of the players, beginning with the person who sits on his left hand, till he comes to the last card, which he turns up, being the trump, and leaves on the table till the first trick is played.

The person on the left-hand side of the dealer is called the elder hand, and plays first; whoever wins the trick, becomes elder hand, and plays again; and so on, till the cards are played out.

The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick.

All above six tricks reckon toward the game.

The ace, king, queen, and knave of trumps, are called honors; and if three of these honors have been played between, or by either of the two partners, they reckon for two points toward the game; and if the four honors have been played between, or by either of the two partners, they reckon for four points toward the game.

The game consists of ten points.

No one, before his partner has played, may inform him that he has, or has not, won the trick; even the attempt to take up a trick, though won, before the last partner has played, is deemed very improper.

No intimations of any kind, during the play of the cards, between partners, are to be admitted. The mistake of one party is the gain of the other. There is, however, one exception to this rule, which is in case of a revoke. If a person does not follow suit, or trumps a suit, the partner is at liberty to inquire of him, whether he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affects the partners equally, and is now generally admitted.

 TECHNICAL TERMS USED IN WHIST.

BRING IN.—See ESTABLISH.

COMMAND.—You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands, the command is *complete*; if not, it may be only *partial* or temporary.

CONVENTIONAL SIGNALS are certain modes of play designed purposely, by common consent, for the object of conveying information to your partner. The principle was sanctioned by Hoyle, and several of them are established and legalized in the modern scientific game; as, for example, the signal for trumps; the return of the highest from a short suit; playing the lowest of a sequence; discarding the highest of a suit of which you have full command, and so on.

DISCARD.—The card you throw away when you have none of the suit led, and do not trump it. In the modern game, your first discard should be from a short or weak suit.

ESTABLISH.—A suit is said to be established when you hold the complete command of it. When your suit is once established, if the adversaries' trumps are out, and you can get the lead, it is obvious you may make a trick with every card of it you hold; and this is called *bringing it in*.

FALSE CARD is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand.

FINESSING is an attempt, by the third player, to make a lower card answer the purpose of a higher (which is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having ace and queen of your partner's lead, you *finesse* the queen, hoping the fourth player may not hold the king.

FORCING means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

GUARDED SECOND, or SECOND-BEST GUARDED, is the combination of the second-best card for the time being, with a small one to guard it against being taken by the best; as, for example, king and a small one originally, or knave and a small one when the ace and queen have been played.

HONORS are the ace, king, queen and knave of trumps; the term, however, is often applied to the same cards in plain suits. The ten and nine are sometimes called *semi-honors*.

LEADING THROUGH, or UP TO.—The person who leads is said to

lead *through* his *left* hand adversary, and *up to* his *right* hand one, such being the direction in which the play runs.

LONG CARDS are cards remaining in one hand when all the rest of that suit have been played.

LONG SUIT.—One of which you hold more than three cards. See STRENGTH.

LOOSE CARD means a card in hand of no value, and consequently the fittest to throw away.

MAKE.—To *make* a card means simply to win a trick with it.

MASTER CARD, or BEST CARD, means the highest card in at the time. Thus, if the ace and king were out, the master card would be the queen.

OPENING.—Term borrowed from chess, to denote the system on which you commence or open your game when you get your first lead.

PLAIN SUITS are the three suits not trumps.

RE-ENTRY.—A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

RENOUCE.—When a player has none of the suit led he is said to renounce that suit.

REVOKE.—If he fails to follow suit when he *has* any of the suit, he *revokes*, and incurs a serious penalty.

RUFFING is another word for trumping a suit of which you have none.

SCORE.—The counting or marking of the progress of the game. Attention to the score, which is very necessary in playing, refers not only to the progress, but also to the prospects of the game.

SEESAW, or SAW, is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hand.

SEQUENCE.—Any number of cards in consecutive order, as king, queen, and knave. The ace, queen, and ten would form a sequence if the king and knave were out.

A tierce is a sequence of three cards; a quart of four; and a quint of five.

A *head sequence* is one standing at the head of the suit in your hand, even though it may not contain the best card. A *subordinate* sequence is one standing lower down, and it is an *intermediate* sequence if you hold cards both higher and lower.

SHORT SUIT.—One of which you hold originally not more than three cards. See STRENGTH.

SIGNAL FOR TRUMPS.—Throwing away unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command

to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

SINGLETON.—A name for one card only of a suit.

STRENGTH, STRONG SUIT, STRONG HAND, LONG SUIT.—The word long suit is used here to indicate strength in numbers, and the word strong suit is applied chiefly to high cards. A weak suit is naturally the contrary.

STRENGTHENING PLAY is getting rid of high cards in any suit; the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them.

TENACE.—A tenace is understood to mean the combination, in the same hand, of the best and third best card for the time being of any suit; as, for example, the ace and queen originally, or the king and ten when the ace and knave have been played.

The advantage of this combination is that, if you are fourth player in the suit, you will certainly (bar trumping) make two tricks in it; and it is therefore much to your interest that the suit should be led by your left-hand adversary.

A **MINOR TENACE** is the combination of the second and fourth best cards.

UNDER-PLAY usually signifies keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but it requires care and judgment to avoid evil consequences from deceiving your partner, and from having your best cards subsequently ruffed.

WEAKNESS, WEAK SUIT. See **STRENGTH**.

THE PLAYING OF TRUMPS.—Considerable judgment is required in the playing of trumps, and the average player, who is not up on the fine points of the game, is liable to play them unskillfully.

Trumps may be used for three distinct purposes, as follows:

1. To play as ordinary or plain suits. This use, however, ignores their real value, and ought therefore to be made subordinate to the other two.

2. To make tricks by trumping.

3. To aid in making your own or your partner's long suits or high cards.

The third use of trumps is the highest and most scientific, and accordingly this application of them is always the most prominent in the scientific game. It is obvious that the chief obstacle to making long suits is their being trumped by the adversary;

and that therefore the advantage will be with that party who, having predominant strength in trumps, can succeed in drawing those of the adversaries.

For this reason, whenever you have *five trumps*, whatever they are, or whatever the other components of your hand, *you should lead them*; for the probability is that three, or at most four, rounds will exhaust those of the adversaries, and you will still have one or two left to bring in your own or your partner's long suits, and to stop those of the enemy. And notice, that it is *numerical* strength of trumps that is most important for this purpose, so that you must not be deterred from leading them, even if all five should be small ones; for in this case probably your partner will hold honors, and even if the honors are all against you, you will probably soon bring down two together.

CONCERNING PLAIN SUITS.—Supposing you have first lead, not being very strong in trumps, but having a *long suit* in your hand. Adhering to the established mode of "opening," you lead from your long suit, thereby at once informing your partner what is the chief component of your hand. He will recollect this, and as it is his duty to return your lead hereafter, and your interest to persevere in your suit, you will have the opportunity of "making" any good cards in it which the joint hands may contain, and you may probably after three rounds be left with one or two *long cards* of it in your own hand. These long cards will then become very valuable; if the trumps can be extracted from the adverse hands, and you can get the lead, either by a trump or a card of re-entry, they will make certain tricks; if any trumps remain against you, the long cards may be made powerful weapons of offence by *forcing* them out; so that in either case the system of play will be advantageous for you.

In leading from a long suit it is advisable to lead the lowest card, so as to draw the higher cards out and establish your command. But there is the chance of being trumped on the second play by your adversaries, which must also be taken into consideration.

THE LEAD.—Let your first or principal lead be from your best *long suit*. If you have two suits, each of more than three cards, you may prefer the one which is *strongest* in high cards; but always avoid, if possible, an original lead from a suit of *less than four*.

Holding in this suit ace and king, lead king first, then ace. This is preferable to beginning with the ace, as it may sometimes convey useful information. No good partner would trump your king led.

If you hold ace, king, queen, lead king first, then queen, for the same reason.

Holding king and queen, lead king. And, if it wins, a small one, as the ace ought to be with your partner. Holding king, queen, knave, ten, lead the lowest of the sequence, to induce your partner to put on the ace, if he has it, and leave you with the command.

Holding ace, queen, knave, lead ace, then queen. So as to obtain the command with the knave. If your partner holds the king, he ought to put it on the queen, so as not to obstruct your establishment of the suit.

Holding ace and four others (not including king, or queen with knave), lead ace, then a small one, to prevent the chance of your ace being trumped second round.

Holding queen, knave, ten, or knave, ten, nine, at the head of your suit, lead the highest. It is an old and well-known rule to "lead the highest of a sequence." But like many other rules, when the reason of it is not comprehended, it is often totally misunderstood and misapplied. The object of doing this is to prevent your partner from putting on the next highest, if he has it; but there are many cases where you ought to desire him to put it on, and where, consequently, the lowest ought to be played. In a general way the rule should apply only to a high sequence heading the suit in your own hand, and not to low or subordinate sequences, to lead the highest of which would only deceive your partner without doing you any good. In other cases the lowest card of your suit.

If you hold king, knave, ten, nine, and a small one, lead the nine; if king, knave, ten, and others, the ten. These are exceptional combinations.

If trumps are out before you open your suit, you should lead differently, keeping back your high cards.

Lead your own long suit, if you have one, before you return your partner's, unless you happen to hold the master-card in your partner's suit, which you should part with as early as you can, to get it out of your partner's way, and prevent his imagining it as against him.

In returning your partner's lead, if you held not more than three cards of the suit originally, always return the highest you have left.

To strengthen his hand, and as a conventional signal. If you originally held four, return the lowest, unless you have the master-card, which play out at once, as before directed. Also,

if you happen to have discarded one of the four, play as if you had held only three.

It is good to lead a suit in which your right hand adversary is weak, or your left hand strong.

If obliged to lead from a suit of less than four cards, the general rule is to lead the highest.

Avoid leading a suit which one adversary ruffs, and the other discards to, unless you are sure of forcing the strong trump hand.

Toward the end of the hand it may often win you an extra trick to avoid leading from a tenace or a "guarded second," and to try and induce your left-hand adversary to lead that suit for you.

SECOND HAND.—The general rule for the second hand is to play your lowest, for your partner has a good chance of winning the trick; and the strength being on your right, it is good to reserve your high cards (particularly tenaces, such as ace and queen) for the return of the lead, when you will become fourth player.

The following are some of the most usual exceptions to this rule:

Holding Ace and King, put on King.

Holding King and Queen, put on Queen.

Holding Ace, Queen, Knave, put on Knave.

Holding Ace, Queen, ten, put on Queen.

Also, if you have two high cards in sequence (as queen and knave, or knave and ten), with only one other; or if you have three high cards in sequence with any number, it is generally considered right to play the lowest of the sequences second hand.

Great strength in trumps, however, which always warrants a backward game, may sometimes justify you in leaving it to your partner, particularly as you thereby keep the command of the adversary's suit.

If an honor is led, you should generally put a higher honor upon it; but if you are strong in the suit, you may husband your strength and play a small one.

Do not trump a doubtful trick second hand if strong in trumps; if weak, trump fearlessly.

THIRD HAND.—The general rule for the third hand is to play the highest you have.

In order not only to do your best to win the trick, but to strengthen your partner's long suit, by getting the high cards out of his way.

If you have a head sequence, remember to play the lowest of it.

This rule is subject, however, to the peculiar attribute of the third hand as regards finessing.

To know how to finesse properly requires great judgment and experience, but there are a few useful rules of general application :

(a) The first-time round of a suit, if you hold ace and queen, you always play to queen.

(b) With this exception, it is wrong in principle to finesse in your partner's long suit, as he wants the high cards out of his way. If you see that he leads from weakness, or if he leads you strengthening cards in your own long suit, you may finesse more freely.

(c) It is dangerous to finesse the second-time round of a suit, as the chances are it will be trumped the third time.

(d) If, however, you are strong in trumps, you may finesse much more freely, as your trumps may enable you to bring your high cards in.

(e) With minor tenace it is generally proper to finesse the second round, as the best card must probably be to your left, and if the third best is there also, both your cards must be lost in any case.

(f) It is of no use to finesse if the previous play has shown that the intermediate card, against which you finesse, does not lie to your right; for in that case it must be either with your partner or your left-hand adversary, in either of which cases finessing is obviously useless.

(g) The advisableness or not of finessing in certain cases late in the hand, is often determined by the fall of the cards or the state of the score; *e. g.*, when you particularly want one trick to win or save the game, or if, from what you know of your partner's or opponents' cards, you see you *can* only get one, it would be wrong to finesse for the chance of gaining two.

Be careful to watch the fall of the cards from your left-hand neighbor, in order that, if he proves weak in a suit, you may avoid wasting high cards when small ones would suffice to win the trick over him. This is very necessary, as your partner is often likely to lead up to the weak hand.

FOURTH HAND.—In this you have in most cases little to do but to win the trick as cheaply as you can; if you do win it cheaply, it may afford you a hint for a good lead when you are in want of one.

Cases sometimes arise, however, towards the close of the

hand, where it is advisable not to win the trick, as, for example, when by not doing so you can force your left-hand adversary to lead up to your tenace or guarded second. There are also cases in which it is advisable to win a trick already your partner's, as, for example, to get high obstructing cards out of his way, or to enable you to lead up to a weak hand, or otherwise to alter the position of the lead.

WHEN TO PLAY TRUMPS.—If you have five or more trumps always lead them, or signal to your partner to do so.

A trump lead from four may be warranted by strength, either of your own hand or your partner's in other suits, but always requires judgment and care. But if you have a long suit to bring in, it is generally best, with four trumps, to lead the plain suit first.

A trump lead from three or less is seldom wise, being only justifiable by great strength in all other suits, or by special necessity, such as stopping a cross ruff, etc.

You must not lead trumps simply because your long suit is trumped, for if your adversaries are strong in them, you will only be playing their game.

The proper card to lead from your own strong suit of trumps varies a little from that of common suits, for the latter is influenced by the chance of being ruffed, from which the trump suit is free.

For this reason, unless you have commanding strength enough to disarm the adversaries at once, you play a more backward game, generally leading your lowest, to give the chance of the first trick to your partner.

It is also very often advantageous to reserve a high trump to give you the lead the third-time round, as in case of adverse strength of trumps remaining against you, it may enable you to force it with much advantage.

If you have ace, king, queen, or any other commanding sequence, lead the lowest of them first, and then the next lowest, and so on, to inform your partner.

If you have ace, king, knave of trumps, it is good to lead the king and then stop, waiting for the return of the lead in order to finesse the knave.

If your partner asks for trumps, you are bound to lead them, and if he leads them you are bound to return them, the first opportunity, remembering in either case, if you had not more than three, to play your highest, in order to strengthen his hand.

In inferring that your partner has asked for trumps, recol-

lect that there are cases in which he may have necessarily played the highest card first; in the trump signal it must be played unnecessarily.

Never lead through an honor turned up, unless you otherwise want trumps led. On the other hand, do not hesitate to lead up to an honor if you are strong in them.

It may often be advisable when strong in trumps even to refuse to trump a trick which is certainly against you, as your trumps will ultimately make, and you may perhaps discard advantageously. If you see your partner do this, he will probably want trumps led, and you must carefully avoid forcing him.

Do not force your partner if weak in trumps yourself. At least, not until you have ascertained it will do him no injury; for your weakness renders it probable he may be strong, when forcing may be the worst injury you could do. On the other hand, force a strong trump hand of the adversary whenever you can. Whenever you are not strong enough to lead trumps, you are weak enough to force your adversary.

If, when you or your partner are leading trumps, one adversary renounces, you should not generally continue the suit, as you would be expending two for one drawn. Your proper game is then to try and make your and your partner's trumps separately.

It may, however, often be advisable, even under this disadvantage, totally to disarm the adversary, if you or your partner have cards or suits to bring in. In this case the renouncing hand should be led up to, rather than through.

Similarly, if your partner renounces trumps, it is generally advisable to go on, as you draw two trumps by expending one.

If you are dealer, retain the turn-up card as long as you can, to inform your partner; if not, recollect it, and notice when it falls. When, however, the adversaries are drawing trumps, it may sometimes be advisable to part with it unnecessarily, in order to make them believe you have no more.

Sort your cards carefully, both according to suit and rank, and count the number of each suit, as it will greatly assist the memory.

If not leading, always play the lowest of a sequence, as this is one of the modern conventional rules by which information is conveyed to your partner as to the contents of your hand, and if you have an observant and educated partner it must be carefully adhered to.

Get rid of the commanding cards of your partner's long suit as soon as possible. Retain those of the adversaries' suits as long as you conveniently can.

Discard generally from short or weak suits, not from long or strong ones, for the cards of the former are of very little use, while those of the latter may be very valuable. Besides, your first discard is generally a very important source of information to your partner. It is, however, sometimes worth while to break the rule for the sake of retaining a guard to an honor or second-best card, particularly in your adversaries' suits.

When you have the entire command of any suit, it is a conventional signal for you to discard (when the opportunity arises) the best card, in order to inform your partner. Thus, having ace, king, queen, and knave of a suit not led, you would discard the ace; for it must be obvious that you would not do this unless you had others equally good behind.

Discarding the second best generally intimates you have no more of that suit, as you throw it away because it is not likely to make.

Be careful in the management of your small cards, in order not to mislead your partner. Do not throw away carelessly a three or four if you hold a two.

When your partner first renounces a suit, call his attention to the fact, as it may save a revoke.

Keep constantly in mind the desirableness of affording information to your partner, of obtaining information as to his hand, and of playing the hands jointly.

Pay attention to the state of the score, which ought often to influence your play.

Remember that the third trick saves the game when honors are equal; that the fifth saves it against two by honors, and the seventh against four by honors. Note also that the odd trick is twice as valuable as any other, as it makes a difference of two to the score. Notice, further, when you are near winning the game, how many tricks are wanting for that purpose.

In all these cases it may be expedient to modify the usual play for the sake of getting the trick you want in preference to speculating for more; for when you particularly require one trick, it would be folly to risk it (by finessing, for example) in order to have the chance of gaining two.

The state of the score may sometimes influence your whole plan. For example, if the adversaries are four and you have a bad hand, you should lead your best trump, as before explained.

It is often desirable to depart from the usual modes of play for the sake of gaining the lead, or of giving it to your partner.

And it is also sometimes worth while even to throw away a trick in order to give the lead to one of your adversaries; as, for example, to make them lead up to a tenace or guarded second.

SCORING.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the loser's score from seven.

FORMATION OF THE TABLE.

2. Those first in the room have the preference. If by reason of two or more arriving at the same time more than four assemble, the preference among the last comers is determined by cutting a lower cut giving the preference over all cutting higher. A complete table consists of six, the four having the preference play.

3. If two players cut intermediate cards of equal value they cut again, and the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value they cut again. If the fourth has cut the highest card the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card he deals, and the highest two of the new cut are partners.

5. At the end of the game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

CUTTING.

7. In cutting, the ace is the lowest card. All must cut from the same pack. If the player exposes more than one card he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

SHUFFLING.

8. Before every deal the cards must be shuffled. When two packs are used the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of the hand, nor so as to expose the face of any card.

CUTTING TO THE DEALER.

10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the center of the table; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or in reuniting the separate packets a card is exposed, the pack must be re-shuffled and cut; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer re-shuffles the cards after they have been properly cut he loses his deal.

DEALING.

13. When the pack has been properly cut and reunited the dealer must distribute the cards one at a time to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer—

I. If any card except the last is faced in the pack.

II. If during the deal or during the play of the hand the pack is proved incorrect or imperfect, but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place the exposed card cannot be called.

16. Any one dealing out of turn or with his adversaries' cards may be stopped before the trump card is turned, after which the deal is valid and the cards, if changed, so remain.

MISDEALING.

17. It is a misdeal—

I. If the dealer omits to have the pack cut and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches the cards, or in any other manner interrupts the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick. If left on the table until after the second trick has been turned and quitted, it becomes an exposed card. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. If at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice—

I. To have a new deal; or

II. To have the hand played out; in which case the surplus or missing card or cards are not taken into account.

III. If either of the adversaries also has more or less than his correct number there must be a new deal. If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

EXPOSED CARDS.

20. The following are exposed cards:

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner admits he had seen any portion of its face.

IV. All the cards in a hand so lowered or held by a player that his partner admits that he has seen the hand.

V. Every card named by the player holding it.

21. All exposed cards are liable to be called by either adversary, must be left face upward on the table, and must not be taken into the player's hand again. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are exposed cards; it makes no difference whether he plays them one after the other or throws them all on the table together; after the first card is played the others are exposed.

23. A player having an exposed card must not play until the adversary having the right to call it has stated whether or not he wishes to do so. If he plays another card without so waiting, such card also is an exposed card.

LEADING OUT OF TURN.

24. If any player leads out of turn or before the preceding trick has been turned and quitted, a suit may be called from him or his partner when it is next the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead cannot be called, and must be taken back.

PLAYING OUT OF TURN.

25. If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or if he has none, to trump or not to trump the trick.

REVOKING.

27. A revoke is a renounce in error, not corrected in time. A player renounces in error when, holding one or more cards of the suit led, he plays a card of a different suit.

28. A renounce in error may be corrected by the player making it before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke the card improperly played by him becomes an exposed card. Any player or players who have played after him may withdraw their cards, and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be claimed for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, if the revoke loses them the game; they nevertheless score all points made by them up to the score of 6.

32. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary and the revoke is established if after it has been claimed the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

MISCELLANEOUS.

34. If a player is lawfully called upon to play the highest or lowest of a suit or to trump or not to trump a trick or to

lead a suit and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

35. Any one during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

36. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

37. In all cases where a penalty has been incurred the offender must await the decision of the player entitled to exact it. If the wrong player demands a penalty, or a wrong penalty is demanded, none can be enforced.

38. When a trick has been turned and quitted it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

39. If any player says "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's hand must be laid upon the table and treated as exposed cards.

40. League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table different from those above described.

DUPLICATE WHIST.

[Sometimes called Retrospective Whist.]

Having dealt the cards, as usual, you play them according to the existing rules; but then, when the game is over, instead of dealing the cards afresh, the same hands which have just been played are again taken by the four players; A and C, however, now having the cards which B and D held, while B and D take the hand just played by A and C. Thus the same hands are played out a second time, and a score is kept so that it may be seen which pair of partners has made the most of the cards they have successfully held. And this process being repeated with every game, the rubber is finally said to be won by the two players who, under the above conditions, have shown the greater skill. Skill, in short, alone tells in Duplicate Whist, chance having nothing whatever to do with the result: for if one pair of partners get all four honors in their hands in the first game, their rivals will hold them, as matter of course, in the next.

A few technical details are necessary, in order to explain how the record of the cards dealt to the four players may be kept, also of the play, so that the game may be duplicated.

Procure a pack of blank business cards, 5 x 3 inches, and fill them up, or have them printed, as shown by the diagram

	S.	H.	C.	D.
1..
2..
3..
4..
5..
6..
7..
8..
9..
10..
11..
12..
13..

DIAGRAM A.

A. You have here the 4 suits, S. spades, H. hearts, C. clubs, D. diamonds. As soon as the cards are dealt, some one designated beforehand, looks at the hands, and marks them down on the blank cards, A standing for an Ace, K for a King, Q for a Queen, and J for a Jack. The other cards are designated as to numbers, as "1" for a deuce, "9" for a nine, etc. On the blank space on top of the four cards, one for each player, is written "First Round," and the partners are designated as A and B, Y and Z. At the bottom of the card is written "Dealer" on the card of

the person who deals, and the trump is designated not only as to suit, but the exact card turned. It is found to be convenient to have a piece of pasteboard on which these cards are kept in their places by means of elastic straps. The scorer is provided with another card, which gives the results. This is known as the "Result Card," and it is made in this way:

RESULT.			
A. B.			Y. Z.
1st hand.....		1st hand.....
2 ".....		2 ".....
3 ".....		3 ".....
4 ".....		4 ".....
5 ".....		5 ".....
6 ".....		6 ".....
7 ".....		7 ".....

On this Result Card, the tricks taken over six, are recorded, with the names of the players.

In all cases where Duplicate Whist is played, there should be some one, well acquainted with whist, who must keep the tally cards, otherwise there is confusion. You never can play Duplicate Whist in a rapid way, for it takes time to write down what are the cards. This may be said in its favor, that it is

the only method by means of which good play can be distinguished from poor play, and on that account Duplicate Whist should be played by all whist clubs.

The real test of Duplicate Whist is to allow several days to intervene between a game and the playing of it a second time.

The game can be played without the whist trays. By playing at two tables eight persons can enjoy the game with two decks of cards. When the two games have been completed, the players change tables and positions.

DUMMY WHIST.

Three players play this game. Four hands are dealt, but the extra hand is thrown upon the table, face upward, and is known as "Dummy." With the following exceptions the rules of Whist govern this game:

Dummy deals at the beginning of each rubber and is not punished for revoking, as his adversaries see his cards. If the hand is turned before the revoke is discovered the play stands. If Dummy's partner revokes he is liable to the usual penalties.

As Dummy is blind and deaf, his partner is not penalized for exposing cards or for saying that he would take a certain trick. If, however, he leads from Dummy when he should lead himself, or *vice versa*, a suit may be called from the hand which should have led.

The policy of the game is obvious. It shows the expediency of leading a card that strengthens your partner; the benefit of pursuing an old suit rather than introducing a fresh weak one, etc.

DOUBLE DUMMY.

This game is played by two players, who each plays a Dummy. The laws are the same as in Dummy Whist, except that there is no misdeal, as the deal is a disadvantage.

The players and the Dummies deal in turn.

SOLO WHIST.

SOLO WHIST can be played by four and five, or three and four persons. When five play, the fifth comes in for four games, and stays out one game, as in Skat. In the same way, when there are four, three play, and the fourth stays out, as in Skat.

Solo Whist is, however, a game of four. When played with four an entire pack is used.

The deal is cut for as in Whist. Cards are given three at a

time, until the fourth round, when one card is given at a time, until each player has thirteen cards. The last card is turned, is the trump card, and belongs to the dealer, as in Whist.

Cards have the same value as in Whist. The ace is the highest, then king, queen, knave, the deuce being the lowest.

There are various games to be made in Solo, which a Boston player will at once understand.

The games are : (1), Proposition, or Proposal, which calls on the part of another player for an Acceptance; (2), The Solo; (3), The Misery; (4), The Abundance; (5), Misery on the Table; (6), Abundance Declared.

The lowest call is the Proposition and Acceptance, the highest Abundance Declared.

When all pass, or there is no declare, according to prior arrangement, a new deal may be in order, the deal passing, or a general Misery may be played. The person making the most tricks then passes the other players three counters each. Sometimes the player taking the last trick is mulcted two counters, to be paid to each of the other players.

Differing from Whist, there are no fixed partnerships. A partner is asked for, and help is given or not, at the option of the players. It may so happen that a player proposing may find a partner to his immediate right or to his left or opposite. When a Proposition is made and accepted by some one, the two players associated are to make eight tricks between them. The other two players try to prevent the making of the eight tricks.

A, B, C, D are playing Solo Whist. A has B to his left, then C is opposite to A, and D to A's right. A is after D, the dealer, and has the first call, and passes, and says, "I pass." B, C or D may call for a partner in Proposition. A can become his partner. The act of passing does not prevent his (A's) partnership, but in no other position has a player who has once passed the option of passing.

Trumps are used precisely as in Whist. You must follow suit, If you have not the suit, you may trump, or over trump, or not trump, at pleasure. In Proposition the trump card turned remains the trump.

The Solo is when a player declares he will take five tricks without assistance. He plays alone. The three others are against him. The trump card turned remains trumps.

The Misery, is when a player declares he will take no trick. The other players try to make him take a trick. He loses if he takes a trick.

The Abundance, is when a caller proposes to make alone nine tricks. He may make it in any suit he pleases, indifferent to the trump card turned. Another player may, however, call Abundance in the trump color turned, then the Abundance in the trump suit is better, being counted the higher, and he has the preference. A caller in Abundance must at once designate the suit, as "I call an Abundance in diamonds, or in trumps."

Misery on the Table, is when a player lays his cards on the table, face upwards, and is to take no tricks at all. As in Boston and Skat, there is no trump. The cards have the same values as before.

Abundance Declared, is to make all the thirteen tricks. Any trump may be selected. He has this advantage, he takes the lead. An Abundance Declared in the turned trump is the highest, as it is in simple Abundance. If the player of this Abundance Declared loses a trick, he does not win.

STAKES.

For a Proposition Accepted, six counters.

Solo, six counters.

Misery, twelve counters.

Abundance, eighteen counters.

Misery on the Table, twenty-four counters.

Abundance Declared, thirty-six counters.

There are several methods of increasing the penalties in Proposition, Solo, and Abundance. One counter is added for every trick made over the declare, or one counter for every trick less. Thus a Proposition with one more trick, or nine tricks, the stakes received would be seven counters. If Proposition fall short one, or only seven tricks were made, it would be seven. This method holds good in all cases, but not for the Miseries or for Abundance Declared. It may be wise to increase penalties in this way, as it prevents wild play.

If four play, A, B, C, D, and A makes or loses a call, he pays B, C, D, or if he wins, B, C, and D pay A. Say A plays a Solo, the penalty of which is six, and wins. He receives eighteen chips, or if he loses, he pays eighteen chips, or more, according to loss of tricks. If there be a fifth playing, he is paid, or the extra man pays, as the case may be.

A player calling Proposition and finding no response, need not play. He can pass if no reply comes. A player can always augment his call. He might call a Proposition, and if no response came then make it Solo. But if once Proposition is accepted, he is bound to it.

Caller goes round the table as the cards are dealt.

Solo Whist is a game, the rules of which are not difficult to acquire, but it requires a good deal of skill to play it properly.

The penalties for a revoke are stringent. A player revoking cannot win. He has to pay twice the penalty. If a partner make a revoke, his fault is imposed on his associate or associates. If in Proposition and acceptance a revoke is made by either side, two pay the other two double. If one player, trying to make a Solo, revokes, he pays the other three double, or the reverse is carried out. The rule works both ways.

THREE-HANDED SOLO WHIST.

This game is like the four-handed Solo Whist, only it is played with forty, or with thirty-nine cards.

In playing with forty cards, all the twos, threes, and fours are discarded, which leaves forty cards. Thirteen cards are given to each of the three players, and that makes thirty-nine, and there is one card, the fortieth, over. This is turned and is the trump, but is not taken into the hands. The other way is to take out one suit, generally diamonds. This leaves thirty-nine cards, or each player receives thirteen cards. The last card is turned and is trump, and belongs to the dealer. The taking out of the twos, threes, and fours, makes the more amusing game of the two.

There are no Propositions permitted in the three-handed game. All the other calls are the same as in four-handed Solo Whist.

A fourth player may be taken, as in Skat.

BRIDGE WHIST.

In no two countries are the rules of Bridge Whist the same. The following are taken from the best authorities :

A full pack of 52 cards, which rank as in Whist, are used. Four persons play as a rule, but five or six may do so. With more than four the four who shall play the first rubber are selected by cutting. The four thus selected cut for partners, choice of seats and cards.

The proper method of cutting for cards is to spread them upon the table, face downward. Each player selects a card and turns it face upward. The four drawing the lowest cards play the first rubber. Then the four cut for partners in the same manner, the two cutting the lowest cards playing against the other pair. The partner cutting the lowest card deals. All ties are decided by the tying players cutting again.

Partners sit opposite to one another, and are designated by their positions in the first trick of the deal. The dealer's partner is the dummy. The leader or eldest hand sits on the dealer's left, and his partner, known as the pone, sits opposite.

In hands used to illustrate games the letters used in the diagram are placed at the head of columns to indicate the leader and the other players on the first trick.

Two packs should be used. While the dealer is shuffling and passing the cards to the pone to be cut, the dummy shuffles the second deck and places them on his right hand ready for the next deal. The dealer distributes the cards one at a time to each player until the pack is exhausted. There are no misdeals in Bridge, as the deal is a disadvantage, and no trumps are turned. Whenever there are irregularities in the deal the same dealer again deals.

If the dealer or his partner expose a card his adversaries can demand a new deal. Anything is an irregularity that would be irregular in a Whist deal, exposed cards, reversed cards in the deck, etc.

If a player has less than 13 cards and plays, the deal stands; if a player deals out of turn or with the wrong cards, unless the error is corrected before the first card is led, it stands; no player can cut nor shuffle nor deal for his partner without his opponents' consent. If the pack is discovered to be imperfect or incorrect there must be a new deal with a new pack, but all scores made with the imperfect pack stand.

SCORING.

The score is kept on a sheet of paper. The common form in use follows:

WE		THEY	
POINTS.	HONORS.	POINTS.	HONORS.

The score should be in such position that each player can see always the state of the game. The honor points are placed in one column and the trick points in another.

Although two separate scores are played for, the points made by tricks only win the game. Trick points are made by fixing a value to each trick above six which two partners capture. Every trick beyond six on the book counts points according to the suit which on that hand is trumps. Thirty points is the game, but if a player has 28 points and makes 60 on hand he is credited with 88 points, and a line is drawn beneath the score to indicate that the game has been won. At the end of the hand the side winning the most tricks announces the number, as "One by cards," or "Two by cards," etc.

Three games of thirty or more points count a rubber. If the same partners win the first two games the third is not played. The side that wins the rubber gets a bonus of 100 points, which is added to its score. The total number of trick points and honor points are then added up and the lower score is deducted from the higher, and the difference is the value of the rubber in points.

After the deal the dealer examines his hand, and then announces the suit that shall be trumps, or he elects to play without a trump suit. He is guided in this by the value of tricks when certain suits are trumps. The table of trick values follows:

When there is no trump each trick counts 12; when hearts are trumps each counts 8; diamonds trumps, each counts 6; with clubs trumps each trick counts 4, and when spades are trumps each trick counts 2 points.

With the game 30 points, three tricks at no trumps, four tricks in hearts, and so through the suits, are necessary to win.

Another thing that must be considered is the value of the honors the hand contains. The honors in Bridge are the ace, king, queen, jack and ten of the trump suit. When there is no trump the four aces are the only honors.

Three out of five honors, simple honors, is in value equal to two tricks in that suit, while four honors held by partners is equal to four tricks, and five held in one hand is equal to five tricks. The honor values, tabulated for convenience, are as follows:

If the trump suit is	Spades.	Clubs.	Diamonds.	Hearts.
Three honors count.....	4	8	12	16
Four honors count.....	8	16	24	32
Five honors count.....	10	20	30	40
Four in one hand count....	16	32	48	64
Four in one hand, one in partner's	18	36	54	72
Five in one hand.....	20	40	60	80

To remember these values is easy if the value of the spade suit is learned. Clubs are twice as valuable as spades, diamonds three times as valuable, and hearts are worth four times spades.

With no trump suit: Three aces between partners are worth 30, four worth 40, while four aces in one hand are worth 100. The score by honors does not help to win or lose the game, but it has a great deal to do with the ultimate value of the rubber. It happens at times that the side losing the game by tricks has such a large honor score that, in spite of the bonus of 100 given to the winner of this side, it has a majority of the points. This happening, however, is obviously rare, as the 100-point bonus generally prevents such occurrences.

Little Slam, the winning of twelve tricks by one side, counts 20 points by honors, while Grand Slam, the taking of thirteen tricks, gives 40 points in the honor column.

Chicane is when a player has no trump in his hand. This adds to his partner's honor column and reduces the sum of the opponents' honor score by the amount of simple honors. Going over, or doubling, never affects the scores that go in the honor column.

When the dealer is not strong enough near the end of the game to feel certain of winning on the deal, he will rarely make it a black trump. He can then leave it to his partner, who has to make it whether he wishes to or not. If he is weak he will make it spades. Neither side must make any declarations. If the dummy names a trump without being requested to, either of his adversaries may demand that it stand or may insist on a new deal. If either adversary make a declaration, the dealer can demand a new deal or play, as he thinks best.

DOUBLING.

After the trump is made it cannot be changed, but the adversary can double. He will always do this if he thinks he can make the odd trick. He doubles by announcing, "I go over." The dealer may have made it hearts, then the value of the odd trick, instead of being 8, becomes 16. The same if "no trumps" are declared. The odd trick is worth 24 instead of 12.

The eldest hand has the first say. If he does not wish to go over he says, "Shall I play?" If his partner wishes to double he can then so declare. If the eldest hand plays without this question, the pone cannot double.

If the eldest hand or the pone doubles, the player who named the trump can double again by simply saying, "I go back." If

he does not wish to do this he simply says, "Enough." Going back can be continued indefinitely, but in some clubs a rule has been made which limits the doubling to eight times the original value of the tricks.

If the pone doubles out of turn, the player who made the trump can let it stand or not, as he pleases. If the pone indicates that he will not double out of his turn, his partner cannot double. If a player goes over or goes back out of his turn, it is for the adversary who made the last declaration to say whether the irregular declaration shall stand.

After the trump suit is announced the eldest hand leads, and as soon as the cards are on the table the dummy places his hand on the table, face upward, and he cannot make a suggestion or touch a card unless requested to by his partner. Should the dealer renounce to any suit, the dummy can call his attention to it by asking, "No clubs, partner?" This saves the revoke, if one has been made. He should also call attention to a lead from the wrong hand by the dealer. If, however, the dummy calls the dealer's attention to any penalty that he is entitled to, the dealer cannot exact that penalty.

The rules of play are the same as in Whist. There is no penalty if the dealer exposes cards, but if his adversaries expose any, lead out of turn, play two cards to one trick, the exposed card must lie on the table and the dealer can call it at any time, unless the play of the card necessitates a revoke. There is no penalty if the dealer lead out of the wrong hand. If this error is not discovered before all four have played, it cannot be corrected. If the adversary leads out of turn the dealer may call a suit from the one that should have led, or if it was neither's turn to lead he can call it from the first who obtains the lead. If the dealer takes his hand from a card it cannot be changed. If the third hand plays ahead of the second, the fourth may play before his partner. If the fourth plays before his partner, the dealer or dummy can call upon the second hand to win or not to win the trick.

If a player, except dummy, forgets to play and the error is not discovered until the next trick, a new deal can be called for. A player putting two cards on a trick is liable for any revokes, even though he discovers his error and the tricks are searched and the superfluous card returned to him. If two or more cards are played at once, the dealer can designate the one he wishes played. A revoke can be corrected at any time before the trick is turned. If the player making the correction is an adversary of the leader, the leader can call on him to

play the highest or lowest card of the suit, or he can require that the card be permitted to lie exposed upon the table. There is no penalty if dummy revokes nor if the dealer corrects his revoke in time. The penalty of a revoke is the loss of three tricks for every revoke. The revoking side cannot go game on the hand, but must stop at 28, while tricks taken for the revoke penalty do not count toward slams.

If the dealer mistakenly says, "I take the rest," and his adversaries throw down their hands, their cards cannot be called, as they can if they should do so otherwise.

After the hand is finished the points and honors are scored. If the trump was hearts and the dealer made three tricks, his side scores in the WE side, under points, 24 points. If he and his partner had three honors, he counts in the honor column 48. Another hand is played then, and if the same side win and make 30 tricks the game is won and the rubber is not played.

THE PLAY.

The first lead is made blindly, as the dummy does not expose his hand until the card is on the table. This lead should never be a trump unless tenaces or guarded kings are held in all outside suits. Always lead a card that will permit you to hold the lead until you see dummy's hand.

Whenever you hold the king and the queen, or king, ace, or ace, king, queen, lead the king. The rules as to leads are as numerous as those in Whist and in many cases are like those in Whist.

A trump signal is never used. If you get the lead, return your partner's suit. Lead the highest of two and the lowest of three

DUPLICATE BRIDGE.

In this variation of Bridge the trays used in regular Duplicate Whist can be used. A sheet of paper ruled off in such a manner as to show the deals, trumps, points made and points lost, is used to score on.

The game can be played with any number of tables from two up. It is better to divide a large number of players into sections of not more than 7 tables each, so that the game will not become tiresome.

The trays are numbered on the back and each pocket is numbered so as to indicate the dealer. An arrow is also on the tray, and this arrow should always point in the same direction. At the first table trays numbered from 1 to 4 are placed, at the second 5 to 8, at the third 9 to 12, etc.

At the start the cards must be shuffled by the player sitting opposite the mark on the tray indicating the dealer. When the hands have been played they are placed in the trays without being shuffled. The procedure is the same as in Bridge, except that the cards are played in front of each player as in Duplicate Whist. The dealer does not play his dummy partner's cards, but calls out the card he wishes played. The cards are turned and the tricks kept count of as in Duplicate Whist.

When the hand has been played and the score entered, the cards are placed in the tray and passed to the next table. After four deals, the pair A and B having won, they move to the next table and Y and Z keep their seats. A and B at all tables move in the same direction. The trays played with always go in the opposite direction from A and B.

There is no dealing of cards in the second round. The dealer takes his cards from the pocket of the tray opposite him and makes the trump or passes. After four deals the A and B players again move forward, the Y and Z partners always remaining in their seats.

If there are six tables A and B will meet the trays at the fourth table which they played with at the first. To avoid this A and B skip the fourth table in a six-table game, the fifth in an eight-table game, etc.

The scores are kept on specially ruled slips of paper. The names of the players, with their pair numbers, the number of the table at which they started, are entered at the top of the slips. The first column on the slip shows the number of the deal, the second the number of their adversaries, the third the trump, then points and honors won, and points and honors lost, then in the last column the gross loss and gross gain.

At the end of the last game the winning points are added and the points lost are added, and then the totals are subtracted and must be a total plus or a total minus.

Then all the scores of the A and B pairs are added up and divided by the number of pairs playing, to find the average. The same method is used in discovering the average of the Y and Z pairs.

Say the average is 250 and No. 4's score was 380, the average taken from 380 would leave 130 for No. 4. Then if No. 5 had 390, No. 5's score would be 140 and the top score.

If two pairs play, as in Duplicate Whist, the score is kept as in that game, and the side making the greatest gain wins.

DUMMY BRIDGE.

Bridge Whist, properly speaking, is Dummy Whist. In Bridge there are four players, however, one of whom lays down his hand. If, however, four players are not available, three play and the game becomes "Dummy" Bridge.

The simplest method of play follows :

The players cut for partners, choice of seats, cards, etc., as in the ordinary game. The player cutting the lowest card has the choice and is the lone player for the game or the rubber. In case of a rubber the 100 points are added to the winner's score as in the ordinary game. In the second rubber the partners cut to see who will be the single player. On the third rubber the single player is that one who has not had that position.

If rubbers are not played, but games only, the winning side adds but 50 points to its score. Three games should be played, so that each player shall be single.

When play begins the cards are cut, shuffled, and then the single player deals them, beginning on his left, so that the last card will fall to his share.

Then the dealer makes the trump or passes it to dummy. If he passes, he examines dummy, who is forced to make it no trump if he holds three or four aces ; if he has but two aces he cannot make it no trump, but must make it his longest suit—that is, the suit in which he holds the most cards ; if he has two suits of equal length he must make it the strongest suit, which is decided by counting the pips on the cards, ace counting 14, king, 13, queen 12, jack 11.

When the trump has been declared the eldest hand can go over or ask his partner, "Shall I play?" His partner can go over, but then the dealer can go back ; and as he has seen two hands, if the dummy has made it, he has an advantage. If the single player makes the trump and is gone over, he must go back without looking at dummy. If he names the trump the dummy is not turned until after the eldest hand has led. If dummy makes the trump his hand is not exposed until the first card is led. Then the play proceeds as in Bridge.

When the hand is completed and scored, the single player goes to the opposite side of the table, and the player who was his opponent on his left has the deal, the former single player being the eldest hand.

There are several other ways to play. For instance : The dealer is compelled to make the trump from his own hand, whether the single player or not. It is not passed to the partner, and the single player is not permitted to see dummy's

cards, until the lead for the first trick has been made. Neither can the eldest hand ask his partner if he must play, but he must go over or lead, and if he goes over the single player may go back, but the eldest hand's partner takes no part in the doubling.

PENUCHLE

The game of Penuchle can be played by two, three, or four persons, each playing for his own hand, or by two partners against two. It is played with two packs of cards, retaining only the Ace, King, Queen, Knave, ten and nine.

CUTTING FOR DEAL.

In cutting for deal the highest wins; ace being high, the other cards follow in their rank, thus: ten, king, queen, jack, and nine, which is the lowest.

TWO-HANDED GAME.

The dealer deals twelve cards to each player, four at a time. and then turns up the next card as the trump. The dealer's opponent plays first. The winner of the trick takes a card off the remaining cards of the deck first, and his opponent follows in like manner; in this way the number of cards in each hand becomes twelve again, as at first.

The winner of the trick plays out first, and so on throughout until the remaining cards of the deck are all used up. After all the cards have been taken the players must follow suit, and when trumps are played must go over it, or win the trick if possible; if the player cannot take the trick he must play a smaller trump; if he has no trumps he can play any card he please. Whoever takes the last trick is entitled to ten points. 1,000 points is the limit of the game.

VALUE OF THE CARDS.

Ace, highest.....	counts 11 points.
Ten, next.....	counts 10 points.
King, next.....	counts 4 points.
Queen, next.....	counts 3 points.
Knave, next.....	counts 2 points.
Nine, next.....	counts 0 points.

The total points of the cards and last trick combined, are 250.

MELTING (ANNOUNCING).

If the dealer, after dealing the cards, turns up the nine, he is entitled to 10 points; if he turns up any card but the nine, the player who holds one of the nines of the same suit as the

card turned up, after taking a trick can exchange that nine for the trump turned up, and is also entitled to 10 points. The holder of the other nine of trumps can lay it on the board, and is also entitled to 10 points.

All cards melted must be placed on the board, face upward, and left there until all the rest of the cards are picked up unless a player wishes to play them.

8 aces placed on the board at the same time count.....	1,000
8 kings placed on the board at the same time count.....	800
8 queens placed on the board at the same time count....	600
8 jacks placed on the board at the same time count.....	400
The five highest trumps, which are the ace, ten, king, queen, and jack, when placed on the board, count...	150

The king and queen of trumps can be placed on the board first, counting 40 points, and the three remaining trumps placed down afterward, counting 150 more.

4 aces, all of a different suit, count.....	100
4 kings, all of a different suit, count.....	80
4 queens, all of a different suit, count.....	60
4 jacks, all of a different suit, count.....	40

A king and a queen of the same suit, excepting trumps, count 20; when it is trumps it counts 40 points.

Queen of spades and jack of diamond count 40, and make Penuchle.

Two jacks of diamonds and two queens of spades placed on the board together count 300, and make Double Penuchle.

A player, after melting 40 Penuchle, cannot melt 300 by placing the other jack of diamond and queen of spades on the board, as the two jacks of diamonds and the two queens of spades must be placed there together.

A player cannot melt until he takes a trick, and only *once* after taking such trick.

If a player has 920 points to his credit, and takes a trick, and then melts 80 kings, he is out.

If the dealer has 990 points to his credit, and turns up the nine, which entitles him to 10 points, he cannot call out, as he has not taken a trick.

A player can melt three twenties of different suits, and then lay down the other king or queen of a different suit, and melt 80 if it is the king, or 60 if it is the queen.

If both players should play on after they reach the required 1,000 points, the first player who stops playing and claims out, wins. If both players should claim out together, and have the required amount to their credit, they would have to continue playing to 1,250.

If there is a misdeal the dealer must deal the cards again.

If a player melts Penuchle and lays down the other three jacks of different suits, and different from the one on the board, he is entitled to 40 points, or if he melts 40 jacks and lays down the queen of spades before he plays the jack of diamonds from the board, he is entitled to 40 points.

A player can only melt once after taking a trick. When he takes a trick, and has in his hand the king or the queen of diamonds, and hearts is the trump, he lays them on the board and counts 20. He cannot melt anything else until he has taken another trick.

If the player melts 150 trumps, and has the other king or queen of trumps, he cannot place either on the board and melt.

But if he has the king and queen of trumps, besides those used to count the 150 trumps, he can count 40 more.

If a player melts 80 kings, and then mates them by placing a queen of the same suit as one of the kings, he counts 20 each time, unless it is trumps, when he counts 40, if he does not play any of the queens from the board; and when he has three queens of different suits, and places down another of a different suit from the above, he counts 60. He must take a trick between each melt.

The same rule applies to the kings when the queens are placed on the board.

If a player melts 100 aces and 40 trumps, and places the ten and jack on the board, he can melt 150 more, if he has not played any of the other 3 trumps off of the board.

If a player melts 40 jacks, and then lays down the other jack of diamonds and two queens of spades, he can melt 300 Penuchle; or if a player melts both queens of spades, and lays down the two jacks of diamond he can claim 300 Penuchle—that is, if he has not played either of the queens off of the board.

If a player melts 150 trumps, and then lays down the other 3 aces, or the other 3 kings, or the other 3 queens, or the other three jacks, having them of four different suits, he can melt 100 for aces, 80 for kings, 60 for queens, or 40 for jacks, that is, if he does not play any one of the four different suits from the board.

THREE-HANDED GAME.

The person who cuts the highest card deals.

The dealer gives the cards, four at a time, until all the cards are dealt, thereby giving each player 16 cards, and turns up the bottom card, which is the trump. If the player who has first play has the nine of the same suit as the card turned, he has the privilege of exchanging it for the card turned up, and is also entitled to 10 points; if he does not have the nine, and the player who follows him has, the second player has the same privilege as the first, thereby giving the dealer the last chance; if the dealer has the two nines of the same suit as the card turned up, he picks up the trump card, and is entitled to 10 points for each nine, which are called Deaces.

MELTING (THREE-HANDED).

Each player, beginning with the eldest hand, melts whatever he has in his hand, and the value of the melts are noted, but no melted points, Deace included, can be added to a player's score until he has taken a trick. The cards being all dealt, there is no stock, therefore suit must be followed, and the cards played as in the two-handed game when the stock is exhausted.

When a player has scored 1,000 points, he calls "game" and the other hands are void, but if, after he has called, it is found he has not scored 1,000 points, he loses the game, but he must play the hand out, and then retire, leaving the two remaining players to finish. The delinquent player cannot claim any points after he has wrongly called "game."

After winning the trick needed to secure his game, he is obliged to play his highest trump card, and follow in rank with the others, so as to equalize the chances of the remaining players.

If a player should obtain the required 1,000 points before the other two players are out, the other two players will have to finish the game two-handed, according to the rules governing this game.

After a game is ended and the play is continued, the cards are dealt by the player following the dealer who dealt the cards last in the game.

FOUR-HANDED PENUCHLE.

All hands cut for deal; the player who cuts the ace deals; if a tie occurs, the players who tie cut again.

The dealer deals each player twelve cards, four at a time,

and turns up the bottom card, which is trumps. If it should be the nine, the dealer is entitled to 10 points. If it is any other card, and the first player has the nine of the same suit, he has the privilege of exchanging the same as in three-handed, and is entitled to 10 points. If the first player has not one of the nines, which is called the Deace, and the second player has, he is entitled to the same privilege. If neither the first nor second player has either of the nines and the third player has, he is entitled to the same privilege. If neither player but the dealer has the nines, he is entitled to 20 points—10 for each deace, and keeps the card turned up. All the cards melted are to be placed on the board, and counted the same as in three-handed, and the game-keeper puts each player's melt down to his credit.

No player is allowed to melt after the second card of the first trick is on the board.

1,000 points is the limit of the game. The cards count the same as in the three-handed game. The melting also counts the same. The same rule, in regard to following suit and going over trumps, applies to four-handed as in the three-handed game.

The player who takes the last trick is entitled to 10 points. A player must take a trick, the same as in three-handed, before he can claim out.

A player is supposed to play his cards after he is out the same as in three-handed.

If one player should obtain the required 1,000 points, the three remaining players play three-handed. The same rules govern them as in a three-handed game.

If another player should obtain the required 1,000 points, and at the end of the hand the other two players have some points to go, the two players must finish the game two-handed under the rules governing the two-handed game.

When the players start another game, the cards are dealt by the player following the player who dealt the cards last in the previous game.

PLAYING PARTNERS.

A person deals the cards round, one at a time, face up, and whoever gets the first two aces are partners.

Then two of the players, one player of each side, cut for deal, under the same rule as in two-handed.

The partners should not follow each other.

The dealer gives twelve cards to each player, four at a time, and turns up the bottom card, which is trumps.

The partner game has the same rules as those of the three and four-handed in regard to deaces.

Each player places his melt on the board, and the partners count them together, and have them placed to their credit. Players have to follow suit, and go over in trumps the same as in a three-handed game.

1,000 points is the limit of the game.

No cards can be melted after the second player plays a card on the board.

The cards and melts count the same as they do in three-handed.

One partner cannot loan the other partner any cards to assist him. A player cannot claim out until he has taken a trick. If a player should call out, and throw down his cards, and has not the required 1,000 points, he and his partner forfeit the game. If, when nearing the end of the game, one side has 60 points to go, and one of the partners takes the tricks, and the other partner calls out when he thinks they have enough points taken in to give them the required amount, and they count their tricks and find they have not the required amount, they forfeit the game.

If a player makes a misdeal, he must deal over again.

If two players, one on each side, should call out together, and both have the required 1,000 points, or a few over, they must have a new deal, the deal going to the next from the last dealer, leaving each side count what they made in the interrupted hand, and playing 1,250 points.

After all the cards are played the partners count their cards, and each side has its count placed to its credit.

If players from each side should call out together, and neither side have the required 1,000 points, the cards should be dealt by the player following the player who dealt them last, and each side shall keep to their credit the amount of points they had at the time of calling out.

If one side is out, and the other partners want to play off two-handed, they play under the same rules that govern the two-handed game.

After the game is finished, and the players start another game, the cards are dealt by the player following the player who dealt the cards last in the preceding game.

ALL-FOURS

(OLD SLEDGE OR SEVEN-UP.)

All-fours is played with the full pack of 52 cards, which rank as in whist. Four different points count towards the score, and they are as follows:

HIGH.—The highest trump out; the holder scores one point.

LOW.—The lowest trump out; the original holder scores one point.

JACK.—Scoring one for the dealer if turned up; otherwise to the winner of the trick to which it falls.

GAME.—The greatest number that, in the tricks gained, can be shown by either party; reckoning for—

Each ace *four* toward game.

Each king *three* toward game.

Each queen *two* toward game.

Each knave *one* toward game.

Each ten *ten* toward game.

The other cards do not count toward game; thus it may happen that a deal may be played without either party having any score for game, by reason of his holding neither court-cards nor tens. In such a case, or in case of equal numbers—ties—the elder hand, the non-dealer, scores the point for game.

BEGGING is when the elder hand, disliking his cards, uses his privilege, and says, "I beg": in which case the dealer must either suffer his adversary to score one point, saying, "Take one," or give each three cards more from the pack, and then turn up the next card for trumps; if, however, the trump turned up be of the same suit as the first, the dealer must go on, giving each three cards more, and turning up the top card of the stock, until a change of suit for trump takes place.

METHOD OF PLAYING.

Any number of points may be played for; but it is common to fix on an uneven number, as five, seven, nine, or eleven; the last two being most common.

The players cut for deal, the lowest card having the deal. As in Whist and other games, the ace is lowest and the king highest; the other cards taking their regular order. Ties cut again. The dealer then gives six cards to each, three at a time, and turns up the thirteenth, if there be two players; and the

twenty-fifth if there be four. The turn-up is the trump. The non-dealer then looks over his hand, and either holds it for play or begs, as already explained. If the knave turn up it belongs to the dealer, who scores one for it; but in case it be taken in play by a higher card—trumps, of course—then the point is scored by the winner. The non-dealer having decided on his hand (it is not allowed to “beg” more than once, without it be previously agreed to do so), he plays a card of any suit. Then the dealer plays another card to this, and if it be higher, he wins the trick, and plays another card; and so on throughout the six tricks. It is not incumbent on the player to head the trick with one of the same suit or a trump. When the whole of the tricks are played out, the points are taken for high, low, jack, or game, as the case may be. Thus one player may score a point for *high* and the other for *low*; the greatest number, counting on the court-cards, aces and tens in each hand, reckoning for game. The winning the knave, the making the tens, and the taking your adversary's best cards, constitute the science of the game. The hand in which the knave of trumps is eventually found, is the one which scores the point for the jack. The *high* and the *low* always belong to the original possessor of those trumps.

LAWS OF ALL-FOURS.

1. A new deal can be demanded, if in dealing an opponent's card is faced, or if the dealer in any way discover any of his adversary's cards; or if, to either party, too few or too many cards have been dealt. In either case, it is optional with the players to have a new deal, provided no card has been played, but not afterward.

2. If the dealer expose any of his own cards, the deal stands good.

3. No player can beg more than once in each hand, except by previous mutual agreement.

4. Each player must trump or follow suit if he can, on penalty of his adversary scoring one point.

5. If either player score wrongly, the score must be taken down, and the adversary shall either score four points or one, as may have previously been agreed.

6. When a trump be played, it is allowable to ask the adversary if it be either high or low.

7. One card may count All-fours; for example, the eldest hand holds the knave, and stands his game; the dealer having neither trump, ten, ace, nor court-card, it will follow that the knave will be high, low, jack, and game.

All-fours is played by either two or four players; the same rules applying in this four-handed, equally as in the two-handed game; except that in the four-handed game the dealer and the eldest hand alone look at their hands, the option of begging resting with the latter. The other two players must not take up their cards until the dealer has decided what he will do; the deal is taken by each player alternately; and the cut for deal taking place at the commencement of each game.

BLIND ALL-FOURS.

This is the more generally played game for two persons. In fact, it is the usual game all over the country, and cannot boast any very particular patronage. Each player has six cards, the first one played by the non-dealer being the trump. There is no begging, and the points are usually seven or nine. At Blind All-fours some reject the sixes and sevens, and count all the pips on all the cards for game.

The score is usually made by means of two cards taken from the pack.

ALL-FIVES.

This game is played with an entire pack, in the same way as All-fours. But instead of nine or eleven, sixty-one points are played for to constitute the game, which is marked on a cribbage-board. For ace of trumps the holder marks four points when he plays it; for king of trumps, three; for queen, two; for knave, one; for the five of trumps, five; and for the ten of trumps, ten. If the knave, ten, or five be taken in play by superior cards, the points belonging to them are scored by the winner. In counting for game, the five of trumps is reckoned as five, and all the other aces, kings, queens, knaves, and tens, are counted as in All-fours. A good deal of skill is necessary in order to play this game well; the proficient holding back a superior card to catch the ten or five. Trump after trick is not compulsory unless previously agreed to. The first card played by the non-dealer is the trump. The rest of the rules are the same as in All-fours. It may be played by four persons, either as partners or singly.

COMMERCIAL PITCH.

Commercial Pitch, known sometimes as "Auction" or "Auction Pitch," is All-fours, into which the element of bidding is introduced.

The score is ten. Each player has a slate on which two St.

Andrew's crosses are made. As he scores, he wipes out one portion of the cross.

Deal is determined as in All-fours, six cards being given, three at a time.

The dealer does not turn up a trump-card, for the trump is not made this way. The person who will give the most points buys the right to declare the trump, or as it is called, "Pitching the trump."

This bidding begins with the player after the elder hands, the second from the dealer. It is the elder hand who puts up the privilege of making the trump at auction.

The elder hand, who is the seller, may not wish to accept the bid, and plays. All the points he can make then are, of course, his own. If, however, he does not make that number of points he was offered, he has added to his score just that number of points.

If the buyer fails to make the number of points his bid calls for, he is put back just that number. The rule works for him exactly as it did for the elder hand who declined selling.

When a bid is accepted, the scoring must be made at once.

The points are as in All-fours, high, low, jack, and the game, and subjected to the same rules.

When a "pitch" is sold the buyer must lead, and lead trumps. Leads are as in All-fours. If not able to follow suit, trumping is not compulsory. Rules in regard to revokes are the same as those governing All-fours.

PITCH.

This is All-fours reduced to its simplest expression. There are no trumps turned; you do not beg, and it is the eldest hand who makes the trump. When ties are made, it is a stand-off. In every other respect it is played like All-fours.

CALIFORNIA JACK.

California Jack is a modification of All-fours. It is played with a full pack. Two or four players engage in the game. Deal is determined as in All-fours. Every player receives six cards, which are given two at a time, and when all are served, the remainder of the pack is placed face upward on the table, and the card exposed is the trump. Then the packet containing the trump is shuffled, and the faces of the cards being visible, is now put in the middle of the table.

The elder hand leads, and the game proceeds as in All-fours, values of cards being the same, only after each fall of two or

four cards, if two or four are playing, and the trick is made, each player in his regular order takes one card from the packet.

There has been dealt six cards to each person, and by taking one more card the player has still six cards.

This taking of cards from the packet continues until the cards on the table are exhausted.

A card of the exposed stock is given by the dealer, first to the person making the trick, and then to the other players in regular order.

Suits are followed. If a player has not the suit, he is not obliged to trump. Generally ten points count for a game, as in All-fours.

Game is counted precisely as in All-fours. There is this exception to All-fours, that the Low belongs to the person who secures it in the trick.

SHASTA SAM.

This game is precisely like California Jack, save that the trump being made as in California Jack, the stock is shuffled, placed face down, and the cards taken as in California Jack. There is in Shasta Sam more uncertainty than in California Jack, as it is only the player who, receiving the card from the stock, knows what it is.

RUSTLE.

There are endless modifications of All-fours. There is a game in Montana called Rustle, where the first six cards given to each player are exposed, laid on the table, and as in California Jack, the trump is made from the card when the stock is turned. The remaining twenty-eight cards are then dealt, which are seven to each. The score is made as in California Jack, the deuce low, belonging to the party who wins it. Rustle is by no means an easy game to play, as the twenty-four or twelve cards first played should be remembered.

SANCHO PEDRO.

Sancho Pedro can be played by any number of persons from two to eight, but is better adapted to four or five persons. Each plays for himself.

A full Whist pack is used, and the cards rank in their natural order: ace, high; deuce, low, etc. Six cards are dealt, three at a time to each player, commencing with the one at the left of the dealer. The deal is determined by cutting, the lowest card winning the deal. No trump is turned. After the first deal it passes in regular order to the left.

The player on the left of the dealer can then bid for the privilege of making the trump by offering one or more points to the dealer. (He may, of course, refuse to bid anything.) The player next in order then may bid, and so around, until the bidding ceases. Any player has the right to raise his original bid, or, having first refused, may bid when it again comes around to him; the object of the dealer being to sell as high, and that of the other players to buy as low, as possible.

When the highest bid has been reached the dealer may accept it, or refusing, make the trump himself. If he accepts, the amount bid is added to his score. If he refuses, and then fails to make as many points as the highest number offered, that number must be deducted from his score, and the points he did make are not credited to him.

If the dealer accepts the highest bid, the player making that bid must make as many points as he offered, or be set back that number of points, and such points as he made are not credited to him.

Any points made by the other players are, of course, credited to them.

The player who makes the trump plays first, and *must* lead a trump.

The points to be made are: High (the highest trump out), low (the lowest trump out), knave of trumps, and game (ten of trumps), which each count one point; Sancho (nine of trumps), and Pedro (five of trumps), which count for their face—making a total of eighteen, which may all be made in one hand. These all count to the player holding them, after the hand is played out.

The score should be kept by one person on a sheet of paper, with the names of the players at the top, and their scores underneath, thus adding or subtracting as they make or lose. The last figures in the columns will show the state of the game.

The game is usually a hundred points, but may be varied as agreed upon. Some players begin at one hundred, and count down to nothing. In such a case a set-back should be added. It is also played with an indefinite score, the one counting highest at the end of play being declared the winner.

If two players should both be ninety-nine, and both count out on the same hand, the points count in the order named; that is, the one holding high takes the precedence, although the other may hold Sancho or Pedro.

The dealer, having once refused a bid, cannot afterward accept it; and a player having made an offer, stating that he will give no more, cannot make a higher offer.

If a player has no trumps he throws down his hand, and does not play; and any one having played all his trumps should throw down his hand, unless by taking the previous trick he is obliged to lead.

Some players count low to the player to whom it was originally dealt, as in high, low, jack. It is also customary with some players to name the suit on which they bid; thus two players might bid on the same suit, each thinking that he could make more than the other, which would make the bidding more spirited.

In playing, any one may follow suit, or trump; but, holding the suit led, cannot throw on a card of another suit not trumps. Not having the suit led, he may play anything he chooses.

When three persons only are playing, it makes the game more interesting to deal nine cards instead of six.

DOM PEDRO.

This is a variation from Sancho Pedro, which is in itself a modification of All-fours. In Dom Pedro is introduced the Joker. It is always a trump. The hand that keeps it counts it for fifteen points. The Joker may be taken by any trump, even by the lowest. One hundred points constitute the game. When a four-handed game is played the threes may be discarded. When eight play, six cards are used.

PEDRO.

This game is played exactly like Sancho Pedro, except that Sancho is omitted. Pedro consists of twenty-one points, and but nine points can be made in the play of one hand. If four persons are playing, the four threes can be thrown out when twelve cards are dealt to each player. If eight play, six cards dealt to each will cause the same result.

DRAW PEDRO.

Draw Pedro, with a few exceptions, is exactly like Cinch. The exceptions are: The omission of the cinch card; Pedro, the five of trumps, being the only five to score. This makes it impossible to score but nine points in a single hand; twenty-one points is the game. Five or six persons may play, and in the original deal but five cards are dealt; if a less number than five play, six cards are dealt. The player naming the trump leads, but, after the first trick, is not forced to lead trump.

CRIBBAGE

Cribbage may be played by two, three or four persons—five or six cards being dealt to each.

The first game to be described will be Two-Handed Cribbage, with five cards dealt to each player.

A pack of 52 cards is used, and a board with holes specially made for scoring and called a Cribbage board is also used. The score is kept with four pegs, two for each player.

The players having cut for deal, the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets and gives five cards to each player, by one at a time, commencing with his adversary. The undealt portion of the pack is placed face downward, between the game hole end of the board and the edge of the table.

The non-dealer is entitled to mark three holes, called *three for last*. Three for last is only scored once during a game, and then by the player who is non-dealer at its commencement. He generally marks it while his adversary is dealing.

The deal being completed, the players proceed to look at their hands, and to *lay out for crib*. Each has to put out two cards. The players having decided which two cards they deem it expedient to discard, place the discarded cards face downward on the table, by the side of the board nearest to the dealer. The four cards laid out are called the *crib*.

After the crib is laid out, the non-dealer cuts the pack and the dealer turns up the top card of the packet left by his adversary. The card turned up is called the *start*. If the start is a knave the dealer marks two, called *two for his heels*.

The non-dealer then plays any card from his hand he thinks fit, placing it face upward on the table by the side of the board nearest to himself, and calls out the number at which it is valued. The king, queen, knave, and ten, called *tenth cards*, are valued at ten each, the other cards at the number of pips on them. The dealer then plays any card he thinks fit, placing it face upward by his side of the board, and calls out the value of his card added to the value of the card first played. The non-dealer next plays another card, and then the dealer, and so on, as long as any cards remain in hand, or until a card cannot be played without passing the number thirty-one. When it happens that a player cannot play with-

out passing thirty-one, he says "go." His adversary then, if he has one or more cards which will *come in*, that is, which can be played without passing thirty-one, must play them. When there is a go, or when thirty-one is reached, the remainder of the cards in hand (if any) are not played.

During the play of the hand the players are entitled to score for certain combinations of cards, as follows: pairs, fifteen, sequences, and the go or thirty-one.

PAIRS.—If when a card is played the next card played pairs it, the player pairing is entitled to mark two points. If the card next played is also of the same denomination, a *pair royal* is made, which entitles the player making it to mark six points; and if the card next played is again of the same kind, it constitutes a *double pair royal*, which entitles the player to a score of twelve points, in addition to the pair already scored by him. Tenth cards only pair with tenth cards of the same denomination. Thus: kings pair with kings, queens with queens, and so on.

FIFTEEN.—If during the play of the hand a player reaches exactly fifteen, by reckoning the pips of all the played cards, he is entitled to mark two points.

SEQUENCES.—The sequence of the cards is king, queen, knave, ten, nine, eight, seven, six, five, four, three, two, ace. The ace is not in sequence with the king and queen. The king, queen, knave, and ten, though they each count ten toward thirty-one in play, reckon in sequences in the above order. Thus: knave, ten, nine are in sequence. If any three cards are played in such a way that they can be reckoned in sequence order, either from above downward, or below upward, without the intervention of another played card out of sequence order, the player of the third card is entitled to mark three, called a *run* of three. If a fourth card is similarly played, the player of it is entitled to a run of four; if a fifth card is similarly played, a run of five is scored: and so on. If there is a break in the sequence, and in the subsequent play the break is filled up, without the intervention of a card out of sequence order, the player completing the sequence is entitled to a score of one for each card of it.

It is not necessary that the cards forming a sequence should be played in order. Thus: A plays a four; B a deuce; A a five. B can then come in with a three, and make a run of two, three, four, five. After the three is played, A can come in with an ace or a six, making a run of five, or with a four, making a run of four.

A pair and a go are scored together. So also a pair and a thirty-one, or a pair and a fifteen, may be reckoned together—scoring four; or a sequence and a fifteen, and so on with other combinations.

When the hands have been played the players *show* their cards, and reckon aloud for certain combinations. The non-dealer has the *first show*. He places his hand face upward on the table, and reckons and marks the points in it, making use of the start card as though it were a part of his hand, but without mixing it with his cards.

The dealer then shows his hand, and similarly reckons it aloud, and marks the points in it and the start combined. He then shows the crib, and reckons aloud, and marks the points made with it and the start.

The points counted in hand or crib may be made by fifteens, by pairs or pairs royal, by sequences, by flushes, or by his nob.

FIFTEENS in hand or crib are counted by adding together all the different cards (including the start), the pips of which will make exactly fifteen, without counting the same set of cards twice over. In reckoning fifteens, tenth cards are valued at ten each. Each separate fifteen that can be made with a different combination reckons two. For example: A player holding, either with or without the start, a tenth card and a five, reckons two, or, as it is called, *fifteen-two*. If he has another five he combines this also with the tenth card and reckons two more, or *fifteen-four*; or, if his other cards were a four and an ace, he would similarly reckon another fifteen.

Suppose a player holds two tenth cards with a five, and a five is turned up, he reckons fifteen-eight, the combination being as follows:

10 of clubs	10 of spades	10 of clubs	10 of spades
5 of clubs.	5 of spades.	5 of spades.	5 of clubs.

Again: A nine and three threes give three different combinations of fifteen, each of which reckons two. Thus:

9 of spades	9 of spades	9 of spades
3 of hearts	3 of hearts	3 of clubs
3 of clubs	3 of diamonds	3 of diamonds

and so on for other cards.

PAIRS are reckoned on the same principle as when playing the hand.

In the first the total score would be twelve; eight for the fifteens, and four for the two pairs; in the last example, six for the pair royal would have to be added to the six for the fifteens.

To take a less easy example, a hand consisting of four fives would score twenty (twelve for the double pair royal and eight for the fifteens), as under:

5 of spades	5 of spades	5 of spades	5 of hearts
5 of hearts	5 of hearts	5 of clubs	5 of clubs
5 of clubs	5 of diamonds	5 of diamonds	5 of diamonds

It will be observed that these are all the fifteens which can be made without reckoning the same set of three cards together more than once.

SEQUENCES of three or more cards are counted as in the play of the hand, but with this addition, that, if one card of a sequence can be substituted for another of the same kind, the sequence is reckoned twice. Thus a seven, eight and two nines give two sequences of seven, eight, nine, by substituting one nine for the other, in addition to the fifteen and the pair, making the total ten.

Suppose the crib to consist of two tens, two nines, and an eight. Here are four sequences of three cards each, viz.:

10 of clubs.	10 of clubs.	10 of diamonds	10 of diamonds
9 of hearts	9 of spades	9 of hearts	9 of spades
8 of spades	8 of spades	8 of spades	8 of spades

These count twelve in addition to the two pairs, which make the total sixteen.

To take a more difficult example—the crib contains six, seven, seven, eight, eight. This hand is counted thus; four fifteens (eight), two pairs (four), four sequences of three each (twelve), in all twenty-four.

A FLUSH is reckoned by a player whose entire hand consists of cards of the same suit. The flush counts three; if the start is of the same suit as the hand, the flush counts four. No flush can be counted in crib, unless the start is of the same suit as the crib, when the flush reckons five.

HIS NOB.—If a player holds in hand or crib the knave of the suit turned up, he counts *one for his nob*.

When the hands and crib are reckoned, the deal is at an end. The cards are put together and shuffled, and a fresh deal commences. The player who was the non-dealer in the

first hand now deals; and so on alternately, until the game is won.

SCORING.

The points made during the hand accrue in the following order: two for his heels, points in the play of the hand to the player gaining them as they are made, the non-dealer's show, the dealer's show, and the crib show.

The game is sixty-one up. Each player marks the points to which he is entitled as soon as they accrue, by placing a peg in the hole on the board, corresponding to the number to which he is entitled. For the first score on each side, only one peg is used; for the second score, the second peg (called the *foremost peg*) is played in front of the first. At the next score the *hindmost peg* is moved in front of the other, and becomes in its turn the foremost peg. By marking in this way, the adversary is enabled to check each score, as the number of holes between each peg shows whether the score is correctly marked.

The players first mark *up the board*, commencing from the game hole end, each using the row of holes nearest the edge of the board, and nearest to himself. When a player arrives at the top, he proceeds to mark *down the board*, on the inner row of holes on his side of the board. The player who first scores sixty-one wins the game. When the game is won, the winner places his foremost peg in the game hole.

If a player wins the game before his adversary has scored thirty-one points, he wins a double, if previously agreed upon.

SIX-CARD CRIBBAGE.

Cribbage is sometimes played by dealing six cards to each player instead of five. At this game the non-dealer does not take three for last. Also, in playing, the hands are not abandoned as soon as a go or thirty-one is obtained. When a go is called, if the adversary has a card or cards that will come in he must play them. When no more cards can be played without passing thirty-one, the cards played in the first series up to the go are turned face down, and a fresh series is commenced by a lead from the opponent of the player who scored the first go or thirty-one. If only one card is left after a go, the player holding it plays it, and marks one for the last card. If he has two left, he plays both, and also marks any points they may make. In all other respects the game is played in the same way as five-card Cribbage.

THREE-HANDED CRIBBAGE.

Cribbage is occasionally played by three persons. Five cards are dealt to each; one card is laid out from each hand, and one from the top of the pack to complete the crib. The deal proceeds to the left of the last dealer. Each player marks for himself. Sometimes a triangular board is used.

FOUR-HANDED CRIBBAGE.

At Four-handed Cribbage two of the players are partners against the other two. The partners, who sit opposite each other, are determined as at Whist, and the lowest has the first deal. One player scores for himself and his partner. Five cards are dealt to each player, and each puts out one for crib. The deal proceeds in rotation to the left. In placing the hands, the player to the dealer's left leads first, and each player plays a card in rotation to the left. When a go is called, the next player in rotation must play if he can come in; if not, he also says "Go," and so on until no one can come in without passing thirty-one, when it is a *go all round*, and the go, or thirty-one,, is scored by the side who were last able to come in. If only one player can come in, he must go on playing alone as long as he has cards that can be played without passing thirty-one; and, similarly, if two partners only can come in, they must go on playing alternately. After the first go, or thirty-one, the hand is continued as at six-card Cribbage, the player to the left of the one who last came in leading to the next series.

In reckoning the hands, the player to the dealer's left has the first show, the dealer's partner the next, and the dealer the last.

Rubbers (best two games out of three) are sometimes played; but a better plan is to play single games twice round the board, the game being one hundred and twenty-one up.

A player may assist his partner in counting his hand and crib, and may correct the score if his partner marks too few points.

HINTS TO PLAYERS.

In laying out for crib, it is necessary to bear in mind whether it is your deal or your adversary's. When you are the dealer, you should lay out cards that are likely to score in crib; when you are not the dealer, you should do precisely the reverse.

The least likely card to reckon in crib is a king, as that

card can only score in sequence one way. For a similar reason, an ace is a good balk. The best balking cards for the opponent's crib are king, with ten, nine, eight, seven, six, or ace (king, nine being the best; or queen, with any of these except the ten. If unable to lay out any such combination, discard cards that are not in sequence nor near together. Wide even cards are good balks, even cards being less likely to give a score than odd ones, or than one even and one odd one. If you have the choice between two cards of the same suit, or of different suits, prefer the latter, so as not to give a chance of a flush in crib.

The best cards to put out for your own crib (and, therefore, the ones to be avoided for your adversary's) are fives, five and six, five and a tenth card, three and two, seven and eight, four and one, nine and six, or pairs, particularly low pairs. If unable to lay out any of these, discard as close cards as possible. It is generally good play to retain a sequence in hand, as, if any one of the cards held is turned up, it gives you eight in hand at least. Pairs royal are also good cards to keep.

The lay-out is affected by the state of the score. Toward the end of a game, if you have cards that in all probability will take you out, the consideration of balking the opponent's crib is of but little consequence.

In playing the cards, aces, twos, threes, or fours are the best to lead, as no fifteen can be made from them, and the only chance of a score is by pairing them. The pair, however, is very likely to be declined, as it is commonly the game to begin with a card of which you hold a duplicate (except with two fives), so that you may make a pair royal if paired. Also, if an ace, two, three, or four is led, the second player must play a card which makes less than fifteen, when you have the chance of fifteen, especially if with ace and four, or two and three, you have led one, as the play of any tenth card (of which there are sixteen in the pack) will then enable you to make fifteen.

When leading from a sequence, the highest or lowest is to be chosen in preference to the middle card.

If the adversary plays a close card to the one led, it is frequently because he desires you to make a run of three, he lying with a fourth card that will come in. Whether you should accept the run, or decline it by playing wide, depends on the state of the game.

If the adversary plays a card which you can pair, or make

fifteen of, choose the latter. At the same time you must not forget if a seven or eight is led, and you make fifteen, that you give the opponent a chance of coming in with a six or a nine for a sequence.

Avoid making eleven with a four, as, if the four is paired, the adversary gains four holes. Avoid making the number twenty-one in play, as then a tenth card comes in for two.

When playing the cards, the state of the score should constantly be considered. When you are ahead in the game, or have your average, you should endeavor to keep the advantage by playing wide cards, by refusing pairs, or by declining to make fifteen with close cards. In other words, play off. On the other hand, if you are behind in the game, you should run risks to get on, and play on.

In order to know whether you should play or play off, you must keep in mind that the average points in the play of the hand are two for the dealer and one and a half for the non-dealer; that the average points in hand are more than four and less than five; and that the average points in crib are five. Each player ought, therefore, to make six in hand and play throughout the game, and seventeen and a half in two deals. If the players score this average, they are said to be *at home*. If you score the average or more, and leave your adversary about seven holes in arrears, you are said to be *safe at home*. When you are at home you should play off; when your adversary is safe at home you should play on.

When you are safe at home, the rule respecting sequences does not always apply, especially with sequences containing seven and eight. It is then frequently the game to hold a wide card, to enable you to play off. Again: when near the end of the game, and you want to make points in play, in order to play out, you should endeavor to hold two low cards and one high one.

With skilful players it is considered very important to play for the end hole, or go, which makes a difference of two to the score. To this end it is best, as a general rule, with two low cards and a high one, to commence with a low card; with two high cards and a low one, to begin with a high one. The dealer's chance of making the end hole is greater than that of the non-dealer.

LAWS OF CRIBBAGE.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.

CUTTING.

2. A cut must consist of at least four cards. In cutting for deal, the player cutting first must not cut more than half the pack.

3. The player who cuts the lower cribbage card deals. The ace is lowest. The other cards rank in sequence order, the king being highest.

4. The cut for deal holds good even if the pack is incorrect.

5. If, in cutting for deal, a player exposes more than one card, his adversary may treat whichever of the exposed cards he pleases as the one cut.

6. If in cutting to the dealer a card is exposed, or if in reuniting the separated packets a card is exposed, or there is any confusion of the cards, there must be a fresh cut.

7. There must be a fresh cut for deal after each game, unless rubbers are played.

DEALING.

8. The players deal alternately throughout the game.

9. The dealer must deal the cards by one at a time to each player, commencing with his adversary. If he deals two together, he may rectify the error provided he can do so by moving one card only; otherwise there must be a fresh deal, and the non-dealer marks two holes.

10. If the dealer exposes any of his own cards, there is no penalty. If he exposes one of his adversary's, the adversary marks two holes, and has the option of a fresh deal, prior to looking at his hand. If a card is exposed through the non-dealer's fault, the dealer marks two, and has the option of dealing again.

11. If it is discovered while dealing that there is a faced card in the pack, there must be a fresh deal.

12. If the dealer gives his adversary too many cards, the non-dealer marks two holes, and has the option, after looking at his hand, of a fresh deal, or of returning the surplus cards to the top of the pack without showing them to the dealer, and of standing the deal.

13. If the dealer gives himself too many cards, his adversary marks two holes, and has the option, after looking at his hand, of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the dealer's hand, and of looking at them.

14. If the dealer gives his adversary or himself too few cards, the non-dealer marks two holes, and has the option,

after looking at his hand, of a fresh deal, or of allowing the imperfect hand to be completed from the top of the pack.

15. If a player deals out of turn, and the error is discovered before the start is turned up, the deal in error is void, and the right dealer deals. After the start is turned up it is too late to rectify the error.

LAYING OUT.

16. If either player lays out when he holds too many cards, the adversary marks two holes, and has the option of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the offender's hand, and of looking at them.

17. If either player lays out with too few cards in hand, he must play out the hand with less than the right number of cards.

18. The dealer may insist on his adversary's laying out first.

19. If a player takes back into his hand a card he has laid out, his adversary marks two holes, and has the option of a fresh deal.

20. The crib must not be touched during the play of the hand.

THE START.

21. In cutting for the start, the non-dealer must cut at least four cards, and must leave at least four in the lower packet.

22. If the dealer turns up more than one card, the non-dealer may choose which of the exposed cards shall be the start.

23. If a knave is turned up, and the dealer plays his first card without scoring his heels, he forfeits the score.

PLAYING.

24. If a player plays with too many cards in hand, his adversary marks two holes, and has the option of a fresh deal. If he elects to stand the deal, he has the right of drawing the surplus cards from the offender's hand and of looking at them, and the option of playing the hand again or not.

25. If a player plays with too few cards there is no penalty.

26. If a card that will come in is played, it cannot be taken up again. If a card that will not come in is played, no penalty attaches to the exposure.

27. If two cards are played together, the card counted is deemed to be the one played, and the other must be taken back into the player's hand.

28. If a player neglects to play when he has a card that will come in, his opponent may require it to be played, or may mark two holes. (This rule does not apply to the player who has the go at two-handed five-card Cribbage.)

29. There is no penalty for miscounting during the play.

SHOWING AND SCORING.

30. When reckoning a hand or crib, the cards must be plainly shown, and must remain exposed until the opponent is satisfied as to the nature of the claim.

31. If a player mixes his hand or crib with each other, or with the pack, before his claim is properly made (see Law 30), he forfeits any score the hand or crib may contain.

32. If a player scores more points than he is entitled to, the adversary may correct the score and add the same number to his own score. This law applies even if a player, in consequence of overscoring, places his foremost peg in the game hole.

33. There is no penalty for scoring too few points. A player is not bound to assist his adversary in making out his score.

34. When a peg is quitted the score cannot be altered, except as provided in Law 32.

35. If a player touches his opponent's pegs (except to put back an overscore), or, if he touches his own pegs, except when he has a score to make, his adversary marks two holes.

36. If a player displaces his foremost peg, he must put it behind the other. If he displaces both his pegs, his adversary is entitled to place the hindmost peg where he believes it to have been, and the other peg must then be put behind it.

37. A lurch (or double game) cannot be claimed, unless by previous agreement.

38. The three for last may be scored at any time during the game, but not after the opponent has scored sixty-one.

FIVE-CARD CRIBBAGE

This game is practically the same as the six-card game, with, however, a few notable points of difference. Except for the case noted, all arrangements and rules of the six-card game remain in force.

In dealing, the dealer gives to the players alternately, one by one, five cards; each discards two for the dealer's crib, retaining three cards; the non-dealer at the beginning of the game can mark three holes as an offset to the advantage of

the first deal. As soon as a "go," or thirty-one, is reached the remaining cards are not played.

This game is considered more scientific than the six-card game. Every point is of value, as the chances for marking are so much less. The best players therefore make it a point to play for the "go," which makes or loses a point.

At this game the rule is to lay out bad cards for the adversary's crib—called *balking the crib*. This is done because the crib and the start consist of five cards, while the hand and start is of four cards only. With very few exceptions the largest number that can be made out of four cards is twelve; but with five cards there are many hands that score from twelve to twenty-nine. This makes it advisable to place in your opponent's crib the most unlikely scoring cards.

SKAT

SKAT is a game of three persons. Four persons can make up the party, but only three can play. When there is a fourth, the fourth deals in his turn, but he is out of the game every fourth round. His interest in the game, however, remains, for if the caller of a declare makes it, the three others pay him, or if he loses he pays the dealer.

Skat is played with 32 cards, with the four suits, all the cards below the sevens being excluded, the same as in Euchre. Every game is closed when the ten cards in each hand are played.

The game is one of combinations. There are not less than seven different games in Skat, called the "Simple Game," "Tourné," "Solo," "Nullo," "Grando," "Nullo-Open," and "Grando-Open."

There is a family resemblance in the Simple Game, Tourné, Solo, and Grando, which, when once understood, makes an acquaintance with all of them easy.

DEALING.

The cards must be shuffled, and the first jack turned determines who shall be dealer. The first cards are given to the left. The player to the right cuts. An exposed card requires a new deal, but the deal does not pass. The same rule holds in case of a misdeal.

Each player receives ten cards in all, and there are two cards over; those two cards are known as the Skat.

The method of dealing is to give not more than five cards to each of the three players, and then to put two cards on the table face down, not exposing them, and next to give the other five cards to the players.

After the first part of the dealing, each player having five cards, for ten cards are to be given, no matter how the cards are dealt, the skat must then be put face down on the table. This rule is invariable.

The order of proposing the game to be tried differs in Skat from other games. The order is reversed. A deals to B and C. B is known as the first hand, C as the middle, and A as the last hand. A does not ask B what he will play, but A makes the

inquiry of C., who is to his right. A must have some play or he passes. Should he pass, then C asks B. In case all three have cards which they think can make a game, the one who declares the highest undertaking, incurring the greatest penalty, has the call. If two call the same game, the elder hand has it. The dealer always is the elder hand. If all three pass, and there is no call, there may be a new game dealt. In some cases, what is called Ramps is played, but Ramps does not belong to Skat.

CALLING OR BIDDING.

For instance, A deals. It is C who first has the say. If he does not declare anything, then B makes the inquiry of A. B may say, "tourné," meaning that he will play tourné. Then A may say, "tourné," and, being the elder hand, can take the tourné from B.

Here is another case: C may have something, and he asks B. C says, "I play tourné, what do you do, B?" If B takes a tourné, too, then C must declare something higher—as solo. B may say, "I will try solo, too." Both wanting to play solo, who shall play it depends on the values of the suits, to be hereafter explained. If A, the dealer, wants to play, the solo he hopes to make must be the highest paying one, or a grando, or a nullo.

In the four-handed game the rules of calling are the same.

THE SKAT.

In what are called the simple game tourné and solo, and in grando—the skat comes into play. Turned down on the table, it belongs to the player who makes or secures a call. The skat cannot be looked at under all conditions. Sometimes it makes the trump, and sometimes the points in it are counted for the person who takes it. In certain games it does not figure at all, and remains untouched.

SUITS AND VALUES.

In the simple game, tourné and solo:

Clubs come first.

Hearts come third.

Spades come second.

Diamonds come last.

As the respective values of these suits must always be borne in mind an example of this can be readily furnished. A simple game in diamonds gives place to a simple game in hearts,

hearts to spades, and spades to clubs, clubs being the best suit. In tourné the turning of one card makes the trump, the card being taken from the skat; but the knave of clubs, and the other knaves in the order before mentioned, are always the best trumps, then come the ace, ten, king, queen, etc., of the trumps turned.

Say some player calls the simple game, there are no contestants, no one had bid against him, or urged him up higher, then he plays the simple game. But, as it often happens, some one has declared or called a higher game—as tourné, then tourné makes the play. When a play is left to one of the three, the other two become his adversaries. If A plays anything, B and C join together to defeat him; or if it is B who has a call A and C are his opponents; or if C plays, A and B are opposed to C.

POINTS.—GAMES.

In the simple game, in tourné, in solo, and in grando, Skat is a game of points, not of tricks. A, who makes a declare, might take eight tricks, lose two tricks and the game.

In the simple game, in tourné, solo, and grando, your declaration means that you will make sixty-one points or more if you can. Failing to make the sixty-one points, scoring sixty points or less, you lose.

THE POINTS.

The aces count the most, which is eleven. The tens count ten, the kings four, the queens three, and knaves two. The nine, the eight, and the seven have no values.

All the count cards, with the tens, are worth 120 points.

The half of one hundred and twenty is sixty. To make a simple game, a tourné, a solo, or a grando, and win it, the player must count in his tricks one point more than sixty, or sixty-one. If he only makes sixty points he loses.

Trumps in the game of Skat may have their peculiarities, but present no great difficulties.

Remembering the values, first clubs, then spades, next hearts, and lastly diamonds, the knave of clubs is the highest trump, no matter what color may have been made trumps; next is the knave of spades, then the knave of hearts, and lastly comes the knave of diamonds. After the four knaves, the ace is the best card, then comes the ten, next king, queen, nine, eight, and seven. In grando it is only the four knaves which

are trumps, in the succession named. In nullo there are no trumps at all.

FOLLOWING SUIT.

In playing, a lead calls for the same suit. You must follow suit. Just as in Whist, if you cannot follow suit you may trump if you wish to, or throw away any cards at your pleasure.

All the knaves being trumps, if a heart solo were declared, and the knave of clubs were led, trumps would be furnished by the other players.

PLAYING.

A, B, and C are the performers. A has dealt, and B declares a game, a simple game in diamonds. There is no opposition, and B sets out to make the sixty-one points, diamonds being trumps. It is a low call, because a simple game in hearts would have taken it away from him by another player, as would have done a call of spades or clubs.

B, from the fact of his calling, has the privilege of taking the skat, which is the two cards not exposed. He does not show them. Just as in Picket, he incorporates the two cards in his hand, discarding or putting aside two other cards from his own hand, those which he thinks are of the greatest importance to get rid of. It may happen that he holds two single tens, or only one. He may discard the one, or two tens, for whatever points there are in the skat or in his discard belong to him, and add to his count.

Suppose the player B was quite positive of making fifty-one points, and doubtful about one ten he held. This ten, if he could save it, would make him exactly what he wants, which is sixty-one points, and so he puts it away for safety in his discard.

B, the first player after the dealer, begins his lead. He may have the two best knaves, ace, ten of trumps, the king of his trump suit, which is diamonds. The other trumps may be divided, and all fall to his lead. His opponents, A and C, who follow suit, are doing their best all the time to prevent him counting sixty-one points. When the ten cards in each hand are played out, the count of the cards taken begins. If B has sixty-one points in the cards he has secured, he wins. If he has sixty points he loses.

Although in regular Skat the simple game is not played, beginners ought to familiarize themselves with this play, known as the simple game, for it is the foundation on which Skat has been built. The somewhat confusing addition of

three more trumps; viz., the knaves, which makes a trump suit of eleven, can be understood. The Skat and its importance, as giving the person who secures it a sight of twelve cards, is now appreciated.

PENALTIES.

The player, B, has won his simple game with sixty-one points. He is paid for the call. There are certain fixed charges which accompany all calls. Say in this instance a simple game in diamonds was worth ten chips. A pays B ten chips, as does C. If B had lost he would have paid each of the other players ten or twenty chips in all. He may then win or lose twenty points.

B has started out to make his sixty-one points, and can count only somewhere between thirty-one and sixty, then he only pays the penalty, but if he makes only thirty, he is *schneider*—the translation of which is “cut”—and if he makes no count at all, he is *schwarz*, or “black,” which is equivalent to our whitewashed, or “skunked.” There are increased penalties for both these unfortunate conditions.

MATADORS.

The possession of the knaves also adds to the value of the hands, increasing the penalties. Remembering their succession, the knave of clubs standing first, what are called “Matadors” begin by possessing this particular knave. A hand having knave of clubs and knave of spades, has two matadors. If the player holds the knaves of clubs, spades, and hearts, always bearing the succession of suits in hand, he has three matadors. If he holds them all he has four. If with the four knaves he has ace, ten, king, queen, these cards increase the number of his matadors, so that a hand holding all the knaves and all the other trumps, would have not less than eleven matadors in hand. But the absence of the leading knave, the one in clubs, prevents the having of these matadors. If the best knave is found in the skat, of course it belongs to the party who takes it up, and so with two or three knaves; picking up the missing one in the skat would make them all matadors.

Their absence in a player's hand, if he wins his call, his adversaries holding them, makes the matadors count in his favor. If he loses, and holds matadors, the having of them increases the penalty. The having or not having matadors, by the caller or his opponents, is an important factor, of what a player receives or has to pay out.

There are in this way, no matter what are the cards, matadors for or against the caller. At the conclusion may be found the full tables of games devised from the rules laid down by the Skat Congress held at Altenberg.

The Term Tourné is derived from the French, and means to turn a card, and to play Tourné is to make a bid higher than the simple game. Solo is higher than tourné, and nullo a better call than solo, and beats a solo in spades, but solo in clubs is higher than nullo. There is no use in asserting that this is an unphilosophical sequence. We have to take the game as it is played. It is the cost of the game in Skat which governs the succession of calls.

Grando comes after a solo in clubs, then nullo-open. A grando with or without knaves, is the highest call that can be made.

FROM THE LOWEST TO THE HIGHEST GAME.

The game of Skat begins with the lowest call, which is the simple game, and ends with a grando with or without two or more knaves, which is the highest.

In a tabulated form the games may be seen as follows :

Simple game in Diamonds.	Tourné game in Clubs.
Simple game in Hearts.	Solo game in Diamonds.
Simple game in Spades.	Solo game in Hearts.
Simple game in Clubs.	Solo game in Spades.
Tourné game in Diamonds.	Nullo.
Tourné game in Hearts.	Solo game in Clubs.
Tourné game in Spades.	Nullo-open.

Grando, with or without two or more Jacks.

We do not give the cost of these games here, as we think it would be confusing; but the philosophy of the values will be explained hereafter. By referring to the table of values, at once the cost of any game can be determined.

TOURNE.

The simple game having been explained, tourné is played precisely like the simple game, only the trump is made by the player taking up one of the cards from the skat, which one card he turns face up on the table. Whatever it is, that is trumps. The person making tourné the game, may take up either of the two cards he pleases, so that he exposes only one of them; but he must do so before looking at either of

them. Of the two cards he may select either the top or bottom one, but before looking at them. That card shown is the trump. He must make sixty-one points, or lose. It is played just like the simple game. The player incorporates the two cards of the skat, into his hand, and discards two. Whatever is in the skat, or in his discard, belongs to him.

TOURNE GRANDO.

When declaring a tourné, and a jack is turned, before looking at the second card in the skat, a tourné grando may be declared. It is played like a grando (see grando), but the penalties are less than for an original grando.

SOLO.

The player calling solo declares the trump, and by so doing, he tacitly asserts that he can make his sixty-one points without having recourse to the aid the skat might give him. He says a solo in diamonds, hearts, spades, or clubs, whatever he thinks he is strongest in. Though he does not look at the skat until the game is over, the skat belongs to him, and any points found there are to his credit. After the ten cards are played in each hand, then only he looks at his skat.

NULLO

The player who calls nullo declares that he will take no trick. There are no trumps here. The knaves fall into the usual order of cards, as in Whist, the ace being highest, then king, queen, knave, ten, nine, eight, and seven. If the nullo player takes a trick he loses. The skat belongs to him, but is not used.

NULLO-OUVERT OR OPEN.

Is a nullo or a call to make no trick at all, the player exposing all his cards, laying them on the table. It is precisely like "misery on the table" in Boston. He must take no trick. The skat is not used.

GRANDO.

This is a declare where the player dispenses with the skat, as in solo, and depends on the natural strength of his cards. When the call of Grando is made the player must count his sixty-one. Failing to do this he loses. The four knaves are the trumps, and the only trumps. Aces and tens of suits are the highest cards, then kings, queens, nines, eights, as in the other game.

RECAPITULATION.

SIMPLE GAME.—The player declares a trump and has the privilege of taking the skat, and has to make sixty-one points.

TOURNE.—The player turns up one of the cards in the skat, and that card makes the trump. He must make sixty-one points.

SOLO.—Without the skat the player declares a trump, and must make sixty-one points. He counts the points which may exist in the skat after the game is closed.

NULLO.—There are no trumps. The skat is not used. The player must make no tricks. The highest card is the ace, next king, then queen, knave, ten, nine, eight, seven.

NULLO-OPEN.—The same as above, only the player exposes his cards. (Sometimes by prior arrangement, a player calling Nullo, may declare a nullo-ouvert, when the first card has been played. But this is not good skat.)

GRANDO.—Without the use of the skat, the four knaves in their color succession, clubs, spades, hearts, and diamonds, being the highest cards, then the aces and tens of various suits the next, then the kings, queens, nines, eights, sevens the next, the player must make sixty-one points.

SCHNEIDER AND SCHWARZ.

A declaration is made in the simple game, tourné, solo, or grando. The player who calls it, if he has thirty points or less, loses with "schneider." He ought to have made sixty-one. The opponents have made then of course ninety, and there is an increased penalty. The rule works both ways. If no points are made at all by the player he is schwarz, or "black." The same thing happens to the opponents. A player with a strong hand, believing he can make his opponents schneider, can announce that he is going to make his adversaries "schneider." In that case, because he announces it there are increased penalties. This is called announcing "schneider." He can announce, also, that he can make his adversaries "schwarz."

ADVANCING PLAYS AFTER A FIRST DECLARATION.

If in tourné a jack be turned up, it may, as a fortunate accident, give very much greater strength to a hand, and the player may call grando tourné, which is grando, but is not paid as much.

GRANDO WITH THE KNAVES.

Sometimes a player who has been bid up to the highest notch by a nullo-ouvert—or a nullo-open—will declare grando "with-

out two matadors," which means that he may hold the knave of spades and knave of hearts, or the knave of spades and diamonds. He may win every point, but looking in his skat he finds there the knave of clubs. The knave is his, to his misfortune. He has declared grando "without two knaves," but he has found the knave he does not want, which he hoped was in his adversaries' hands, in his own skat, and he loses.

WHEN THERE IS NO CALL, RAMPS.

It sometimes happens that no call is made by the skat players. In such a case the cards might be thrown down, and a new game commenced. By prior arrangement, Ramsch, or Ramps, may be introduced. The three play without recourse to the skat, and the party taking the most points pays the other players. The four knaves alone are trumps, and the aces and tens, as in grando, are the highest cards after the knaves. Sometimes the aces count first, then the kings, queens and tens. To the person taking the last trick the skat belongs. He has to count the points found in it. The person having the most points pays ten to the other players. If two have the same number of points they each pay ten to the person who has the least. If each player has forty points it is a stand-off.

TO LAY DOWN.

In the tourné, where it is luck alone which determines the trump, a card may be turned up, which is the only trump the player has. He is certain to lose. If he played he might be made schneider or schwarz. In order to save time he may, after the first card is played, at once declare that he cannot make the sixty-one points, and throw up the hand. He pays the smallest penalty the hand calls for. The opponents cannot give up their hands under any circumstances, though they may be certain of defeat.

TO CALL A GAME.

There can be no retrogression. A call cannot go backward to one of a lesser value. If a call be made in hearts, and driven to spades, the player may call it in clubs; this refers to solo. In tourné the turn-up regulates the trump, unless a knave is turned, then the player may call tourné grando.

THE PHILOSOPHY OF THE COUNT.

Simple games—Diamonds cost.....	1
Simple games—Hearts	2
Simple games—Spades	3
Simple games—Clubs	4

Tourné—Diamonds	5
Tourné—Hearts	6
Tourné—Spades	7
Tourné—Clubs	8
Solo—Diamonds	9
Solo—Hearts	10
Solo—Spades	11
Nulló	20
Clubs	12
Grando	16
Nulló-open	40

The way of counting the penalties is increased or diminished with the matadors held by the player or by his adversaries, or whether there be *schneider* or *schwarz* made by either the player or his opponents. When *schneider* is announced two rates are given. When *schwarz* is announced there are four rates. These rates are multiplied by the fixed values made out for the calls.

HINTS FOR PLAYERS.

A four-handed game with the thirty-two cards, as in *Euchre*, is well known. In *Skat*, which is a three-handed game, the change is somewhat confusing, and added to this are certain combinations, the presence of the knaves, which are the best trumps. The two cards in the *skat*, the *skat* being a constant factor, also increases the difficulties.

To play *Skat* well is an accomplishment which very few possess.

The suits which happen to be short in the person's hand who makes a call are often a matter of surprise. The player of a call has the advantage of making a short suit, by his discard in the *skat*. It is his object to have a short suit, so that he can trump the aces or tens, or other high cards of his adversaries.

To get the caller between the two opponents is what his adversaries must always endeavor to accomplish. It can be seen at once that if the caller of a game is short of a suit, he must trump; otherwise, with their long suit, the adversaries being on both sides of him, will put in all their aces and tens, and thus fatten their own points. To prevent this the person who has made the call, is forced to trump, and to trump may weaken his hand.

When a *tourné* is made, the trump suit is the result of an accident. Then, in *tourné*, the adversaries may take greater risks.

When a *grando* is called by one player, and the others have tried to establish solos, such facts should be remembered.

TABLE OF VALUATIONS OF SKAT WHERE THE COST OF EVERY GAME IS PRESENTED

	WITH OR WITHOUT				WITH OR WITHOUT				WITH OR WITHOUT							
	ONE MATADOR.				TWO MATADORS.				THREE MATADORS.				FOUR MATADORS.			
	Game.	Schneider.	announced.	Schwarz.	Game.	Schneider.	announced.	Schwarz.	Game.	Schneider.	announced.	Schwarz.	Game.	Schneider.	announced.	Schwarz.
Diamonds.....	2	3	4	5	3	4	5	6	4	5	6	7	5	6	7	8
Hearts.....	4	6	8	10	6	8	10	12	6	8	10	12	8	10	12	14
Spades.....	6	9	12	15	9	12	15	18	9	12	15	18	10	12	14	16
Clubs.....	8	12	16	20	12	16	20	24	12	16	20	24	12	16	20	24
Diamonds.....	5	10	15	20	15	20	25	30	15	20	25	30	15	20	25	30
Hearts.....	6	12	18	24	18	24	30	36	18	24	30	36	18	24	30	36
Spades.....	7	14	21	28	21	28	35	42	21	28	35	42	21	28	35	42
Clubs.....	8	16	24	32	24	32	40	48	24	32	40	48	24	32	40	48
Grando.....	12	24	36	48	36	48	60	72	36	48	60	72	36	48	60	72
Diamonds.....	9	18	27	36	45	54	63	72	45	54	63	72	45	54	63	72
Hearts.....	10	20	30	40	50	60	70	80	50	60	70	80	50	60	70	80
Spades.....	11	22	33	44	55	66	77	88	55	66	77	88	55	66	77	88
Clubs.....	12	24	36	48	60	72	84	96	60	72	84	96	60	72	84	96
Nullo.....	20
Nullo-ouvert.....	40
Grando.....	16	32	48	64	80	96	112	128	80	96	112	128	80	96	112	128
Grando-Ouvert.....	24
Rate of cost.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

	WITH OR WITHOUT FIVE MATADORS.					WITH OR WITHOUT SIX MATADORS.					WITH OR WITHOUT SEVEN MATADORS.					WITH OR WITHOUT EIGHT MATADORS.											
	1	2	3	4	5	6	7	8	9	10	11	7	8	9	10	11	12	8	9	10	11	12	9	10	11	12	13
{ Diamonds.....	6	7	8	9	10	10	11	12	13	14	15	14	15	16	17	18	19	16	17	18	19	20	17	18	19	20	21
{ Hearts.....	12	14	16	18	20	20	21	22	23	24	25	21	22	23	24	25	26	23	24	25	26	27	24	25	26	27	28
{ Spades.....	18	21	24	27	30	30	31	32	33	34	35	31	32	33	34	35	36	33	34	35	36	37	34	35	36	37	38
{ Clubs.....	24	28	32	36	40	40	41	42	43	44	45	41	42	43	44	45	46	43	44	45	46	47	44	45	46	47	48
{ Diamonds.....	30	35	40	45	50	50	51	52	53	54	55	51	52	53	54	55	56	53	54	55	56	57	54	55	56	57	58
{ Hearts.....	36	42	48	54	60	60	61	62	63	64	65	61	62	63	64	65	66	63	64	65	66	67	64	65	66	67	68
{ Spades.....	42	49	56	63	70	70	71	72	73	74	75	71	72	73	74	75	76	73	74	75	76	77	74	75	76	77	78
{ Clubs.....	48	56	64	72	80	80	81	82	83	84	85	81	82	83	84	85	86	83	84	85	86	87	84	85	86	87	88
{ Grand.....	54	63	72	81	90	90	91	92	93	94	95	91	92	93	94	95	96	93	94	95	96	97	94	95	96	97	98
{ Diamonds.....	60	70	80	90	100	100	110	120	130	140	150	110	120	130	140	150	160	120	130	140	150	160	130	140	150	160	170
{ Hearts.....	66	77	88	99	110	110	121	132	143	154	165	121	132	143	154	165	176	132	143	154	165	176	143	154	165	176	187
{ Spades.....	72	84	96	108	120	120	132	144	156	168	180	132	144	156	168	180	192	144	156	168	180	192	156	168	180	192	204
{ Clubs.....	78	91	104	117	130	130	143	156	169	182	195	143	156	169	182	195	208	156	169	182	195	208	169	182	195	208	221

	WITH OR WITHOUT NINE MATADORS.					WITH OR WITHOUT TEN MATADORS.					WITH OR WITHOUT ELEVEN MATADORS.																
	1	2	3	4	5	6	7	8	9	10	11	7	8	9	10	11	12	8	9	10	11	12	9	10	11	12	13
{ Diamonds.....	10	11	12	13	14	14	15	16	17	18	19	15	16	17	18	19	20	16	17	18	19	20	17	18	19	20	21
{ Hearts.....	20	22	24	26	28	28	29	30	31	32	33	29	30	31	32	33	34	31	32	33	34	35	32	33	34	35	36
{ Spades.....	30	33	36	39	42	42	43	44	45	46	47	43	44	45	46	47	48	45	46	47	48	49	46	47	48	49	50
{ Clubs.....	40	44	48	52	56	56	57	58	59	60	61	57	58	59	60	61	62	59	60	61	62	63	60	61	62	63	64
{ Diamonds.....	50	55	60	65	70	70	71	72	73	74	75	71	72	73	74	75	76	73	74	75	76	77	74	75	76	77	78
{ Hearts.....	60	66	72	78	84	84	85	86	87	88	89	85	86	87	88	89	90	87	88	89	90	91	88	89	90	91	92
{ Spades.....	70	77	84	91	98	98	99	100	101	102	103	99	100	101	102	103	104	101	102	103	104	105	102	103	104	105	106
{ Clubs.....	80	88	96	104	112	112	120	128	136	144	152	120	128	136	144	152	160	132	140	148	156	164	144	152	160	168	176
{ Grand.....	90	99	108	117	126	126	135	144	153	162	171	135	144	153	162	171	180	147	156	165	174	183	159	168	177	186	195
{ Diamonds.....	100	110	120	130	140	140	150	160	170	180	190	150	160	170	180	190	200	162	172	182	192	202	174	184	194	204	214
{ Hearts.....	110	121	132	143	154	154	165	176	187	198	209	165	176	187	198	209	220	177	188	199	210	221	189	200	211	222	233
{ Spades.....	120	131	142	153	164	164	175	186	197	208	219	175	186	197	208	219	230	187	198	209	220	231	199	210	221	232	243
{ Clubs.....	120	132	144	156	168	168	180	192	204	216	228	180	192	204	216	228	240	192	204	216	228	240	204	216	228	240	252

Solo. Tourne. Simple.

Solo. Tourne. Simple.

Strict count must be kept at all stages of the game, and the caller and his adversaries must know exactly what are the totals in the tricks taken. A good Skat player, when a round is over, always announces the exact number of points he has. In this counting, the player having the skat, knows more than his opponents. After four or five rounds, good players will be pretty well satisfied as to what is or what ought to be in the skat. This knowledge of the points, in every stage of the game, is of use in this way. A player of a call has already scored fifty points, the adversaries have the same numbers. An ace then, which wins or loses, decides the fate of a game. Even a knave may make exactly sixty-one. In the same way when a schneider is possible, and eighty has been made, a ten or an ace put in at the right time ends the matter.

There are eleven trumps—the eight cards of the trump suit, with the three other knaves.

There are only seven cards in the other suits, because the jacks are taken from them.

When the three hands play, three cards of one suit is a long one. With four of a suit, headed with ace and ten, when tournè, solos, or grandos are played, the probability is strong that the two lower cards will both be good if trumps are out.

It is better to skip about from suit to suit if you have the aces, and make them if you can.

Do not play a suit having a ten with a guard. Wait until you are played up to.

In tournè, a player making this his game, nine times out of ten, by the discard, becomes short of a suit.

Count the game all the time, so as to know how many points you want.

It is a fair supposition that in the skat there is a knave, or some good cards.

Always try to get the person making the declare between two fires. A, B and C are playing, and B declares. A should always try to get a lead, so that B must put on high cards or trump. If he did not, C would dump high cards on A's leads.

If the lowest matador is played by a person declaring a game, it is safe for the adversary, the one playing after him, to put a ten or an ace on it. The player who puts the lowest matador may have them all, or the three next best, but still the chances for the player putting a high card on it, and his partner taking it, are good.

Watch closely all the discards. A game is often decided by the last round, and an eight taking a seven, where the ten or a

king of another suit falls, helps to make the sixty-one points.

In a play of tourné and solo it is evident that if the declarer has the lead, he should begin with trumps. As there are eleven trumps, the ace or tens of the suit may fall to the player as matadors; at least, the player then learns if there may not be a matador in the skat. Drawing out the trumps precludes the trumping of his own aces or tens by his adversaries. With a hand weak in trumps, it may not be always advisable to lead them. In a grando, where only the knaves are trump, precautions have to be used, so that the adversaries may not deprive the grando player of his knaves by forcing him, and then introduce their winning suit. Occasionally a pretence of strength in trumps is made, in order to deceive.

In the nullo, the person who is behind the person playing nullo, generally plays the low cards.

SKAT RULES.

Only the three cards of the last trick, as in Whist, can be looked at.

To revoke is to give the caller his declare, or to make the player, if he revoke, lose it.

If a wrong card is played, it can be called for, or any card at the option of the player or players.



A HAND AT SKAT.

Looking at this hand, a player might be in doubt as to whether he could make a grando, providing he was first player, or had the lead. With his two jacks he would, of course, draw

the other two, and would make then his ace and ten, and ace and ten of spades. But the four other low cards, will they produce him anything? There are against him, apparently, the ace and ten of hearts, the ace and ten of diamonds, four kings, and four queens, making seventy points to count against him. Still, it is a grando which, if properly played, must win. In his hand the four low cards represent one-third of all the low ones, and necessarily the high cards must be either in the skat or in the adversaries' hands, and will fall to his first six leading cards. If one of his own cards were, say only a queen, he would lose.

SUGGESTIONS IN REGARD TO SKAT.

In Skat, it becomes impossible to lay down absolute rules of guidance. Everything depends on the cards, for no two games of Skat ever are alike. Grando has the four matadors as the only trumps. Providing the player has all the four matadors, these would not make points enough for the declarer of the grando to win. The supposition is, then, that he has a long suit to work with, after the matadors have been drawn out.

Those who play against a grando ought to play, in most cases, their best suits right up to the person making the declare of grando. He must trump an ace or lose eleven points. If he trumps he is weakened, and the matador he uses may determine what other matador or matadors he may hold. The adversary in playing the ace of a long suit which the declarer has, may give a partner the chance of the discard of a ten of another suit, or may trump. We think more grandos are lost through bad play than any other declare. Adversaries in playing against grando, ought to try, if possible, to keep up two cards to a king, or three of a suit, so as to have the king or even a nine third. In grando there are only seven cards in each suit and another suit of four, the matadors.

A single misplay in grando, of those playing against the declarer, loses the game.

In all the games of Skat, playing without looking at the exact fall of cards, is sure to bring about blunders.

Just as many games are won with sixty-one points as with seventy-one or eighty-one. It is the one point which as often as not decides the question.

Players should invariably hold to the rule, that making a revoke loses the call, and it is a question whether the highest penalty, "schwarz," should not be inflicted. Taking the skat and not discarding, also loses the game.

In playing the Nullo, it is never wise to return the suit, which

the nullo may begin with. The player is probably short of it.

Do not suppose invariably that the high card which will discomfit the nullo player is in the skat. The chances are that the nullo hand holds it.

In the call of nullo, which is a declare, where no tricks are to be made, adversaries should bear in mind, what might have been Solo's bid. Remembering this, it will give some idea of a long suit, in one of the three hands, and play should be made accordingly.

In the declaration of a Solo, it is evident that those playing against the declarer of a solo, may take somewhat greater risks, because the soloist has not been able to make a short suit by the discard, nor does he know any more than do his adversaries what may be in the skat.

In calling a tourné when a knave is turned, the player has the right to declare a grando tourné. Suppose he does turn a jack, and declines the tourné grando. The probabilities are that he has not more than two matadors—and these not the best. The jack turned may show this. The inference, when he declines the tourné grando, is that he is not very strong in the suit, but may have aces and tens, or good suits in other colors, not trumps.

What to do when the opponents hold an ace or a ten with one small trump, the caller declaring a tourné or solo, and playing a low matador, is difficult to determine. It is better to risk the loss of a ten or ace, when a low matador is played, because the chances are that your partner may hold the better matador. If the caller has the best matadors, the adversary or adversaries would lose the ace or ten of trumps anyhow.

Not to lead trumps on the part of the player of a call is a confession of weakness. It is often wise to pretend to be strong when you are not.

The necessity of keeping an accurate mental count of all the points made, becomes now evident. If 2 points would win you the game, of course take it.

Games are often won on the part of a good player making a call, by the deliberate throwing away of a single unsupported ten he holds. Trumps, say, have been all exhausted, excepting the one the caller has. He has the ten of a suit of which the ace he knows is out. The adversaries play a card he must trump or lose the points which may be in it. The caller throws away his ten on his adversaries' trick, and takes their ace of this same suit with his last trump. Instead of losing 21 points, he has only lost 10 points, but in the

aggregate has one point or more to the fore, which one point may win him the game. It is just in a case of this kind, where the cleverness of the player is discoverable. It is one of the nice points of Skat.

Remember it is very much to the advantage of the player making the call, to have the chance to discard low cards. It is bad policy for adversaries to keep at one suit too long.

COUNTING THE GAME.

To count the points won or lost without reference to the printed tables, is not difficult.

Bear in mind these constant factors:

Tourné Diamonds, is	5.	Solo Diamonds, is	9.
“ Hearts, “	6.	“ Hearts, “	10.
“ Spades, “	7.	“ Spades, “	11.
“ Clubs, “	8.	“ Clubs, “	12.
Grando Tourné, is 12; Grando, is 16.			
The Nullo, is 20; Nullo-open, is 40.			

The numbers 5, 6, 7, 8, 9, 10, 11, 12, for Tournés or Solos, are fixed factors, and these are multiplied by the changing values of hands. Game counts one, and then every matador one more. Say a tourné in diamonds is called and made, and there is one matador, for there always must be one matador for or against the player.

We have, then tourné in diamonds 5; the game 1, as a multiple, and 1 matador as another multiple. We add the multiples $1 + 1$, and have 2. Then, 5×2 is ten, or ten chips are won or lost for a tourné in diamonds with one matador.

Suppose it were a solo in diamonds, with one matador. The fixed factor is 9. The game is 1, the matador is 1. $1 + 1 = 2$, and 9×2 is 18.

Suppose it were a solo in clubs, with four matadors. We have 1 for game and 4 for the four matadors. $1 + 4$ is 5. Then 12 being the fixed factor, 12×5 , or 60, is the penalty.

Take Grando, the fixed factor of which is 16. It is won or lost with 1 matador. Game $1 + 1$ matador, or 2; then $16 \times 2 = 32$, or 32 is the lowest penalty.

If schneider is made, not called, there is one more multiple. Take this same grando. There would be 1 for game, 1 for schneider. $1 + 1 = 2$, and 1 more for the matador, or a multiple of 3; and 16×3 would be 48. If there were 4 matadors in the grando and schneider, there would be 1 for

game; 4 for the matadors. $1 + 4 = 5$, and 1 more for schneider, or $1 + 4 + 1 = 6$, and 16×6 would be 96.

Announcement of schneider increases the rate one more, and on the above grando. The multiples would be $1 + 4 + 1 + 1$, or 7; and $16 \times 7 = 112$. If with this hand a schwarz were made, but not announced, an additional 1 rate would be added, which would make it 128. If schwarz were announced and won, it would be 1 more rate, or 144. It would be calculated in this way:

Game	1
Matadors	4
Announcement of Schneider.	1
Schneider made	1
Announcement of Schwarz .	1
Schwarz made	1

9 as a multiple.

$$16 \times 9 = 144 \text{ points.}$$

It is sometimes the habit to announce points, as, "I will make 48 or 60 points," without mentioning the suit or the declare. This is supposed to conceal the character of the hands, but recent authority is opposed to it. There can be no concealment, for a good player knows what about is the declare, and it must be fully announced in time. To beginners this method is a constant puzzle, and one which is useless.

Occasionally nullo-open, nullo on the table, is made less than forty—as thirty-two—but there is no good reason for this.

American players have introduced what they call a Little Nullo, which has been copied from the *Little Misery*, in Boston. The play is then with nine cards, each player discarding one card, and no trick to be made. Another novelty is to call a Nullo Tourné, when the player turns the seven of any suit. He discards just as in tourné. He must declare, however, his intention to play Nullo Tourné before looking at the second card in the Skat. The penalty is 15.

GENERAL DIRECTIONS.

A speculative game, that is turning up a card in the Skat to make a tourné, if once commenced should be continued. Conservative players take no risks without having at least two matadors and one good suit. Judgment in the discard is everything in Skat.

A cheeky game, that is, making pretense of having plenty of trumps when you have but few, often wins the game.

Having the strength in trumps and having led them out, it is unwise, unless under special conditions, to continue playing them, for then the adversaries will discard, and might work in a strong suit, and make many points. Not to let your adversary, or adversaries, discard, is one of the points of Skat.

Not paying attention to a lead when you have the nine and the seven of a suit often causes disaster. Having the seven of a suit you lead it. Your partner's or your adversaries' eight takes the trick, and your measures are defeated.

To hold back the ace, so that it may take your adversaries' ten, is one of the fine points of Skat; and how to lay low for it is the great point.

Never keep up a suit which gives your opponent a discard, for that is just what he wants. Having got clear of his low cards, he takes your high ones.

Skat is not Skat unless the points are counted all the time. About one game in ten is lost because 60 or 61 could have been made, and was overlooked.

NULLO.

It is always bad policy to return the caller's lead. It is wise to play as if there was no skat, and that there were eight cards dealt it every suit.

GENERAL LAWS.

Skat must be played in the most rigorous manner. The exposure of a card shows so much of the game that a penalty should be exacted. Not following suit, under any circumstances, brings the loss of the declare to the person calling it, or to the adversaries.

The accidental turning up of the skat entails loss.

A declare, no matter what it is, holds good. You are responsible for your own blunders.

No matter how if in dealing a card is turned, a new deal is in order.

Incorporating the skat in your hand, and playing with any number more or less than ten cards, makes the declarer lose his game after the first card is played. A player can always increase his call, but never go back from it or lower it.

There are no penalties for a person dealing twice. The other players must look out for this, and the dealer may claim the advantage if not interrupted before he has finished the deal. There is some advantage in dealing if it gives the last call. To have the lead in a declare, except in Grando, is not an

advantage unless a strong hand is held. If the declarer has a ten second, it is against him.

Four players at Skat is preferable to three, simply because a short interval of rest is then possible. Skat is, above all games, one which requires quick thought, strict attention, and as the games are rapid when three play, it is difficult to keep the head always clear.

The method known as *Zahlen-reizen*, the Skat Congress does not permit. This is to call declares by the numbers, as the penalty they are to pay or to be paid. Here some discrimination should be used if the philosophy of the game is studied. A nullo has 20 for penalty, and is not as good as a solo in clubs, which is 24. But a solo in diamonds with three matadors, entails a penalty of 24, and should be better than nullo. This conflict can only come in the call of nullo, or nullo on the table.

The best opinion in this matter is that any solo which exceeds in its cost that of a nullo or nullo-ouvert, should take the precedence, and so diamonds with three matadors takes the declare away from a nullo, or a club solo with three matadors is better than nullo-ouvert. If the player chooses to take the risk of finding the matador he wants in the skat, it is his business, and even if he makes the declare 61 points, and only has two matadors, he pays for his boldness.

The trouble about Skat is that to-day there are many variations from the original game.

METHODS OF COUNTING.

Many players dispense with chips. The count is easily kept with paper and pencil, by means of algebraic signs. Thus: A, B, and C play. A makes a tourné in diamonds with one matador, and B and C lose. This may be noted in this way:

A	B	C
+ 20	— 10	— 10

Then B wins a grando with four matadors, the game being 80. Then we have:

A	B	C
+ 20	— 10	— 10
— 80	+ 160	— 80

Or A loses 80, B wins 160, and C loses 80.

In order to close up accounts quickly at the end of the game, every fifth or tenth round, the person who deals, if four are playing, balances the account.

There are several methods of making out the account, but the one cited seems the simplest. When four play the method is the same. Only gains and losses are three times as much to the winner or loses of the declare.

When chips are used 300 units is a convenient number.

On the whole it seems, however, more satisfactory to play with chips, the liability to error being somewhat diminished.

Chips of various colors, each player having one particular color, makes the final settlement more speedy.

TWO-HANDED SKAT.

Sometimes a third player not being obtainable, Two-handed Skat will be found to be a good game.

There are 32 cards, and the Matadors, games, penalties, just as in 3 or 4-handed Skat. The cards are dealt as follows: Five cards to the left, as if there was an imaginary partner, five cards to the actual player, five more cards to an imaginary player on the right of the dealer, and then five cards more to the dealer, and two cards face down, which is the Skat. Then the imaginary partners are left out, and five cards given to the opponent and taken by the dealer. There are then ten cards in the adversary's hand, ten in the dealer's, five cards to the right of the dealer and five to the left, thirty cards, with two for the Skat, making the thirty-two cards, as in the three-handed game.

The adversary begins, making the call, as in regular Skat, *tourné*, solo, or *grando*, and takes, or does not take, the Skat, according to the Skat rules. But Skat can only be played with ten cards at a time. After a player has played five cards, he takes the five cards which are face down on his right, and his adversary does the same thing with the cards to his right. Then each have ten cards again, and the game is continued as in Skat. This two-handed game is then actually played with fifteen cards.

The surprises are many, as a poor hand, when the second batch of five cards is taken, may be excellent. To play Two-handed Skat well requires a good memory, as the hand that has taken the Skat knows exactly what cards are in, or what has been discarded.

Grandos are not difficult to make, but nullos are by no means as certain. It is a game affording a great deal of amusement and much in vogue in Germany.

Sometimes the Nullo and Nullo-Ouverte are played with the first ten cards, and the extra five are not used.

CASINO

Two, four or six persons can play Casino. They can play partners or against one another. Twenty-one points is the game usually. The usual deck of fifty-two cards is used.

In dealing, it is always better for the dealer to deal two to his adversaries, and two to the board, and then two to himself, until all hands have four cards. Sometimes four at a time are dealt around, but this is not a good way.

If a card is faced or exposed during the deal, a new deal can be insisted upon. If in the last round a card is exposed, the player to whom the card belongs can force the dealer to take the card.

The player to the left of the dealer plays first. He can take any card from the board if he has a like card in his hand. He can place an ace and nine, a five and a five, a six and a four together and take them with a ten. He can combine cards in this way, and if he holds a card equal to the combination he can take all the cards used in the combination.

He can also build; that is, place upon a five on the board a five from his hand, announcing the build as ten or as fives. In the first case he must take it with a ten from his hand; in the latter, with a five. If his build amounts to nine, an adversary can play an ace from his hand upon it and call it ten, if he also has a ten in his hand. An adversary can only raise a build with a card from his hand.

If a player makes a build he cannot raise, but he can have several builds on the board at the same time. If he has a build, and cannot take a card nor make another build on his turn to play, he must take the build. If in building the player fail to call the build, his adversaries have the right to disperse the cards and to use them as they see fit.

When all the cards have been dealt out and played, all the cards left on the table belong to the player taking the last trick.

The game is scored in this manner:

The player holding a majority of the cards counts three.

The player capturing Great Casino (ten of diamonds) counts two.

The player holding a majority of spades counts one.

The player capturing Little Casino (two of spades) counts one.

Each ace counts to the player holding it one.

The winner of a sweep counts for each sweep one.

A sweep is counted where all the cards are taken from the board.

The total number of points, not counting sweeps, possible on a hand is eleven.

If each player holds an equal number of cards, cards are not counted.

A variation of the game is to count knave as eleven, queen as twelve, and king as thirteen. With this exception the game is played as described.

TWENTY-ONE POINT CASINO.

Generally twenty-one points are agreed upon to constitute a game. It is not general to-day to count sweeps; but sweeps should be scored, as there is fine play made in the scoring of them.

THREE AND FOUR-HANDED CASINO.

This game is played precisely like the two-handed one. The player who makes the points agreed upon first is winner. In the four-handed game there are partners.

BEZIQUE

The game is played by two persons. Two packs of Bezique cards are shuffled well together and used as one. Cards prepared for Béziqne may be procured, or ordinary packs of cards may be used, the twos, threes, fours, fives, and sixes being thrown out.

DEALING.

The packs being shuffled together the players cut for deal.

The cards are then cut to the dealer. He reunites the packets and deals eight cards to each player. He delivers three to his adversary and then three to himself, then two to each, and lastly three to each. Sometimes the cards are dealt three at a time, twice successively, and lastly two at a time.

The seventeenth card is turned up for trumps. The trump card is placed lengthwise between the two players, a little to the right or left of them, and the stock (the remainder of the pack) is placed by the side of the trump card and slightly spread, so that cards can be easily taken from it during the play.

PLAYING.

The non-dealer now plays any card out of his hand. The dealer plays a card to it. He is not obliged to follow suit, nor to play a card that wins the trick. If, however, he wins the trick, or trumps it (which he may do, although holding in his hand a card of the suit led), he has to lead; but, before playing, each player draws one card from the stock, the winner of the trick drawing the top card, the other player the card next it; by this means the number of the cards in each hand is restored to eight, as at first. This alternate playing a card and drawing a card continues till all the stock, including the trump card (generally exchanged for the seven), which is taken up last, is exhausted. The rules of the play then alter, and will be described later.

In playing the cards, the highest card of the same suit wins the trick, the ace being highest, next the ten, and then the king, queen, knave, nine, eight, and seven. In the case of ties the leader wins. Trumps win other suits.

The tricks are left face upward on the table till the end of the hand. They are of no value except for the aces and tens which they may contain.

The objects of the play are to win aces and tens, and to promote in the hand various combinations of cards, which, when *declared*, score a certain number of points.

The following table shows all the scores that can be made at Bézique :

BEZIQUE SCORES.

If seven of trumps is turned up, dealer marks 10. Player declaring or exchanging seven of trumps marks 10.

King and queen of same suit not trumps (called marriage), when declared counts 20.

King and queen of the trump suit (called marriage in trumps or royal marriage), when declared, counts 40.

Queen of spades and knave of diamonds (called bézique), when declared, counts 40. (See note).

Queen of spades and knave of diamonds, declared twice in one deal by the same player (called double bézique), when declared, counts 500, in addition to the 40 already scored; but, in order to entitle to double bézique, all four cards must be on the table at the same time and unplayed to a trick. If all four are declared together, only 500 can be scored, and not 540.

NOTE.—When clubs or hearts are trumps, queen of spades and knave of diamonds are bézique. When spades or diamonds are trumps, queen of clubs and knave of hearts are bézique.

Player declaring four aces marks 100.

Player declaring four kings marks 80.

Player declaring four queens marks 60.

Player declaring four knaves marks 40.

Player declaring sequence of five best trumps marks 250, in addition to 40 previously scored for marriage in trumps. If sequence is declared without previous declaration of marriage, only 250 can be scored, and not 290.

The winner of a trick containing an ace or a ten at once adds 10 to his score; if the trick consists of two aces or tens, or one of each, he adds 20.

The winner of the last trick marks 10.

NOTE.—The last trick is the last before the stock is exhausted. That is, when two cards of the stock (*viz.*, the trump and another card) remain on the table, the player winning the trick is said to win the last trick, notwithstanding that there are still eight tricks to be played.

DECLARING.

A declaration can only be made immediately after winning a trick, and before drawing a card from the stock. The declar-

ation is effected by placing the declared cards face upward on the table, where they remain. Though left on the table they still form part of the hand, and can be played to a trick just the same as if they had not been declared. Each score is marked at the time of declaring.

Players are not bound to declare unless they like, although they may win a trick and hold scoring cards.

A card cannot be played to a trick and be declared at the same time.

It is optional to declare or exchange the seven of trumps after winning a trick with some other card. When declared, the seven need not be shown unless asked for. When exchanged the seven is put in the place of the turn-up card, and the turn-up is taken into the player's hand. The card taken in exchange for the seven cannot be declared until the player exchanging has won another trick.

Any number of combinations may be declared to one trick, provided the same card is not used twice over. Thus, a player having declared four kings and holding two or three queens matching as to suit, may, after winning another trick, marry them all at the same time. But, if a player holds king and queen of spades and knave of diamonds, he must not put down the three cards to score marriage and *béziq*ue. He must first score one combination, say *béziq*ue; then, after winning another trick, he may place the king on the table and score marriage.

In declaring fresh combinations one or more cards of the fresh combination must proceed from the part of the hand held up. For instance; a player having sequence in trumps should first declare marriage in trumps, and then, having won another trick, he can declare the sequence by adding the sequence cards. If he incautiously shows the sequence first he cannot afterward score marriage of the king and queen on the table.

The same card can be declared more than once, provided the combination in which it afterward appears is of a different class. Thus: suppose spades are trumps, the queen of spades can be declared in marriage of trumps, in sequence, and in four queens; but a king or queen once married cannot be married again, nor can a card having taken part in a set of four take part in another set of four, to make four aces, kings, queens, or knaves; nor can one *béziq*ue card be substituted for another to form a second single *béziq*ue.

The player scoring the last trick can at the same time declare in accordance with the foregoing rules. After this all declarations cease.

PLAYING THE LAST EIGHT TRICKS.

The last two cards of the stock are taken, one by each player, as before, the loser of the last trick taking the turn-up or seven as the case may be. Then all cards on the table that have been exposed in declaring are taken up by the player to whom they belong, and the play of the last eight tricks commences. The winner of the last trick now leads; the second player must follow suit if he can, and must win the trick if he can. If he holds a trump, and is not able to follow suit, he must win the trick by trumping. The winner of the trick leads to the next. The tricks are still only valuable for the aces and tens they may contain.

SCORING.

A numbered dial with hand, or a bézique board and pegs, or counters, may be used. Eleven counters are required by each player, one marking 500, four each marking 100, one marking 50, and five each marking 10. The counters are placed to the left of the player, and when used to score are transferred to his right. This system of marking shows at a glance not only how many each player has scored, but, by looking to his left, how many he is playing for. This is often important when near the end of the game.

The game is usually played 1,000 up. If one player scores 1,000 before his adversary obtains 500, the game counts double. A *partie* is the best three games out of five, reckoning a double as two games.

DIFFERENT WAYS OF PLAYING.

THREE AND FOUR-HANDED BEZIQUE.—Bèzique may be played by three or four persons. If by three, all play against each other, three packs of cards being used. The dealer deals to his left, and the player first dealt to leads to the first trick. The rotation of dealing proceeds to the left.

A second double bézique—to make which fresh bézique cards must be declared to be a bézique on the table—counts another 500. Triple bézique counts 1,500. All the cards of the triple bézique must be on the table at the same time. The game is generally played 2,000 up.

In playing the last eight tricks, the third hand, if not able to follow suit, nor to win the trick by trumping, may play any card he pleases.

In other respects, the mode of play is the same as in the two-handed game.

When four play, four packs of cards are used. The players may play independently, or they may play with partners, the

partners being cut for, and sitting opposite each other, as at Whist.

The scores are the same as before, but the four-handed game is usually played 2,000 up, a second double bézique counting 500, and triple bézique counting 1,500. All the cards of double or triple bézique must be on the table at the same time, but the béziques may be declared from the hand of either partner. A player may declare when he or his partner takes a trick.

In playing the last eight tricks, the first and second players, beginning from the dealer's left, play their cards against each other, and score the aces and tens, and then the other two similarly play their cards.

One player scores for himself and his partner as at Whist.

Three and four-handed Bézique are not so amusing as two-handed. When four wish to play it is better to have two separate tables.

Sometimes two players use four or six packs of cards shuffled together. In this case nine cards are sometimes dealt instead of eight, the game is 2,000 up, and triple bézique can be scored. Using so many packs makes the game too complicated.

Some players consider the double bézique and sequence scores too high, and by agreement make the score for double bézique 300, and that for sequence 200.

Sometimes aces and tens are not scored till the end of the hand. In this case each time an ace or ten is played the winner of the trick takes up the cards on the table, and turns them face downward in front of himself; and when all the cards have been played, each player looks through his packet to ascertain how many aces and tens it contains. When near the termination of the game, if scoring in this way, it occasionally happens that both sides can score out. This being so, some players deduct the number of aces and tens held by one from those held by the other, and only allow the majority of aces and tens to reckon. Other players when near the end count the aces and tens in their tricks at once if it makes them out. Thus; being 960, and having four aces and tens in the trick, the player would at once call game. Others again give precedence in scoring aces and tens to the player who wins the last trick. But by far the best and simplest method is to mark each ace and ten as the score accrues, not only at the end, but all through the game, just as is done in the case of other scores.

LAW'S OF BEZIQUE CUTTING.

1. The highest deals. In cutting, the cards rank as in playing.

DEALING.

2. The players deal alternately throughout the game.
3. If the dealer gives his adversary or himself too few cards, the number must be completed from the stock. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see also Law 8).
4. If the dealer gives his adversary too many cards, the player having too many must not draw until his number is reduced to seven. If the dealer gives himself too many cards, the non-dealer may draw the surplus cards, and add them to the stock. But if the dealer, having too many cards, looks at his hand, he is liable to Law 9.
5. If a card is exposed in dealing, the adversary has the option of a fresh deal.

DRAWING.

6. If a player draws out of his turn and the adversary follows the draw, there is no penalty. If the adversary discovers the error before drawing he may add twenty to his score, or deduct twenty from that of the other player.
7. If the first player when drawing lifts two cards instead of one, the adversary may have them both turned face upward, and then choose which he will take. If the second player lifts two cards, the adversary has a right to see the one improperly lifted, and at the next draw the two top cards are turned face upward, and the player not in fault may choose which he will take.
8. If a player plays with seven cards in his hand, the adversary may add twenty to his own score, or deduct twenty from that of the other player. On the discovery of the error, the player with a card short must take two cards at his next draw instead of one.
9. If both players draw a second time before playing, there is no penalty. Each must play twice without drawing. But if at any time during the play of the hand one player discovers the other to have nine cards, himself holding but eight, he may add 200 to his own score, or deduct 200 from that of the other player. The player having nine cards must play to the next trick without drawing.

PLAYING.

10. If a player at two-handed *Béziq*ue shows a card on the table in error, there is no penalty, as he cannot possibly derive any benefit from exposing his hand.
11. If a player at three or four-handed *Béziq*ue shows a card

on the table in error, he must leave it on the table, and he cannot declare anything in combination with it.

12. If a player at two-handed Bézique leads out of turn, there is no penalty. If the adversary follows, the error cannot be rectified.

13. If a player at three or four-handed Bézique leads out of turn, he must leave the exposed card on the table, and he cannot declare anything in combination with it. If all the players follow to a lead out of turn there is no penalty, and the error cannot be rectified.

14. The cards played must not be searched.

LAST EIGHT TRICKS.

15. If a player revokes in the last eight tricks, or does not win the card led, if able, all aces and tens in the last eight tricks are scored by the adversary.

SCORING.

16. An erroneous score, if proved, may be corrected at any time during the hand. An omission to score, if proved, can be rectified at any time during the hand.

THREE-HANDED BEZIQUE.

One more player requires an additional pack of cards. Every player is for himself. The deal goes round to the left. A triple scores 1,500 points, the count to win being 2,000. If, when the last eight cards are to be played, the third hand does not have any of the suit, and is unable to trump, he has the right to play as he sees fit.

FOUR-HANDED BEZIQUE.

This game requires four packs. Sometimes there are partners, but each one may play for himself. The game has the same count as Triple Bézique—2,000 points. Declarations, if a partnership game is played, are called when either of the partners takes a trick.

VARIOUS GAMES.

There are several games of Bézique played which depend upon caprice; as counting when kings of hearts and queens of diamonds are in the hand; or kings of clubs and queens of spades,

RUBICON BEZIQUE.

LAWS OF RUBICON BEZIQUE.

1. This game is played with four packs of cards of thirty-two each and shuffled together.

2. Both players have a right to shuffle the cards, it being the prerogative of the dealer to shuffle last, however.

CUTTING.

3. The cut must consist of five cards at least, five or more remaining in the lower packet.

4. The player cutting the higher card has choice of deal, seats, and markers throughout the play. Ace ranks high, both in cutting for deal and playing.

5. If, in cutting for the deal, more than one card is exposed, the player must cut again.

6. The incorrectness of a pack does not affect the validity of the cut.

DEALING.

7. The cards are dealt either one at a time, the top card being given to the non-dealer, the next to himself (the dealer), or the three top cards to opponent and then three to himself, and so on until each player has received his quota of nine cards. The cards remaining, called *talon*, or stock, are placed, face downward, in one packet in the centre of the table to the dealer's left.

8. When there is a misdeal it can be rectified by permission of the opponent, if discovered before the deal is completed. The deal is completed upon the turning up of the trump card.

9. If, upon the completion of the deal, but prior to the first trick being played to, it is discovered that one or the other of the players has more cards than belong to him, there must be a new deal; if, however, it is found that one or the other of the players has too few cards, his hand may be completed from the stock by mutual consent, or otherwise there shall be a new deal.

10. If the dealer expose any of his own cards, the deal can stand; but if he expose a card belonging to his adversary or to the stock, the non-dealer may require a fresh deal.

11. If a player plays with more cards than he should have in his hand, he is rubiconed, but the adversary cannot add more than 900 to his score, or 300 for brisque and 1,000 for the game. When both of the players play with too many cards the game will be considered null and void.

12. If one or both players play with too few cards, either

one or the other—whoever made the mistake—shall keep that number throughout the hand and score after the usual fashion. When only one of the players does this, the other will necessarily win the last trick.

13. When one player plays with too many and the other with too few cards, the deal holds good, the former being rubiconed and the latter cannot score the last trick.

14. A card lead in turn shall not be taken up after it has been played to; if, however, more than one card be played at the same time, all but one may be taken up. A card led out of turn shall be taken up unless it is covered, in which case the trick shall hold good.

15. Either of the players may count the stock at any time, and when he finds that twelve cards or less remain therein, either of the players may count the brisques in his own tricks.

DRAWING.

16. If, in drawing, either player sees cards to which he has no right, he must show them to his opponent, and when the winner of a trick sees the second card the loser may see the top card. If the loser draw first and the winner, without observing the mistake, draw second, both must retain the cards drawn.

17. If the loser of the trick, when it is his turn to draw, see two cards of the stock, the player who has won may choose either of the cards after the next trick, whether he win it or not. Thus, if either player see any number of cards, his adversary shall always choose which one he prefers, after each trick, as long as any card seen by the other is undrawn. When there is an odd number in the stock the last card is not drawn.

DECLARING.

18. Declared cards must be placed face upward on the table always, and separate from the tricks, and—save in the case of *carte blanche*—must stay there until played or the stock be exhausted. *Bézique* combinations can be declared separately, and later be united to form a superior combination.

SCORING.

19. When a player scores for a combination to which he has no right, and his opponent does not discover the error until a card has been played to the subsequent trick, the error cannot be corrected. When a score is marked wrong it can be rectified at any time during the progress of the game.

THE LAST NINE TRICKS.

20. If a player, while the last nine tricks are being played, fails to follow suit or win the trick, though he could have done so, immediately the mistake is discovered, the tricks must be played over again, beginning from the one in which the error occurred.

BYSTANDERS.

21. When a bystander, inadvertently or otherwise, calls attention to any error or oversight, and thereby affects the score, he can be called upon to pay all stakes and bets of the player whose interest he has prejudicially influenced.

corner of the Deuce plays the Ace, Deuce, and Queen; and the bet *strung* on the corner of the Eight plays the Eight and Five.

The banker usually limits the sums that may be bet, in accordance with the amount of his capital.

There are two kinds of limit—the *plain* and the *running* limit.

The *plain limit* is usually twice as much for double, treble, or quadruple cards as for single cards—say \$100 to single and \$200 to the others—and this means that the player may at any time bet \$100 on any or all of the single cards, and \$200 on any or all of the others.

The *running limit* is \$25 and \$100, or \$50 and \$200, or other amounts in like proportion. This means that the player may not bet more than \$25 of his own money; but, having bet that amount and won, he may allow the whole to lie where it won or elsewhere, and thus win \$50; and then again allow the whole \$100 to lie, and thus win \$100, which is the amount of the limit.

The game may be played by any number of persons, and each player may select any card or number of cards upon the "lay-out," and may change his bet from one card to another whenever he pleases between the turns.

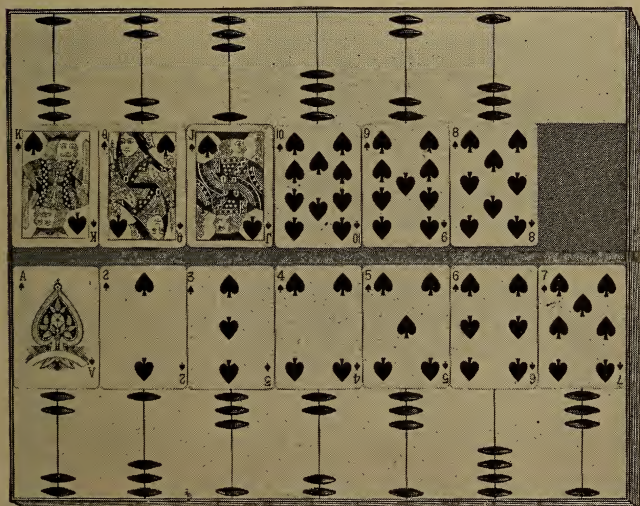
DEALING.

Cards are shuffled and cut by the dealer, who puts the pack face upward in a metal box, with a movable back to it, to which a spring is adjusted, and this always keeps by its pressure the upper card in the case. There is a slit in the box, which allows only the top card to be taken from it at a time. Say the card exposed is a king, then the betting begins, the players making their wagers by means of checks on the Lay-Out. The first card that comes out after the king is the banker's card. Bets are made on a king. It is the banker's card and the wagers on the king he wins. This is called the first turn. Then bets are again made. Say after the king is drawn out, a four appears. The four is for the bank, and the card under it for the players. Thus the game goes on. The first card exposed is for the bank, the next one for the player. As the banker draws out the cards he puts them in two piles, the banker's cards being close to the box, the players' on the further side. Should two cards of the same denomination be shown, as two aces, two kings, two deuces, this is know as "a split," and is to the advantage of the bank, as one-half of the amount wagered is taken. Should the player wish to reserve the method of betting and wager on the card turned by the banker, this can be done. A peculiar

kind of chip—sometimes a piece of metal, or a copper penny—is put on the chip, and it is then understood that the card turned for the banker is for the player. He bets then that the usual player's card will lose. When all but the last cards are drawn, a careful note of the drawing of the cards having been kept, there comes what is known as "calling the last turn." There are three cards left, and wagers are made as to their places in drawing. Suppose a queen, a ten, and a four were the three cards in the box. These cards may come out in three different combinations. If they can be named, the player may get twice or four times his wager. It would be four to one if the cards were all different, but two to one if of the three cards left two of them are of the same denomination, as two fours and a single queen. When the three cards left are of this kind, the peculiar combination is known as "Cats."

One of the players usually keeps the cue-box, which is a miniature lay-out, with four buttons attached to each card, as shown below :

THE CUE BOX.



What is known as a cue box is used in Faro, and it can be kept by a player—or cue keeper—in order to tally the cards played. At the beginning of a deal the buttons, which are on sliding wires, are pushed close to the cards, as shown by the ten in the illustration. When a turn is made they are pushed to the opposite side. For instance, the six, as shown above, is dead, because all the sixes have been played. One King has been played, as have two Queens, three Jacks, etc.

TECHNICAL TERMS.

BANKER OR BACKER.—The person who furnishes the money for the game.

DEALER.—He who deals the cards, and takes and pays the bets.

CUE- OR CASE-KEEPER.—The person who marks game on the cue-box.

LOOKER-OUT.—The dealer's assistant.

CHECKS.—Ivory tokens representing money, with which the game is played; they vary in color, size, and value.

THE HOCK OR HOCKELTY CARD is the last card remaining in the box, after the deal has been made. When one turn remains to be made, there are three cards in the box—they may be, for example, the Five, Six, and Seven; we will suppose the last turn to be Five, Six, leaving the Seven in the box, which would be called the *hock* card, because, as the game was originally played, the dealer took *hock*—that is, all the money which happened to be placed upon that card; the bank, therefore, had a *certainty* of winning that money, without the possibility of losing it—hence the term *hock*, which means *certainty*.

A DEAL.—The dealer is said to have made a deal when he has dealt out the whole deck.

A TURN.—The two cards drawn from the dealer's box—one for the bank, and the other for the player, which thus determine the events of the game—constitute a *turn*.

COPPERING A BET.—If a player wishes to bet that a card will lose (that is, win for the bank), he indicates his wish by placing a cent (or whatever may be provided for that purpose) upon the top of his stake. It is called "coppering," because coppers were first used to distinguish such bets.

TO BAR A BET.—A player having bet upon a card, and wishing to bar it for a turn, must say to the dealer, "I bar this

bet for the turn," pointing to it—in which case it can neither lose nor win.

LAST CALL.—When three cards only remain in the box, any player has the privilege of calling the order in which they will be dealt—this is termed the *last call*. The checks are placed so as to express the *call*, and if correctly made, the bank pays four for one, and if a *cat*, two for one.

A CAT OR CAT HARPEN.—When the last turn consists of two cards of the same denomination, and one other card, as two Tens and a King, it is called a *cat*.

PAROLI OR PARLEE.—Suppose a player to bet \$5 upon the Ace—it wins and the dealer pays it; if the player then allows the \$10 to remain upon the Ace, he is said to play his *paroli*, which means the original stake and all its winnings.

PRESSING A BET is to add to the original stake.

BETTING EVEN STAKES is when the player constantly bets the same amount.

STRINGING A BET is taking in one or more cards remote from the one upon which the bet is placed.

PLAYING A BET OPEN is to bet a certain card or cards will win, not lose.

REPEATING AND REVERSING.—A card is said to *repeat* when it plays as it did upon the previous deal, and to *reverse* when it plays directly opposite—that is, if it won four times; it is said to reverse if it loses four times.

SNAP.—A temporary bank, not a regular or established game.

SLEEPERS.—A bet is said to be a *sleep* when the owner has forgotten it.

A BET OR CASE CARD.—When three cards of one denomination have been dealt, the one remaining in the box is called the *bet*, *case*, or *single* card.

THE SODA CARD is the top card of the deck when put into the dealing-box, preparatory to a deal.

LAWS OF FARO.

Whatever money, or the representative of it, placed on the Lay-Out, is paid in its exact equivalent, if the player wins, by the banker, and is taken by the banker if the player loses. The exception is when the player audibly informs the banker that the bet is barred. The bet is barred until the player informs the banker to the contrary.

The banker once having arranged the cards in two piles as he draws them from the box, must not shuffle or mix them.

The banker has the same privileges as the player. He may stop playing when he pleases and close the bank.

Dealers have by custom been the shufflers and cutters of the pack of cards used.

Where square games of Faro are played, the right of cutting of the pack by one or more players is never withheld.

ODDS AT THE GAME OF FARO.

The chance of splits varies according to the number of similar cards remaining among those undealt.

The odds against the players increase with every turn dealt.

When twenty cards remain in hand, and the player's card but once in it, the banker's gain is 5 per cent.

When the player's card is twice in twenty, the banker's is about the 34th part of the stake.

When the player's card is thrice in twenty, the banker's gain is about 4 per cent.

When the player's card is four times in twenty, the banker's gain is nearly the 18th part of the stake.

When only eight cards remain, it is 5 to 3 in favor of the bank; when but six are left, it is 2 to 1; and when no more than four, it is 3 to 1.

TABLE OF ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY.

Applicable to Faro, Rouge et Noir, or other Games of Chance.

That the player does not win his first stake is an equal bet; that he does not win twice in succession is 3 to 1; three successive times, is 7 to 1; four successive times, is 15 to 1; five successive times, is 31 to 1; six successive times, is 63 to 1; seven successive times, is 127 to 1; eight successive times, is 255 to 1; nine successive times, is 511 to 1; and ten successive times, is 1023 to 1.

CINCH OR HIGH FIVE

Cinch, or High Five, is a variation from Sancho Pedro. In Sancho Pedro, the basis of the game being derived from All Fours, the new elements in the count were Sancho, the nine of trumps, and Pedro, which was the five of trumps. In Cinch, Pedro, the five of trumps, is retained, but Sancho, the nine of trumps, has no specific value. In its place, a Five, of the same color as the trump suit, has a fixed value of five points. If then clubs be trump, Pedro is the Five of clubs, and the Five of spades is the Cinch. Vice versa, if spades be trump, the Five of clubs is the Cinch. If hearts is the trump, the Five of diamonds is the Cinch. If diamonds are trumps, then the Five of hearts is the Cinch. The variation then from Sancho Pedro is but slight. There are then six points to be made, and their order is as follows:

The highest trump designated High is worth one point.

The lowest “ “ Low “ “

The Knave “ “ Jack “ “

The Ten of trumps “ Game “ “

The Five “ “ Pedro “ five points.

The Cinch, the Five of the color of the trumps designated as Cinch, is worth five points.

Fourteen points can, therefore, be made in one hand. As in All Fours, the High and the Low score for the original holders of them. The Jack is taken by a higher trump, as in All Fours, as are the Ten (game), the Five (Pedro), and the Cinch (the Five of the color similar to the trump). If clubs are trumps it is the Five of spades which is the Cinch. If spades are trumps it is the Five of clubs, and the same for hearts or diamonds.

Just as in Sancho Pedro a full pack is used, but instead of six cards being dealt, there are nine cards given. The cards are dealt in the same way, three at a time. There is the same bidding as in Sancho Pedro. The player on the left of the dealer bids for the privilege of making the trump by offering one or more points to the dealer. The player next in order may bid. The dealer has a right to offer his bid for making the trump, but once a player having made a bid he cannot increase it. If

It happens that no player makes a bid, it is obligatory on the part of the dealer to make a bid and the trump.

In giving nine cards, the game being played with only six cards, as in All Fours, each player must then discard three cards. Supposing four are playing, then 36 cards are dealt. Then there are 16 cards left. Players have a right to discard more than the three cards. There being 16 cards left, each one may take four, though a first player in his turn might get the six new cards. Sometimes—for there are innumerable variations of Cinch, depending on locality—the trump is not declared, nor does the bidding open until each player has 13 cards.

As in Sancho Pedro anyone may follow suit or trump, but if holding the suit led, a player cannot throw on another suit not trumps. Having no trumps, or the suit led, then any discard is permissible.

The discard may contain points, and this is often the case. After the round is played the discard is examined. It may be added to the score of those who made the trump, providing they had discarded the cards, otherwise the point or points they represent belong to the other side.

There is no fixed number of points which make a game. Usually 51 points is decided upon. In some sections of the country 75 points or 101, win the game.

The rules for Cinch differ in no respect from those of All Fours or of Sancho Pedro. Even the playing with 9 cards instead of six, is sometimes found in Pedro-Sancho.

SPOIL-FIVE

The game of Spoil-Five is played with a complete pack of fifty-two cards. Any number may play, from two to ten; but about five makes the best game.

DEALING.

The first deal is determined by cutting, the lowest card has the deal; ace is low; or by dealing one card to each player. The pack is cut to the dealer by his right-hand adversary. The dealer reunites the packets, and gives five cards to each player, generally by two or three at a time to each.

The card which remains at the top of the pack after the hands are dealt is the trump card, and is placed face upward on the pack.

When only two play, the game is sometimes varied by *fiving* it—that is, if the non-dealer is not satisfied with his cards, he asks the dealer if he will five it. If the dealer agrees, the trump card is removed, and the next card turned up for trumps.

ROBBING.

If the turn-up card is an ace, the dealer has the privilege of *robbing*—that is, he discards from his hand any card he pleases (placing it face downward on the table or under the pack), and substitutes for it the ace turned up. The suit to which the ace belongs still remains the trump suit. The dealer must discard before the eldest hand plays (a reasonable time being allowed), so that he may not gain the additional advantage of seeing what suit is led before he discards; but the rob should not be completed (that is, the turn-up card should not be removed from the top of the pack) until it is the dealer's turn to play to the first trick.

If an ace is not turned up, and any player holds the ace of the trump suit in his hand, he must rob—that is, he must reject a card from his hand and take in the turn-up. A player is not bound to declare that he is about to rob till it is his turn to play; but he must declare the rob before he plays his first card. The usual way of making the declaration is to place the rejected card face downward on the table. If the player neglects to do this before he plays the power of robbing becomes void, and he is liable to a penalty (see Laws).

Some players do not exact any penalty for neglecting to rob; or make robbing optional, which amounts to the same thing; or omit robbing altogether. But this leads to concealment of the ace, and is not recommended.

The card put out in robbing, whether by the dealer or by another player, remains face downward on the table, and no one is allowed to inspect it.

PLAYING.

Each player plays one card at a time in rotation, commencing with the player to the dealer's left, the dealer playing last. The player of the highest Spoil-five card (see Order of the Cards) wins the trick. Trumps win other suits. The winner of the trick leads to the next, and so on till the hand is played out, or till three tricks are won by one player.

When a trump is led the players must follow suit, except with special cards presently to be mentioned (see Reneging).

When a suit not trumps is led, any player may trump the trick, even though able to follow suit; but a player holding no trump must follow suit if he can. This is usually expressed, "a player must either follow suit, if able, or play a trump," but this is not quite correct, as a player holding none of the suit led may trump or not at his option.

Provided the foregoing rules are complied with, a player is not bound to head the trick unless he likes.

A player who wins three tricks in one hand wins the game. If no one wins three tricks, the game is said to be *spoilt*. When only two play, one must win three tricks, consequently no *spoil* can take place with two players.

THE POOL.

Before the play of the hand commences, each player pays to the pool a certain sum or number of counters agreed on. Should the game be won in that deal, the winner takes the pool; but if a *spoil* occurs the pool remains, and each player puts an additional sum (generally a half or a third of the original stake) into the pool. This is repeated after every *spoil* till a game is won.

RANK OF THE CARDS.

The order of the cards differs in the red and black suits, and again in the trump suit.

In *suits not trumps*, the order of the cards is as follows, beginning with the highest:

IN RED SUITS.—King, queen, knave, ten, nine, eight, seven, six, five, four, three, two, ace.

IN BLACK SUITS.—King, queen, knave, ace, two, three, four, five, six, seven, eight, nine, ten.

The order of the cards below the knave is thus commonly expressed, "the highest in red and the lowest in black."

The ace of hearts always ranks as a trump. Therefore, in the above-mentioned order for red suits not trumps, the ace must be omitted from the heart suit.

In *the trump suit*, which includes the ace of hearts, the order of the cards is as follows, beginning with the highest:

IN RED SUITS.—Five, knave, ace of hearts, ace of trumps, king, queen, ten, down to the six, four, three, two.

IN BLACK SUITS.—Five, knave, ace of hearts, ace of trumps, king, queen, two, three, four, six, down to the ten.

The order of the cards below the knave adheres to the rule "highest in red and lowest in black." Of course, when hearts are trumps there is only one ace in the trump suit. It is as though the ace of hearts were thrust into all the other trump suits, between the knave and the ace of that suit.

RENEGING.

The five of trumps, knave of trumps, and ace of hearts, may *renege*—that is, they are exempt from following suit when an inferior suit is *led*.

The five of trumps may renege to any trump led. No trump can renege when the five is led.

The knave of trumps can renege to any trump led except to the one superior to it, viz., the five. If the five is played (not led) the knave can renege. If the knave is led, no trump can renege except the five.

Similarly, the ace of hearts can renege to any trump led, except to the trumps superior to it, viz., the five and the knave. If the ace of hearts is led when hearts are trumps, the five and knave are entitled to renege. If the ace of hearts is led when hearts are not trumps, a player holding no trump need not play a heart. Some players require hearts to be played, but the rule first given is preferable.

TWENTY-FIVE AND FORTY-FIVE.

Sometimes spoils are dispensed with altogether, and the game is made a fixed number (either twenty-five or forty-five), each trick gained by any player counting five to him. At Forty-five, but not at Twenty-five, the trick won by the best trump out-counts ten instead of five; if tricks are won sufficient to make

game before the holder of the best trump plays it, the tricks win the game. Robbing is always compulsory.

In addition to this, a player at Twenty-five or Forty-five who wins all five tricks wins the game. This is called *jinking* it. Properly the jink belongs only to these games, but sometimes by agreement jinking is allowed at Spoil-five, the winner being paid, in addition to the pool, the amount originally staked by each player.

When jinking is allowed at Spoil-five, if a player, having won three tricks, continues to play for a jink, and fails to win every trick, he scores nothing that hand, and cannot, therefore, win the game that deal. It is optional on the player's part whether he will run the risk of scoring nothing for the chance of obtaining a jink. It requires considerable judgment at Spoil-five to know when to play for a jink, and when not.

It is sometimes agreed (but generally not) that the winner of a jink may claim a *wheel-out*—that is, that he may start for the next game with the score he had previous to playing the hand that made the jink. Wheeling-out is better omitted.

At Twenty-five robbing is sometimes permitted with the king of trumps as well as with the ace, the latter taking precedence. This, however, occasionally leads to the exposure of the king, and is better omitted. When the king is empowered to rob, jinking is not allowed.

Twenty-five and Forty-five are good partner games, and are often played with partners when only four meet. Spoil-five is never played with partners.

LAWS OF SPOIL-FIVE.

1. Each player has a right to shuffle the pack.
2. The pack must not be shuffled below the table, nor so that the faces of the cards can be seen.
3. The first deal is determined by cutting, the lowest card having the deal; sometimes the cards are dealt face upward, one at a time to each player, until a knave is dealt. The player to whom the knave falls has the deal.
4. In cutting to the dealer, at least four cards must be cut, and at least four left in the lower packet.
5. If a card is exposed in cutting to the dealer, the pack must be reshuffled and cut again.
6. If the dealer exposes a card in reuniting the packets after the cut, the pack must be reshuffled and cut again.

DEALING.

7. The dealer must give five cards to each player, by two at a time and then by three at a time, or *vice versa*. If the dealer commences by giving two cards, he must give two all round, and then three all round; if he commences by giving three, he must give three all round, and then two all round.

8. The cards must be dealt to each player in rotation, beginning with the player to the dealer's left.

9. The trump card (that is, the card which remains at the top of the pack after the players are served) must be turned face upward by the dealer and placed on the top of the stock.

10. If a card is faced in the pack (not by the dealer) there must be a fresh deal (the same dealer dealing again), except the faced card happens to be the trump.

11. If there is a misdeal the deal passes to the next dealer. It is a misdeal:

(a)—If the dealer deals without having the pack cut.

(b)—If the dealer shuffles the pack after it is cut with his consent.

(c)—If the dealer deals out of order (that is, gives two cards where he should give three, or misses a hand, or exposes a card in dealing, or gives too many or too few cards to any player).

NOTE.—Sometimes in the case of a misdeal the dealer is allowed to deal again, on paying to the pool the amount of the original stake.

The mistake of giving too many cards is frequently arranged by drawing a card; of giving too few by completing the hand from the stock. This is a loose and unsatisfactory method; it will be found better in the long run to play a strict game.

12. If the dealer gives too many or too few cards to any player, and the error is not discovered until the hand is partly or wholly played out, it is still a misdeal (see also Law 16).

13. The player to the dealer's left has the next deal. Each player is entitled to a deal—that is, the game must not be abandoned except at the conclusion of a round, unless there is a spoil in the last deal of a round, when the deal continues in order until a game is won.

14. If a player deals out of turn he may be stopped at any time before the trump card is turned. If not stopped the deal stands good, and the rotation of dealing proceeds to the dealer's left as though he had dealt in turn.

ROBBING.

15. If a player neglects to declare his power of robbing before he plays to the first trick, he loses the right of robbing and forfeits the hand—that is, he cannot win the game that hand, but he may play his cards and try to spoil it.

PLAYING.

16. If a player robs without the ace, or leads or plays out of his turn, or leads without waiting the completion of the trick, or exposes a card, or omits to play to a trick, or revokes when not entitled, or reneges when not entitled, or plays to the first trick with too many or too few cards in his hand, he forfeits the pool—that is, he cannot win the game that hand, and he cannot play again for that pool.

NOTE.—This is called hanging the hand, and is equivalent to loss of the game. A severe penalty is necessary, because the faults enumerated in Law 16 may be attended with serious consequences to the other players. Thus: suppose A, B, C, and D are sitting in this order round the table. B has already won two tricks. A leads; B plays and beats him. Now, should D play out of his turn, even by accident, and not win the trick, it is a clear intimation to C to win the trick if he can. This is an unfair combination against B. The penalty of calling exposed cards would often be no punishment at all; and, similarly, the penalty of forfeiture of the hand may be no punishment. For instance, D in the example may have no chance of the game himself. The same applies to reneging when not entitled; the player may have no chance of the game himself, but by reneging, he may spoil it for some one else.

INCORRECT PACKS.

17. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

JINKS.

Jinks, or, as it is sometimes called, Jink Game, is derived from Spoil-five.

The game is won when all five tricks are taken. Failing to make five tricks by the player, the penalties are the same as in Spoil-five. When a king or ace are turned they do not count five. The aces can be robbed. If in dealing an ace is turned, the dealer may discard any card and take this ace. What it makes it counts.

FORTY-FIVE.

There is little difference between Forty-five and Spoil-five. The value of the cards and the way of play remains the same. Game being forty-five, hence the name. If two or four engage, the first side making forty-five wins. To turn up a king gives five points to the score. Robbing takes place as in Spoil-five. The holder of the king of trumps, when it is his turn to play, places on the table a card which he substitutes for it. He can ask for the ace. If the ace is not in the hand, the trump belongs to the player having the ace.

HEARTS

THE game of Hearts has the same fundamental rules as Whist, is played in exactly the same manner, only that there are no partners, and that the number of tricks taken do not count, and also that there is no trump.

To play Hearts well requires, perhaps, less study than Whist, but still a certain amount of skill is necessary, and the run of the cards must be remembered.

The regulation game of Hearts is played by four persons, each one taking care of his own interests.

A full pack of fifty-two cards is used.

The ace is the highest card, next the king, then queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

Cards are shuffled, and cut by the player to the right of the dealer, the person to the left receiving the first card, the deal continuing as in Whist, every player receiving thirteen cards. The dealer does *not* turn up the last card, for there is *no* trump.

In case of a misdeal, the dealer loses, and the deal passes to the left.

If cards are faced in the pack, the dealer reshuffles, the pack is cut as before, and he deals over.

Players must follow suit. If they have no cards of the suit, they may discard as they please.

The person taking a trick has the lead. Should a player revoke, he has to pay a penalty in chips to the other players. The character of this penalty varies, as may be determined upon by previous arrangement, and this penalty will be afterward explained. A player, however, making a revoke cannot win.

Hearts is not a continuous game as is Whist, where a certain number of points have to be scored in order to win the game. When each person has played the thirteen cards the game ends with that round. The penalties are paid and the next round begins.

Reduced to its simplest expression, the object of the game of Hearts is to get rid of the hearts held in one's hand.

You may take any number of tricks in other suits, but as long as you have taken no heart or hearts, you will have no penalties to pay.

You must follow suit just as in Whist, and the high cards take

tricks precisely as in that honored game, but you must try and take no hearts.

As the player has the privilege to discard hearts, when a suit is played, in which he is short, he naturally discards hearts, or, if he takes a trick in some other suit, and fears that with the lead he may give his adversaries an opportunity to discard their hearts, to his disadvantage, he may, if he wishes to, lead a small heart, and so give four hearts to another player. To get rid of your hearts, and not to take any, is the sole object of the game.

The penalties of the game may now be explained, and at once readily understood. Counters or chips are used. Each player takes twenty-five or fifty chips, or as many as he pleases, which may or may not have a money value.

The round being ended, the hearts each player may have taken are counted. There are thirteen hearts in the fifty-two cards. If one player has taken them all, he pays thirteen chips to the three other players, that is four to each, making twelve in all, and there is one chip over. This chip is left on the table, and is added to the total payments made at the next round.

Suppose with the four players :

A has one heart.	C has four hearts.
B has two hearts.	D has six hearts.

It is A who wins, for B pays him two, C four, and D six; and A gets twelve chips.

To take another case,

A may have two hearts.	C may have three hearts.
B " two hearts.	D " six hearts.

Then A and B having the same number of hearts, C pays for three hearts, D for six hearts, and A and B divide the penalty, which is nine chips, each taking four. Sometimes, in playing for chips, a few counters of half values are used, so that the division can be made every time.

The rule of payment can at once be understood, which is that the person or persons taking the least number of hearts win. Thirteen not being divisible by four without a fractional remainder, there must always be an odd number of hearts in somebody's hand.

Now can be better explained the penalty for a revoke :

If a player, to save his extreme penalty, which would be

thirteen chips, providing he took all the hearts, revokes, he has to pay for this error, intentional or otherwise, by more chips than had he taken all the hearts. The ordinary penalty is that a player making such a revoke, shall pay to the other players eight chips each, or twenty-four in all.

THE DOUBLE, OR THE EAGLE GAME OF HEARTS.

Of late, what is called the Double Game of Hearts is played. The rules of dealing, and everything else, are just the same as have been described, only there is increased value given to the hearts taken, and in this way :

The Ace counts	14 chips.
The King "	13 "
The Queen "	12 "
The Knave "	11 "
The Ten "	10 "

The rest of the cards according to their spots, the deuce being two. It can be seen at once how the game augments when these extra values are given.

Another way of counting is to make :

The Ace counts.....	5
The King "	4
The Queen "	3
The Knave "	2

The remaining cards one chip each.

When revokes are made in the Double or Eagle Game of Hearts, the penalties are, in proportion, much heavier than when the simple game is played. Forty chips to each of the other three players are exacted. For a revoke when the ace counts five, the king four, the queen three, and the knave two, fifteen chips to each of the other players is the penalty required.

HINTS ON PLAYING.

The player sorts his cards just as in Whist, and can generally at a glance tell whether he has a good hand or not.

Differing from most other games, a low hand is a good hand, especially a long suit which ends with a three and a deuce. On the contrary, a longish suit with high cards, ending, say, with an eight, is a bad one, for once a player has been forced to acquire the lead, he will take all the tricks in

that suit, and his adversaries having no cards of that suit, will load him down with their hearts.

A typically-good hand would be to hold the thirteen hearts, providing it was not your lead. Then no one could make you take a heart; whereas, if it were your bad fortune to have the lead, you would be forced to take every card. The same would, of course, happen had you thirteen cards of any other suit, providing you had or had not to lead.

Though the main object of the game is to get rid of hearts, supposing you had the low hearts, it would be bad play to throw them out save under special circumstances, to be presently explained.

If you have low hearts your danger does not lay there, but in the other suits.

Eleven diamonds might have been played, leaving only the two and the three of diamonds in, and you might hold this small three. Your adversary has counted the diamonds, and will be certain to play the two, when you would be forced to take it with the three of diamonds, and the other two players would get rid of each a heart on your trick.

A good player will scheme so as to give the person who has but one heart, another one, and then when the game is closed, the skilful performer having but one heart, and all the rest more than one, he takes all the chips and does not divide.

If a player's cards other than hearts are high, it is wise to take tricks at once, because later on when other suits are led, adversaries may have discarded hearts, having managed to get short of some suits.

There is always a tendency in Hearts to keep back hearts until the last few rounds, which is as often as not an error.

The worst hand at Hearts is one with three or four high cards in every suit, in which case it is in exact opposition with Whist.

The skill in the game lies not alone in the leads, but more particularly in the discards.

The best player is one who always knows what cards are in,

FIVE OR SIX HANDED HEARTS.

Five persons can play Hearts, but the dealer does not give himself any hand, he playing only once in four games.

Five may, however, play Hearts, each person receiving ten cards, and the last two cards, being concealed, turned face downward, or the two deuces of spades and clubs can be left out.

When three play, one suit may be left out, each player taking thirteen cards.

A better way is to take out the deuce of spades or any other deuce, and to give each player seventeen cards. It should be remembered then that one suit has only twelve cards. Another variation is to deal seventeen cards to each of three players, and to leave unturned the last card.

PROGRESSIVE HEARTS.

As in Euchre, Progressive Hearts is an interesting game. There are twelve players at three tables. Four losers retire and there are eight. The sifting process takes place until there are only four players. The four play. There may be four prizes, the person losing the least chips having awarded to him the first prize. The prizes of less value may be given to the other players in proportion to their points.

VINGT-UN

VINGT-UN (twenty-one) may be played by two or more players; about six or eight is the best number. The cards bear the same respective values as in Cribbage. The tens and court-cards are each reckoned for ten; but *the ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

Having determined the deal by lot—which may be done simply by shuffling the pack, and then giving each player a card, the first possessor of the knave having the deal—counters or small stakes having been determined on, the dealer holds the pack face down, and proceeds to give a single card to each player, and one to himself, all face downward. Each player then places his stake on his card, and the dealer distributes a second card all around, beginning in each case with the elder hand—his left-hand neighbor. The players then examine their hands, and the dealer looks at his own two cards, when, if he thinks fit, he may “challenge the board,” receiving or paying from all whose hands are less or more than his own, up to twenty. Failing, however, to do this, he asks each one in succession if he wishes to have another card, or stand on the two he has. The usual phrase is—“Do you stand?” If the elder hand is content with his hand, he says “Content,” and places his cards on the table, face downward, to await the result of the dealer’s own cards. If he wants one or more cards he says so, and the dealer gives him from the top of the pack as many as he requires. If the court-cards, ten, etc., exceed twenty-one in number when added together, the player is said to have “over-drawn,” in which case he must throw his cards into the center of the table, and deliver his stake to the dealer. But if the pips and tens on all his cards make, when added up, twenty-one or less, he puts them face downward on the table, and waits the event of the round. And so with each player till all are served. The dealer then lays his own cards face upward on the table. He, too, has the privilege of taking other cards from the pack, should the number be not near enough to twenty-one to allow him to stand. When he is satisfied with his hand, he says, “I stand,” and all the players face their cards on the table. To all whose hands are twenty-one or nearer to twenty-one than his own, he pays a

stake equal to that originally placed on the single card; while he receives the stakes from all whose hands are less in number than his own, *including ties*. But to any player or players having an ace and a tenth card—which is termed a “natural Vingt-un” he pays double stakes. The “natural” must always consist of the two cards first dealt. Should, however, the dealer himself have a “natural” he receives double stakes from all the players, and single from the ties. In this way the deal goes on till one of the players turns up a “natural” when he becomes dealer, and proceeds as before.

Ties pay to the dealer the stake ventured; but directly the player receives his second card he should look at it, and if he has obtained a natural he should declare it immediately. Thus he would get his vingt-un before the dealer had received his second card, and would therefore be entitled to be instantly paid, even though the dealer himself were fortunate enough to get an ace on his ten, or a tenth card on his ace.

The dealer has also the privilege of insisting on all the players doubling their stakes. This he commonly does if he has an ace or a tenth card in the first round, or when the stakes are too low to please him.

The dealer and each of the players has the privilege of making two hands, if the first two cards given him be of like character—as two nines, kings, aces, etc. In this case each party pays and receives on both hands. But in the case of a “natural” occurring in a doubled hand, the holder receives only a single stake on each, because to obtain a “natural” the first two cards only may be counted.

Again: The dealer has the privilege of looking for the *brulet* at the commencement of each deal. The *brulet* consists of the top and bottom cards of the pack after it has been shuffled and cut. If a “natural” occurs in the *brulet*, the dealer receives double stakes from all the players except the ties, from which he takes singles. Of course he must not declare his “natural” till all the players have staked. But if he take the *brulet*, he is not compelled to stand upon it; but after he has dealt all the players as many cards as they demand, he may add to his own pair as many as he thinks fit.

The odds at Vingt-un of course depend upon the average number of pips and tens on two cards under twenty-one.

One of the great advantages possessed by the dealer is the taking of all stakes on the ties. The game is therefore played occasionally with a provision that ties are exempt from payment. Again, it is generally admitted that the occurrence of

a "natural" during the first deal does not cause its forfeiture, the dealer being allowed to continue his deal. This and other regulations, must, however, be made by agreement among the players at the commencement of the game.

RULES OF VINGT-UN.

1. The first deal must be determined by chance—as by cutting the cards, obtaining the first knave, etc.

2. Previous to the deal the youngest hand shuffles, and the eldest hand cuts.

3. The stake must be placed on the first card previous to the second round, and allowed to remain till the round is completed and the dealer exposes his cards.

4. In case of a misdeal, the stakes must be withdrawn and the cards dealt over again.

5. All ties pay to the dealer, except in the case of a "natural" being declared previous to the dealer obtaining his second card. Then the holder of the "natural" is entitled to receive double stakes immediately, before another card is played.

6. The holder of a "natural," after the first round, is entitled to the deal.

7. The dealer is at any time allowed to sell, and any player to purchase, the deal. The dealer may also pass the deal to any one desirous of having it.

8. The "natural" must consist only of an ace and a tenth card *dealt in the first two rounds*. In the case of double or treble hands, an ace and a tenth card form "acquired" and not "natural" vingt-uns, and receive or pay only single stakes.

(The *brulet*, or drawing a card from top and bottom, is rarely played in the United States.)

9. The player who over-draws must immediately declare the fact, and pay his stake to the dealer.

10. In taking the *brulet* the dealer is compelled to retain those two cards, but he may add to them if he wishes after all the players are served.

11. No stake can be withdrawn, added to, or lessened, after it has been once laid on the card; but it must be allowed to remain till the dealer declares he stands.

12. No stake higher than that agreed to at the commencement of the game is allowed.

QUINCE

QUINCE is played by two persons, with a full pack of cards. The cards are shuffled by both players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty to shuffle them again. Ace is lowest.

When this is done, the adversary cuts them, after which the dealer gives one card to his opponent and one to himself.

Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number; which are usually given from the top of the pack. For example, if he should have a deuce, and draw a five, which amounts to seven, he must continue going on in expectation of coming nearer to fifteen. If he draws an eight, which will make just fifteen, he, as being the eldest hand, is sure of winning the game. But if he over-draw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same; which circumstance constitutes a drawn game; and the stakes are consequently doubled; in this manner they persevere until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game the cards are packed and shuffled, and the players again cut for deal.

The advantage is certainly on the side of the elder hand.

Quince may be played by more than two players.

NEWMARKET

NEWMARKET is played with 51 cards, the eight of diamonds having been taken from the pack. From another pack of cards the ace of spades, the king of hearts, the queen of clubs, and knave of diamonds are taken, and secured to a board. Sometimes, where the game is regularly played, these cards are painted on a slip of canvas, which is placed on the table. Any number of people can play. The deal is determined by the person receiving the first knave. Prior to dealing, the players may make bets, by putting what counters they please on the four cards, ace of spades, king of hearts, queen of clubs, and knave of diamonds. They may put up chips on any one, or all of them. It is, however, optional, whether players shall put up stakes on these four cards. The pack is dealt in rotation, one at a time, one more hand being given, which is for stops. The stop hand is given after the dealer has his cards, just as all the other hands. The person after the dealer begins, and can select any suit he may like, but it is obligatory that it shall be the lowest card of a suit. As he puts the card on the table, he must call it. Then the person holding the next card in suit, announces his having it, and puts it on the table, naming it. Say a four is the lowest card of a diamond suit the player after the dealer has commenced with. Then the person having the five of diamonds follows, then the person having the six, and so on. This is obligatory. Stops naturally occur, as when the last of a suit is played—as the final kings, or when the seven of diamonds is put on the table, because there is no eight of that suit. In the stop hand are of course the wanting cards. When a stop is reached, then the playing of that suit closes. All cards played so far are faced, and the person who had the last stop card begins anew. When one player has been able to follow suit, and has no more cards left, he announces it by saying, "out." Then the game is closed, and the person who is out receives one counter for each card the other players still hold.

As to the four cards on which wagers have been made, the stakes on them belong to the player who happens to have the exact card, when he succeeds in making a stop with it. Say he has the king of hearts. A player before him has put up a queen of hearts, and he follows with the king of hearts. Hav-

ing that king entitles him to take down all the wagers on the king. Should it happen that in the stop cards there be any of these special cards, the stakes wagered on them remain, and serve their purpose for the next round.

Newmarket requires some judgment to play properly.

BACCARAT

IN Baccarat the banker or the players win or lose as they approximate to a point, which is nine.

To play Baccarat a large oval table is used. Generally directly in front of the dealer or banker, a line is drawn across the table dividing it into two equal portions. Sometimes from a radial point before the banker lines are drawn to the edge of the table.

Any number of persons can play. They take places to the right or left of the line, the banker being in the middle. All who are on his right make their bets on two cards, all those on his left on two other cards. These two cards, to the right and left players and to the banker, may be supplemented by a third card to each, as will be presently explained.

DEALING.

The cards are shuffled, and cut by as many of the players as may wish. The dealer may, at his option, say, "I will throw off three or four or six cards before opening the deal"—and can place these face upward on the table. These are dead cards, and do not affect the game in any way.

When the dealer begins, he gives first one card to his left to the player A, then one card to the player Q, both being the elder hands, then a third card to himself. He gives a second card to A, a second to Q, and a third to himself. There are only six cards given in this preliminary stage of the game.

Before any cards have been given bets are made. All the players on the left make their bets on the cards to be given to A, as do the players on the right, who make their bets on the cards Q is to receive.

After this the first round, it is B on the left and P on the right who get the next two cards; at the second round, C and O, and so on, until finally the most distant players from the dealer, I and J, get their two cards. Then the dealer, who is the banker, begins with A and Q again, next to B and P, as before explained.

OBJECT OF THE GAME.

Players and the banker try to get the point of nine. If the right-hand players have a seven, the left-hand players a five, and the banker six, the bank would pay all the wagers made by

the right-hand players, and would win all the wagers made by the left-hand players. The banker's six was one point less than the players on the right who had seven, and one point more than the players on the left, who had five.

HOW THE CARDS COUNT.

Nine is the highest winning point. Cards count ace, one; deuce, two, and so on according to their spots. The tens and all the picture-cards count ten. But a ten has no value in Baccarat. It neither increases nor diminishes the value of the cards.

If a player drew an ace and a three he would have four. If a ten were given as the third card, one and a three and ten would be fourteen. Deduct ten from it, the total would still be four. The holder of the one, three and ten, has four. But the combination of ten may entirely destroy the value of the points found in the first two cards.

Again, if he had the ace and three, and his third card was six, his points would count ten, and ten has no value, and the player has zero, or nothing. This point of ten is called Baccarat.

Take the case where the addition of a card may make the winning point, an ace and a three is four. If a five be received, then he has nine, which is the winning point of Baccarat.

A player may receive two tens as the first two cards, and get, if he asks for it, a third card, which is a ten, and he will have thirty—or three tens, which counts for nothing. He may, however, get a nine, or twenty-nine in all—then the tens counting nothing, he has the best point in the game, which is nine.

The leading hands are any combinations in which two cards make nine, or by ten being deducted from them leave nine. Thus a five and a four are a natural nine, as are one and eight, or two and seven, or three and six, or four and five, or two and seven, or three and six, or a ten or a picture-card and a nine. Two nines, being eighteen, deducting the ten is a good point, being eight.

This being understood, we will suppose that the game has been opened. The left-hand players have made their bets before taking any cards, and the right-hand players having done the same thing, the banker accepting the bets, cards are dealt, as before explained, one at a time, the left, the right, the banker, each getting a first card, then a second one.

The player A looks at his cards, and he represents the in-

terests of all the left. The cards show a king and a deuce. The point a two. A must draw, for his point is seven less than nine. He gets an eight. He has twenty in count, which is nothing. Q, on the other side to the right, has an eight and a two, which is ten, or nothing. He draws a card—it is a nine. He has then nineteen. Deducting the ten, he has nine, which is the winning point. The banker draws a card or not, as he pleases. He may have a five and a two, which is seven. He stands. It would be too dangerous for him to expect to draw an ace or a deuce, to make him eight or nine. Should he draw a trey, that card would make him ten or nothing. If it were a four, $5 + 2 + 4 = 11$, would make him one point only. He does not draw. He stands. The cards are shown after the points are announced, and the banker wins all the money staked on one side where there is twenty or nothing, and pays on the other side where there is nine.

Players should draw a card when they are four. The banker's game is different. He judges whether the players' hands have been augmented or diminished by the fall of the cards. He might stand at four and win, because the other sides have taken cards and may have not augmented their hands. If the sides stand, it is supposable they have at least five.

When either the players or the banker has a natural eight or nine, it must be announced at once, and shown.

No combination of three cards, even if it makes nine, is as good as a natural eight or nine. No double payments are made for naturals.

LAWS.

Only one card can be taken after the two original cards have been received.

Calling a hand, and making a mistake, brings with it no penalty, because, as in Poker, nothing is taken for granted. The cards must be shown.

Nine cards may be necessary when the last round is played. If there are only eight cards the play ceases. Cards are all gathered in, and a new deal begins.

Eight or nine made in the first two cards must be at once announced, as "eight," or "nine," and placed face up on the table.

The person representing the side of the table where he holds the cards, has a right to decide whether he will take a third card or not.

The banker must have money enough to meet any bet. If he has not he must retire,

The banker can decline continuing his bank when he pleases.

If the dealer turns over a card given to the player, he is bound to expose one of his own cards.

If he exposes two cards in dealing, he must show both his own cards, and then the players have the option of withdrawing their bets, or holding the banker to them.

BACCARAT CHEMIN DE FER.

This game is different from Baccarat Banque in that it is played with six packs of cards. The arrangement of the table and the players is the same in each game. Players draw lots for seats. Beginning with the croupier, each player in turn shuffles the cards. When they have made the round of the table, the croupier offers the cards to the player on the left to cut. He then takes part of the pack and passes them to the player on the right, who for the time is the dealer. The play from this point on is practically the same as in Baccarat Banque. If the banker should "pass the deal," the other players in rotation have a right to take the amount in it upon the retirement of the previous banker, but must open the bank with it. Should none care for the deal it goes to the player next to the right of the retiring banker, who can start the bank with any amount that suits him. The late banker is now regarded as the last in order of rotation. A player who has gone bank and lost is entitled to do so again on the following hand, although the deal may have passed to another player.

ÉCARTÉ

THE game of Ecarté is played by two persons. A pack of cards is required from which the sixes, fives, fours, threes, and twos have been drawn out. It is more convenient to have two packs, each being used alternately.

DEALING.

The players having cut for deal the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets, and gives five cards to each player. The cards are not dealt singly, but by two at a time to each, and then by three at a time to each, or *vice versa*. In whichever manner the dealer commences to distribute the cards he must continue throughout the game.

The eleventh card, now the top of the pack, is turned up for trumps. Should it happen to be a king, the dealer marks one; otherwise the turn-up is of no value; it merely indicates the trump suit for that deal. The remainder of the pack after the trump card is turned up is called the *stock*. The stock should be placed to the dealer's left.

DISCARDING AND PLAYING.

The players now look at their hands. Should the non-dealer be satisfied with his cards, he may at once proceed to play them. But if he considers it to his advantage to exchange any or all of them, he *proposes*, saying, "I propose," or "Cards."

If the non-dealer proposes, the dealer has the option of changing any or all of his cards, and he signifies his intention of doing so by saying, "I accept," or "How many?" But if the dealer is satisfied with his hand he may *refuse* to give cards, saying, "I refuse," or "Play."

If the non-dealer plays without proposing, the dealer must also play without exchanging any cards.

When a proposal is accepted, the non-dealer separates from his hand the number of cards he desires to exchange, and places them face downward on the table to his right, at the same time naming the number discarded. The dealer also separates his discard, and places it to his right. The trump card is put aside, and the cards required by the non-dealer, to restore the number in hand to five again, are given him from the top

of the stock. The dealer then helps himself to the number he has discarded.

If the non-dealer is still dissatisfied, he may propose a second time, saying "Again," and the dealer may accept or refuse as before; and so on until the non-dealer has a hand that he wishes to play, or until the dealer refuses.

The next thing in order is for the non-dealer, if he holds the king of trumps in his hand, to mark one. He must announce the king before playing his first card, unless the card first played is the king, when he may announce it before it is played to.

After the discard, or, if there is no discard, after the deal, the non-dealer leads any card he thinks fit. His adversary plays a card to it; the two cards thus played constitute a *trick*.

The second player must not *renounce* if he holds a card of the suit led,—*i. e.*, he is bound to follow suit, if able; and he must win the trick, if he can. The highest card of the suit led wins the trick. The cards rank in the following order, beginning with the highest, king, queen, knave, ace, ten, nine, eight, seven.. Trumps win other suits. Failing the suit led, the second player, if he has a trump, must win the trick by trumping. The winner of the trick leads to the next, and so on till the hand is played out.

SCORING.

The score accrues from turning up or holding the king, as before explained, and from winning the majority of tricks.

The player who wins three tricks out of the five gains the *point*, and scores one. If he wins all five tricks he gains the *vole*, and scores two. Winning four tricks is no better than winning three.

If the non-dealer plays without proposing, and fails to make three tricks, his adversary scores two, just the same as though he had won a vole. Losing the vole is of no further consequence in this case, as whether the adversary makes three tricks or five, he scores two.

Similarly, if the dealer refuses cards, and fails to win three tricks, his adversary scores two.

The rule as to playing without proposing and as to refusing, only applies to the first proposal or refusal in each hand. Playing without proposing a second time, or refusing a second proposal, does not entail any penalty.

The game is five up,—*i. e.*, the player who first obtains five wins the game.

The score is most conveniently marked by means of counters, four being required by each player. The score should be

marked to the player's right; and the counters not in use should be placed to his left.

HANDS TO BE PLAYED WITHOUT PROPOSING.

It is generally deemed advantageous to risk hands where the odds are two to one, or nearly so, in favor of winning the point, these hands, called *Jeux de Régle*, and the mode of playing them is as follows:

[Spades are trumps throughout. The score is assumed to be love-all.]

No. 1.—Any hand with three or more trumps.

Lead the highest trump.

No. 2.—Two trumps, and three cards of a suit.

Lead the highest card of the suit not trumps, and continue until trumped.

If one of the trumps is the king, ask for cards.

No. 3.—Two trumps, queen and another of a suit, and a small card of a third suit.

If the trumps are high, lead the guarded queen; if low, lead the single card, in hopes of forcing, and of being led to in the guarded suit.

If one of the trump is the king, ask for cards. But with king and another trump, queen and another of the second suit, and an honor in the third, the hand should be played.

With queen in each of the three suits, begin with the queen of trumps, as, if the king is encountered, the other suits are led up to.

If the guarded plain card is a king, lead the king.

No. 4.—Two trumps, eight, seven of a suit, and king of a third suit.

Commence with the highest guarded plain card, and if it wins continue the suit.

If one of the trumps is the king, ask for cards.

With similar but rather stronger hands—as, for example, king and another trump, queen, knave of the second suit, and a knave—commence with the guarded queen, and then, if it wins, play the king of trumps.

Hands of intermediate strength between No. 3 and No. 4 should be played, viz.: two trumps, knave, ace of one suit, and eight of another; or ace, ten of one suit, and ten of another; or ten, nine of one suit, and knave of another; or nine, eight of one suit, and queen of another. Lead the highest guarded plain card.

No. 5.—Two trumps, a king, a knave, and a seven of different suits. Lead the single king.

Similarly, hands containing king, ace, nine, of different suits, or king and two tens of different suits from the king, should be played.

Also hands containing two queens; queen, knave, ace of different suits; or three court cards. In all these hands the highest single card should be led.

No. 6.—One trump, a tierce major, and a small card of a third suit.

Lead one of the tierce, and continue the suit. If trumped, the lead is regained with the trump. If not trumped, play the tierce major and then the trump.

If the trump is the king, commence with the trump.

If the trump is the queen, and the king is not declared after the lead, then play the queen, except at the point of four (see Effect of Score).

With king, queen, and a small card of the strong suit, the hand should not be played unless the other card out of trumps is an honor, or the cards held are king, queen, ace, and eight or nine of the third suit; or king, queen, ten, and another ten.

No. 7.—One trump, and king with three small cards of the same suit as the king.

Lead the king, and continue the suit.

If the trump is the king, ask for cards.

If the trump is the queen and the king is not declared after the lead, then play the queen, except at the point of four (see Effect of Score).

No. 8.—One trump, a queen single, and a queen with two small cards.

Start with the guarded queen, and continue the suit; if trumped, play it again on obtaining the lead.

If the trump is the king, ask for cards, unless the guard to the queen is at least as high as the ten.

If each queen is singly guarded, ask for cards, unless one of the guards is at least as high as the ten.

Hands stronger than those enumerated should be played without proposing. There is one exception to this rule. If the non-dealer holds cards which *insure* the point, he should propose even for one card, unless he holds all court cards and trumps. For by proposing he has the chance of a refusal, which gives him two points for three tricks; and if the proposal is accepted, and he takes in one good card, it may give him the vole.

Also, having proposed once, and holding the point certain, it is often good play to propose again, for the chance of the vole. It is almost always right for the non-dealer to ask for cards a second time if he has queen of trumps single and a weak hand.

When a player does not play his hand, he should throw out all cards except trumps and kings.

GENERAL RULES FOR PLAYING.

The general system of play is to lead from two or more of a suit, and to lead the highest. The lead from a strong suit is the one most likely to force the adversary; and, if the trumps are equal, the first force will probably win the point.

But, when playing a weak hand after a refusal, with no hope of the point, and fear of the vole, it is right to lead the strongest single card, so that the guarded suit may be led up to. The rule does not apply to a king, which in such case should be played out at once. Having only one queen guarded, or one knave guarded, it is never right under these circumstances to lead the guarded card. For example: with a queen single, a queen guarded, and two worthless cards. Cards are refused. Lead the single queen. A further advantage of leading in this way is that the player will not be embarrassed at the end of the hand as to which queen he shall keep.

If the strong suit led is not trumped, it should, as a rule, be persevered with. But if the leader has the king of trumps, or queen (king not having been declared in the other hand), or knave and ace, it is advisable to take out a trump before going on with the suit (see, however, Effect of Score, last par.).

Another exception to persevering with the suit is when playing for the vole with a weak trump, and high cards in the other suits. In this case the play is to change the suit each time, as the best chance of avoiding a ruff. If three tricks are made in this way, then the single trump should be played.

When playing with two trumps and an unguarded king, it is usually recommended to begin with a low card rather than with the king. If the low cards are of the same suit, it is the game to begin with them; but if of different suits, the king is the best card to play.

Trumps should not be led at starting, even though the best suit in hand, unless the leader holds king; or queen, knave; or knave, ace; with court cards out of trumps (see also *Jeux de Règle* for hands with which to commence with a trump). Hold-

ing three trumps, the two highest being in sequence, it is always the game to commence with a trump.

If cards are refused, it is better to play from two small consecutive cards than from a high tenace. Thus: the leader has king, nine of hearts, king of clubs, and eight, seven of diamonds. Spades are trumps. He proposes and is refused. He should lead a diamond. Again: the leader has king of spades (trumps), eight and seven of clubs, and queen, and seven of hearts. He proposes and is refused. He should lead the king of trumps and then a club.

Having made two tricks and remaining with the queen of trumps and two small ones (the king having been declared in the other hand), the leader, by playing a small trump, must make the point.

Having made two tricks, and finding the adversary has no trump, it is better to lead a king than a trump. Then lead the trump, and the adversary, if he has another card of the king suit, will be in doubt whether to keep that suit or not; whereas, had the trump been led first, he would unhesitatingly have kept the suit in which he was guarded. The principal advantage of this mode of play is when the king led is guarded. But the king should equally be played if single, as if the method is only pursued when the king is guarded, the adversary will of course keep that suit.

EFFECT OF THE SCORE.

When the dealer is at four, any hand should be played without proposing, which gives an even chance of three tricks—*c. g.*, a queen, a guarded knave, and a guarded ten; or, in the language of the card-table, "play a light hand against four." If the point is lost, the adversary wins the game in any case, and by not changing cards all chance of his taking the king is avoided. When the non-dealer is at four, the dealer should also refuse on a light hand; but he ought to have some protection in three suits, as for instance three knaves, or a knave and two guarded tens.

The dealer being at four, it is advisable for the non-dealer to play any hand which contains one trump, unless the cards out of trumps are of different suits and very small; and also for the dealer to refuse cards if he holds a trump when his adversary is at four. With one trump and four small cards of a suit the non-dealer should play at this point of the game, but the dealer should not.

Again: if the dealer is at four, the rule to ask for cards

with three certain tricks in hand does not hold, unless the player proposing has the king of trumps.

If the non-dealer plays without proposing when he is at four to the dealer's three, the dealer if he holds the king ought not to mark it; for if he wins the point he scores two and the game; and marking the king would but unnecessarily expose his hand. The same rule applies to the non-dealer, if the dealer refuses cards when he is at four and his opponent at three.

At the same score (dealer four to three), the dealer should refuse on a light hand, notwithstanding that the loss of the point will then lose him the game. The reason is that the player proposing at this score must have very bad cards. This rule, though important, is often disregarded, even by players of some experience.

At four a forward game should not be played in trumps, as there is no advantage in winning the vole. Thus, with *Jeu de Règle* No. 6, if the trump is the queen the leader should continue the suit and not play the trump after passing the king of his suit. By playing in this way it is possible to make three tricks, even against two trumps in the other hand. For if the adversary holds knave and another trump, and trumps the second card of the strong suit, he will probably lead his knave to pass his other cards. If he does so he loses the point.

LAWS OF ECARTE.

1. Each player may shuffle the cards. A cut must consist of not less than two cards. If more than one card is exposed there must be a new cut. The player cutting the highest Ecarte card deals and has choice of cards and seat also.

2. If the dealer exposes an opponent's card the latter can demand a new deal, if he makes demand before looking at his cards. A faced card voids the deal, unless it happens to be the eleventh or trump card. If a mistake in dealing is made and discovered before one trump card is turned, the non-dealer may demand a new deal. If either player deal out of turn or with the wrong pack, the deal is void. After the deal is completed it must stand. If two or more cards are turned up by the dealer, his adversary, if he has not looked at his hand, can decide which card shall be trump or he may demand a new deal.

3. If a non-dealer finds that he has too many cards when the deal is completed, he may demand a fresh deal or discard his extra cards, provided he has neither proposed nor led a card; if he has too few he may demand a new deal or have his hand

completed from the stock. If the dealer has too many or too few cards, the non-dealer can demand a new deal, or draw the extra cards from the dealer, or permit the dealer to fill his hand from the stock. This can be done only in case the non-dealer has not refused, accepted, nor played the first trick.

4. A player cannot look at the cards he has discarded. If a player takes more cards than he has discarded, his adversary can demand a new deal. If he takes fewer cards he must play with his hand incomplete. If more cards or fewer cards are given the non-dealer than he asked for, it is optional with him whether he demand a new deal. The same rule applies to the dealer. If the elder hand, after several changes of cards, proposes again, and the dealer accepts without considering whether there are enough cards in the stock, the former may take as many cards therefrom as he wishes. The dealer may then take the remainder.

5. After discarding, both players are entitled to see any faced cards in the deck. If a king is turned up the dealer can mark it at any time before the trump card of the succeeding deal is turned up. If either player has king of trumps he must announce it before playing his first card or he cannot mark it. If either player play with an incomplete hand, his adversary can count as tricks cards which his opponent cannot cover. A player leading a card in turn cannot take it up again, unless it is led in reply to a lead, when it can be retaken before another card is led, if the player has revoked or failed to win a trick he could have won. If a player play out of turn he must take up his card, unless it is covered, when the trick holds good. A player who throws down his cards shall lose a point if he has taken a trick, and two if he has not. He may be considered to have thrown them down if he lowers them so as to give his adversary the idea that he has given up. When a player revokes or underfaces, his opponent may demand that the cards be played over again.

6. In England bystanders are not permitted to interfere, while in France those covering stakes may call attention to mistakes, advise a player they are backing, or play out the game of a player who resigns. Advice can be given by pointing only, and neither cards nor suits may be named.

ROUNCE

A FULL pack is used. The values are as in Whist, and a trump is turned. Five players make a good game of Rounce; more than nine cannot play. The deal is determined by cutting for the highest card. Five cards are dealt by twos and threes to each person, but the dealer gives a sixth hand before helping himself, and this is a dummy composed of six cards. When all have five cards each, and the dummy six, then the last card is turned, which is the trump. The deal goes to the left. The object is for each player to make as many tricks as he can. The age may make the dummy or not, as he pleases, or he may be contented with his five cards. If he elects neither to play nor to use the dummy, he says, "I pass." If he plays, he says, "I play." If the player passes he has no interest in the pool, to which every player has contributed one or more chips. If the dummy is taken, there being six cards, one is discarded. If every player says, "I pass," and the dealer chooses to play, the elder hand is forced to play. The dealer has the right to the turned up trump, discarding one of his cards.

The game is fifteen. Generally it is played with a bit of chalk on a table. Three St. Andrew's crosses are made, like this: X X X. Each cross represents five points; for one point the centre of a cross is rubbed out, and so on. Every trick made scores one point, and must be marked at once. If a person playing makes no trick at all, he adds five points to his score. Thus, starting with fifteen, a player may have twenty points to make, or five more to get rid of than what he commenced with.

In playing, the age leads, the rest following suit. It is optional to trump or not to trump. Suits must be followed. The player winning a trick must follow with a lead of trumps, providing he has one. If he has no trumps, he may lead what he pleases.

LAWS OF ROUNCE.

The rules of dealing are as in Whist, but the penalties for mistakes are that the dealer adds five points to his score, and is rounced.

The exposure of a card, or playing out of turn, makes the player rounced.

If no one will play against the dealer, he takes off five points from his score.

A revoke brings with it rounce. If a player does not lead trumps after taking a trick he is rounced.

The pot belongs to the first player who has effaced his fifteen points.

JACK-POT ROUNCE.

This is played in the same way as regular Rounce, only the dealer foregoes the advantage of his trump, if he desires to do so, and no one is forced to play against him. Then each player contributes one chip more to the pot, and the game continues as before. Another variation of the game is to oblige every one to play on the third round, and in this way the game is brought more rapidly to a conclusion.

SHORT RAMSCH.

Ramsch is a modification of Rounce. It may be played just as in Rounce, with thirty-two cards, four or five persons, with a dummy of six cards; the last card being the trump.

GERMAN RAMSCH.

This is like Rounce, and played with thirty-two cards. A player after taking one trick, leads trump; but if he take a second trick consecutively, he need not play trumps. Occasionally what is called Blind Rounce, is played. A player then has no trump, but takes the lowest card in his hand, places it face down on the table, when the other players must put on their trumps. The modifications of Ramsch are endless.

SKAT RAMSCH.

(See Skat.)

The four matadors are the highest cards, in their regular order. Jack of clubs, then spades, hearts, and last diamonds. After that the aces, then the kings, queens, and tens. Aces and tens count, however, as in Skat. The player having the highest number of points loses; paying, if he has all the points, fifteen chips to each player, but less than all the points, ten chips to each. By general consent Ramsch is not played in the game of Skat.

MONTE

THIS is the favorite Mexican and Cuban game, and is played with Spanish cards. Whereas our cards number fifty-two, Spanish cards, leaving out the tens, eights, and nines, have forty cards. After shuffling, the banker takes two cards from the bottom of the pack and lays them on the table, face up, putting them close together. These two cards are known as the bottom lay-out. The punters now bet on these two cards. The dealer next takes two cards from the top of the pack and places them on the table. The punters may bet on these if they wish to, or any card in the lay-out. The pack is now taken and held in the banker's hand, face upward. What was the bottom card is now on top. This is known as the top card. There being four lay-out cards, if the card shown on the top be of the same kind, the punter wins one-half of his stake. If it is not, the banker wins the entire stake. The banker draws the cards one by one, until the whole thirty-six cards have been shown. This concludes a deal. A punter may wager what he pleases against the bank, the only limit being what amount is in the bank. The percentage in favor of the bank is very large. If equal amounts were always wagered on the four cards of the lay-out, it would be even more in his favor.

SLOBBERHANNES

A EUCHRE pack is used, and is dealt two at a time to four players, each player receiving eight cards. No trump is made. It is not a game of partners. The value of cards is as in Whist. Suits must be followed; if not, any card may be put on a trick.

Slobberhannes is a game where the endeavor is made to take no tricks or make no points. Ten being the losing score, tricks and certain cards count points against the player who secures them. To make ten first is to lose the game.

Taking the first trick counts one against the player making it. The last trick made counts another. Any player making the queen of clubs has a point scored against him. Should a player take the first trick, the last one, and get the queen of clubs among his tricks, instead of three, he has one more point added to his score, and is declared Slobberhannes. In some respects Slobberhannes resembles Hearts.

If a player revokes he is further penalized and one point is added to his score.

SIXTY-SIX

THE game of Sixty-six is usually played by two persons, with a pack of twenty-four cards, the twos, threes, fours, fives, sixes, sevens, and eights being thrown out from a pack of fifty-two cards.

The players having cut for deal, the pack is shuffled, and the non-dealer cuts it. The dealer reunites the cut packets, and gives six cards to each player by three at a time, commencing with his adversary. The thirteenth card, now the top of the undealt cards, is turned up for trumps. The trump card is placed face upward between the players, and the remainder of the pack (called the *stock*) is placed face downward by the trump card.

PLAYING AND DECLARING.

The non-dealer now leads any card he pleases from his hand. The dealer plays to it any card he pleases from his hand, without restriction as to suit or value. The two cards thus played constitute a *trick*. The highest card of the suit led wins the trick, the cards ranking ace (highest), ten, king, queen, knave, nine (lowest). Trumps win other suits.

The winner of the trick places it face downward in front of himself. Tricks turned and quitted must not be looked at again during the play. This is the strict rule; but sometimes, by previous agreement, each player is allowed to examine his own tricks.

The winner of the trick then draws the top card of the stock, his adversary the next card, the number of cards in hand being thus restored to six, as at first. The winner then leads to the next trick, his opponent plays to it, and so on, alternately playing and drawing, until the stock is exhausted, or sixty-six is announced, or one of the players closes.

The objects of the play are to win *counting cards* in the tricks, and to declare *marriages*.

Each player, for each card in the tricks won by him, counts toward sixty-six as follows:

For an ace.....	11		For a queen.....	3
For a ten.....	10		For a knave.....	2
For a king.....	4		The nine has no value.	

Marriage consists of king and queen of the same suit held in the hand of one player. A marriage can only be *declared* after winning a trick, and before leading again; consequently the non-dealer cannot declare when he leads his first card.

Marriage is declared by showing the king and queen. A player having declared a marriage must then lead one of the declared cards. The immediate lead of a declared card being compulsory, it follows that only one marriage can be declared at a time. A declared marriage counts just the same, whether the card of it led wins the trick or not.

Marriage in trumps, when declared, counts forty; marriage in a plain suit, when declared, counts twenty.

A player having won a trick, and drawing or holding the nine of trumps, may *exchange* it for the turn-up card *at any time*, whether he is the leader or not, unless it happens to be the bottom card of the stock, when the player drawing it must keep it. Nothing is counted for exchanging. Exchanging does not involve the necessity of closing.

As the hand proceeds, each player has to keep in mind the count made by tricks and marriages, both by his adversary and himself. No record of the count toward sixty-six is allowed to be set up.

LAST SIX TRICKS.

When the stock is exhausted all but one card, the winner of the trick takes that card, his adversary the turn-up or nine exchanged for it, and the play of the last six tricks commences. The rule of play now alters in one particular. The second player must follow suit, if able. It is not compulsory to win the trick. Marriages can still be declared.

When the hand is thus played out to the end, the last trick of all (*i. e.*, the twelfth trick) counts ten toward sixty-six.

During the play of the hand, if either player by tricks and marriages arrives at the count of sixty-six or more, he may *announce* it whenever he has the lead; the same if the hand is played out, and the addition of ten for the twelfth trick makes the winner of it sixty-six or more. When sixty-six is announced, and the claim allowed, the hand is at an end, and the player announcing scores toward the game as follows:

Three points, if the adversary has no count that hand;

Two points, if the adversary has counted less than thirty-three;

One point, if the adversary has counted thirty-three or more.

The game is seven points up. The points may be scored as at Long Whist, or by means of a marking-board.

It will be observed that the player first correctly announcing sixty-six wins, not the one first arriving at sixty-six. It sometimes happens, more especially with beginners, that a player is sixty-six and is in doubt as to his exact score. If he plays on, his adversary may win a trick or two, and announce sixty-six first.

When a player announces sixty-six, the tricks may be examined to ascertain whether the announcement is correct.

When sixty-six is announced, whether correctly or not, no more cards are played, and counting cards in hand and unplayed are of no value. If incorrectly announced, Law 18 comes into operation.

It is possible that the hand may be played out to the end without either player announcing, when no points are scored, and the deal passes to the adversary. In this case, whether by mistake in counting, or by both players counting sixty-five, it is sometimes ruled that the winner next hand may add one point to his score; but the practice is not recommended. Each hand should be distinct in itself.

CLOSING.

If, before the stock is exhausted, a player has winning cards enough in his hand to make sixty-six, he may *close* after winning a trick, and before leading again. Thus, a player having dealt to him originally ace, ten, king, and queen of trumps, may lay them down and score three points, as these cards count in themselves sixty-eight, and the player holding them must win the first trick.

But closing generally takes place during the play of the hand. If a player who has won a trick thinks he has winning cards enough in his hand, together with the count he has already made by tricks, or by tricks and marriages, to enable him to arrive at sixty-six or more, he may close whenever he has the lead. He signifies his intention by turning down the trump card. It follows from this that a player cannot close after the stock is exhausted. If, when the trump card is turned down, either player who has won a trick holds the nine of trumps, he may exchange it before he plays to the next trick.

Some players permit closing by the original leader, when he has first to lead. If this rule prevails, a player holding the nine of trumps may exchange, notwithstanding that he has not won a trick.

The leader may close either before or after drawing from the stock. His adversary has no choice, but must follow the leader's example, and play either with or without drawing.

After the leader has closed, the drawing ceases, and the last five or six tricks (as the case may be) are played, following the rules of play of the last six tricks, except that there is no score for winning the last trick.

If the player closing makes sixty-six or more, he scores one, two, or three points toward game, according to his opponent's count. If the player closing fails to count sixty-six, or if his adversary wins a trick after the game is closed, and correctly announces sixty-six before the player closing announces sixty-six, the adversary scores one point if the closing player is thirty-three or more; two points if the closing player is less than thirty-three.

If a player closes before his opponent has won a trick, and fails to count sixty-six, the opponent scores three points.

THREE-HANDED SIXTY-SIX.

The dealer gives the other two players each six cards, by three at a time, commencing to his left, but none to himself. When the hand is ended, he scores the same number of points as the winner; but the dealer cannot score beyond six in any hand. The deal passes in rotation to the left. The first deal is a slight advantage, as the dealer must score. The player who first makes seven wins, and leaves the other two to play to decide the loser. The loser pays the stake to each of the other players, and has the first deal next game. If, when the first player who is out has to deal next, he deals before retiring, otherwise the lead would be reversed to the other two players.

FOUR-HANDED SIXTY-SIX.

The sevens and eights are left in the pack. The players cut for deal and for partners, as at Whist, except that the highest deals. The deal and play of the cards is conducted as at Whist, except that a player, unable to follow suit, must trump if able to head or win the trick, and when trumps are led the players must head the trick, if able. The trump card belongs to the dealer, and cannot be exchanged, and there is no marriage or closing. The counting cards in the tricks reckon the same as at Sixty-six, and the winners of the last trick add ten to their score. If at the end of the hand the winners count sixty-six, and less than a hundred, they mark one point;

if over a hundred and less than a hundred and thirty, two points; if they win every trick, three points. The side winning the ten of trumps scores a point at once.

LAWS OF SIXTY-SIX.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.
2. The pack must not be shuffled below the table, nor so that the faces of the cards can be seen.

CUTTING.

3. At least two cards must be cut, and at least two cards must be left in the lower packet. In cutting for deal, the person who cuts first should leave sufficient cards to enable the other to comply with the above provision. The highest Sixty-Six card deals, and has the choice of cards and seats.
4. If more than one card is exposed in cutting for deal, the adversary may select which of the exposed cards he pleases, and treat it as the one cut. If a card is exposed in cutting to the dealer, there must be a fresh cut.

DEALING.

6. The players deal alternately throughout the game.
7. If the dealer gives his adversary or himself too few cards, and the error is not discovered until after the trump card is turned up, the number must be completed from the stock. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see Law 10, *b*).
8. If the dealer gives his adversary or himself too many cards, and the error is not discovered until after the trump card is turned up, the player having too many must not draw until his number is reduced to five. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see Law 10, *b*).
9. If a card is exposed in dealing, the adversary has the option of a fresh deal, the same dealer dealing again.
10. There must be a fresh deal:
 - (a). If the dealer deals without having the pack cut.
 - (b). If the dealer deals out of order (*e. g.*, gives the wrong number of cards, the error being discovered before the trump card is turned up), or turns up two cards.
 - (c). If there is a faced card in the pack.

11. If a player deals out of turn, he may be stopped at any time before the trump card is turned; if not stopped, the deal stands good.

PLAYING AND DRAWING.

12. If a player leads out of turn, or, having announced a marriage, leads a wrong card, there is no penalty. If the adversary plays to the card led, the error cannot be rectified.

13. If a player fails to draw when he ought, and plays another card, his adversary may allow the offender to draw and proceed with the game; or he may score one point, and end the hand.

14. If a player draws out of his turn, and his adversary follows the draw, there is no penalty. If the adversary discovers the error before drawing, he may draw and proceed with the game; or he may score one point, and end the hand.

15. If a player draws when he has six cards in his hand, his adversary may proceed with the game, and require the offender to play next time without drawing; or he may score one point, and end the hand.

16. If the player whose turn it is to draw first, lifts two cards in drawing, his adversary may have them both turned face upward, and then choose which he will take. If the player whose turn it is to draw second lifts two cards, his adversary has a right to see the one improperly lifted, and at the next draw the top two cards are turned face upward, and the player not in fault may choose which he will take.

17. If, after the stock is exhausted, or there is a close, a player does not follow suit, when able, he can score no point that hand, and his adversary marks two points; or three if the offender has no count toward sixty-six.

18. If a player announces sixty-six, and on examination it appears that he cannot count as much, his adversary scores two points, and the hand is ended.

19. The turned and quitted tricks must not be searched during the play of the hand.

INCORRECT PACKS.

20. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals and the cut for deal stand good.

BRAG

SINGLE BRAG.

IN this game the nines and the knaves are called "Braggers," from their being the best cards; or "Turners," because they are convertible into cards of any other value, so as to form pairs or pairs-royal, by the highest of which the game is decided. Thus three braggers in one hand cannot be beat, as they form a pair-royal of the best cards, and are better than a natural pair-royal of aces, etc. Two braggers and an ace, etc., are better than one bragger and two aces, etc. In the same manner, a pair formed by the assistance of a bragger is better than a natural pair, or two cards of like value. Thus a nine and a king take precedence of two kings, but are inferior to two aces. A knave and a king are better than a nine and a king; and if the pairs in two hands are equal, the higher value of the third card gives the preference; if they are equal in every respect, the elder hand has the preference. The lowest pair-royal that can be formed, as three twos, is better than the highest pair, as two aces, etc.

Sometimes in Brag the knave of clubs and the nine of diamonds only are admitted to be braggers or turners; and it is agreed that natural pairs or pairs-royal are to precede artificial ones of the same value, or those formed by the assistance of the knave of clubs or nine of diamonds; as thus, two kings to be considered better than a king with a nine or knave, but to yield to an ace and a nine or knave.

MODE OF PLAYING.

The cards being shuffled and cut, a certain stake, from a cent to five dollars, is deposited by the dealer, who gives three cards to each of the company. The elder hand, and the others after him, having examined their hands, either "pass," which is signified by laying down their cards, or "brag," in which case the dealer's stake is to be answered by all who brag. On putting down another stake, or bragging a second time, the person doing so, if he holds a pair, but not otherwise, may insist on seeing the next player's hand, saying, "I'll see you," or "I'll sight you," in which case they examine each other's cards, and the person having the worst hand of the two is obliged to lay it down, or "pass." The players go on in this

way till the braggers are reduced to two, who continue bragging against each other (either an equal sum with the dealer's stake, or higher) till one "sights" the other, and whichever of the two has the best brag hand, wins the whole of the stakes put down.

BRAG AND PAIRS.

To vary the above game, the dealer sometimes deposits *two* separate stakes, one of which is for natural pairs, and the company may brag on either stake they please, or on both. Thus if one of the players has a pair or pair-royal of good cards, such as aces, down to tens or eights, he may answer one or both of the dealer's stakes, according to the chance of success afforded by the cards he holds; and can, if he holds a pair, "sight" those who are bragging on the same end with himself, as described above. Those who put their stakes on the brag-end proceed exactly as at Single Brag.

THREE-STAKE BRAG.

There is another way of playing this game, in which three stakes are deposited by the dealer, who gives two cards to each player, and then turns up a third all round. The best whist card turned up takes the first stake, the elder hand having the preference if two equal cards are turned, except in the case of the ace of diamonds, which is always the best at this stage of the game.

The second stake is the brag-stake, and is determined as at Single Brag, each reckoning his turned-up card along with the other two.

The third is gained by the player who holds, or obtains by drawing from the undealt cards, thirty-one, or the highest number under that, the ace reckoning for eleven, the picture-cards for ten each, and the rest according to their pips. The elder hand has the preference in case of equality, and anyone drawing above thirty-one, loses, of course.

The three stakes may be all gained by one person, in which case he is entitled, in some companies, to three more from each player; but this advantage is usually set aside, as savoring too much of gambling.

From Post and Pair and Brag came Poker.

BOSTON

THE game of Boston is played by four persons, with a complete pack of cards, which are dealt in the same manner as at Whist, except that the last is not to be turned up. The players put eight counters or fish each into the pool, and the dealer four additional. During each deal, the person opposite to the dealer should shuffle another pack to be cut by his right-hand neighbor, and turn up a card for the First Preference; the suit of the same color, whether red or black, is styled Second Preference, and the other two are common suits. The player who misdeals puts four counters more into the pool, and deals again.

EXPLANATION OF TERMS.

BOSTON.—To get five or more tricks.

PETIT MISERE.—After having discarded a card to make no trick at all.

GRAND MISERE.—To lose every trick without putting out a card.

PETIT MISERE OUVERT.—To put out a card, then exhibit your hand, play it, and lose the twelve tricks.

GRAND MISERE OUVERT.—To lose every trick without putting out a card, your hand being exhibited.

GRAND SLAM.—To gain every trick.

MODE OF PLAYING.

If neither of the players undertake any of the above chances, they say in rotation, beginning with the elder hand, "Pass," and there must be another deal, the new dealer putting four more counters into the pool.

If, on the contrary, the elder hand thinks he can get five tricks, he says "First Boston." But if the second player undertakes "Petit Misere," he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven tricks, which he announces by saying "Boston," and naming the number of tricks. The fourth hand or dealer may also supersede the third by undertaking Grand Misere, or any of the chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference. If he is to play Boston he leads, and names whichever suit he pleases for trump; but if he is to play Misere, the elder

hand leads, and in this case there are no trumps. Boston likewise, if he has not undertaken more than seven tricks, may say whether he chooses to have a partner; and if so, any person who engages to get the requisite number of tricks (two less than Boston has undertaken, as appears from the table) may answer "Whist," the right of answering beginning with Boston's left-hand neighbor. When this is settled, the playing goes on as at Whist, except that the partners need not sit opposite to each other, and everyone is to take up his own tricks.

The following table exhibits these games in the order in which they rank or supersede each other:

THE BOSTON TABLE	Tricks to be won by the		Reckoning for the Game			
	Player	Partner	First Preference	Second Preference	Common Suits	Misere
Boston	5	3	4	2	1	—
Petit Misere.....	—	—	—	—	—	4
Boston	6	4	8	4	2	—
Boston	7	5	12	6	3	—
Grand Misere.....	—	—	—	—	—	8
Boston	8	—	16	8	4	—
Boston	9	—	20	10	5	—
Petit Misere Oouvert....	—	—	—	—	—	16
Boston	10	—	24	12	6	—
Boston	11	—	28	14	7	—
Grand Misere Oouvert....	—	—	—	—	—	32
Boston	12	—	32	16	8	—
Grand Slam.....	13	—	36	18	9	—

If Boston and his partner get the number of tricks they undertook, or more, they are entitled to the counters in the pool at the time, called the Bets; and besides, the number of tricks they have won, added to the honors they both held, is to be multiplied by the number on the table opposite to the tricks they undertook, and under the name of the suit the trump was in; the product must then be divided by ten, and the quotient shows the number of counters they are each entitled to receive from the other players. Should the product be less than ten, one counter is to be paid to each; if fifteen, and

under twenty-five, two counters; if twenty-five, and under thirty-five, three counters; and so on.

For example, suppose they undertake five and three tricks, and get nine, having two honors, the trump in Second Preference; nine tricks and two honors added make eleven, which multiplied by two (the figure under Second Preference, opposite to Boston five) gives twenty-two, considered as twenty, being under twenty-five; divided by ten, the quotient is two, and each of the players receives two counters from the other two.

Nearly the same process shows what each pays to the other players when they fail to get the requisite number of tricks. The number of tricks deficient is added to the number undertaken, and the honors being added to that, the sum is multiplied and divided as before, and the quotient shows the number of counters to be paid by the unsuccessful players to the rest of the party. For instance, suppose they undertake six and four, having four honors, the trump in the First Preference; if they get but eight, the two deficient, added to the ten undertaken, with four honors, make sixteen, which multiplied by eight, as in the table, the product is one hundred and twenty-eight, considered one hundred and thirty; and this divided by ten, gives thirteen counters payable by them to each of the other players. Besides this, they pay a Baste to the pool, equal to the number they would have taken from it had they been successful; this is not put directly into the pool, but kept in reserve to replenish it when exhausted, and each Baste is kept separate, and the largest put in first.

It must be observed that these losses are defrayed jointly when both player and partner fail to get their requisite number of tricks; but if one succeeds and the other not, the party failing bears the whole loss. But if one gets a trick less than his number, and the other a trick more, they are *jointly* successful, and share the gains equally; and when Boston plays alone and without a partner, the gain or loss is of course all his own, and he pays two or receives from each of the other *three* players the counters won or lost, besides the pool.

In playing any of the four modifications of "Misere," the player loses or gains, as he is successful or otherwise, the contents of the pool, and pays to or receives from each of the other three, the number of counters opposite to the chance he plays, and under the head Misere, in the table. The gain or loss in playing "Grand Slam" is calculated in the same way at

Boston. As soon as a trick is gained in playing Misere, or one lost in playing Grand Slam, the deal is at an end.

When the pool happens to be exhausted, and no Baste in reserve, it must be furnished afresh as at first.

If there are several Bastes on the table, and the parties wish to finish the game, they may either share the counters, or put them all into the pool at once.

FONTAINEBLEAU BOSTON.

This is undoubtedly the true game of Boston. The game in all respects resembles the Boston before described, only the Picolissimo is introduced. Here the player declares his intention of taking one trick and no more; should he not make any trick at all, or take two tricks, he loses. In France, hearts is the best suit, then diamonds, next clubs, and last spades. In the United States and England, sometimes diamonds come first, then hearts, then clubs, and spades last.

The order of games, beginning with the lowest and ending with the highest, is:

Simple Boston—A player to make five tricks.

Six tricks.

Little Misery—All the players to discard a card, and the person declaring not to make a trick.

Seven tricks.

Picolissimo—The person playing Picolissimo, is to take one trick. If he takes no trick at all, he loses, or if he makes two tricks, he loses.

Eight tricks.

Grand Misery—To take no trick, and to do this without discarding.

Nine tricks.

Little Misery on the table—Like little misery, only the player, after the discard, places his cards face up on the table.

Ten tricks.

Grand Misery on the table—Like grand misery, only the cards are exposed.

Eleven tricks.

Twelve tricks.

Chelem (Shlem), or Great Boston—To take all thirteen tricks.

Chelem, or Shlem, or Boston, on the table—To put the cards on the table and to win every trick.

	Clubs	Spades	Hearts	Diamonds	Additional Tricks - 5 for each
Simple Boston, Five Tricks.	8	10	20	30	“
Six Tricks.....	25	30	40	50	“
Little Misery.....	75	“
Seven Tricks.....	45	50	60	70	“
Picolissimo	100	“
Eight Tricks.....	65	70	80	90	“
Grand Misery.....	150	“
Nine Tricks.....	85	90	100	110	“
Little Misery on the Table.	200	“
Ten Tricks.....	105	110	120	130	“
Grand Misery on the Table.	250	“
Eleven Tricks.....	125	130	140	150	“
Twelve Tricks.....	145	150	160	170	“
Chelem	400	450	500	600	“
Chelem on the Table.....	600	650	700	800	“

In the payments honors count, providing the player wins, but do not count against him if he loses. In all the calls of tricks the three honors are counted as an additional five chips to be received; the four honors as ten more. The rules governing the play are precisely the same as in the first game of Boston described. In revoking, or exposing cards, the rules of Whist are applicable to Boston.

LANSQUENET

THIS game may be played by almost any number of people, although only one pack of cards is used at a time, that is to say, during the deal. The dealer, who has a percentage in his favor, begins by shuffling the cards, and having them cut by any other person of the party; he then deals out two cards on his left hand, turning them up; then one for himself, and a fourth, which he places in the middle of the table, for the company, called the *rejouissance* card. Upon this card any or all the company, except the dealer, may put their money, either a limited or unlimited sum, as may be agreed on, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing, and turning the cards upward, one by one, till two of a sort appear; for instance, two aces, two deuces, etc., which in order to separate, and that no person may mistake for single cards, he places on each side of his own card, and as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side of his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two cards which he first of all dealt out on his left hand: thus he continues dealing till he brings either their cards or his own. As long as his own card remains undrawn, he wins; and whichever card comes up first loses. If he draws, or deals out the two cards on his left, which are called the hand cards, before his own, he is entitled to deal again, the advantage of which is no other than his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer and another for the company.

LOO

Loo is divided into *limited* and *unlimited* loo. It is played in two ways, both with five and three cards, dealt from a whole pack, either first three and then two, or by one at a time. Any number may play at the three-card game.

After five cards have been dealt to each player another is turned up for trump; the knave of clubs generally, or sometimes the knave of the trump suit, as agreed upon, is the highest card, and is styled *pam*; the ace of trumps is next in value, and the rest in succession, as at Whist. Each player has the liberty of changing his cards for others from the pack. He may change any of the five cards dealt, or throw up the hand, in order to escape being looded. They who play their cards, either with or without changing, and do not gain a trick, are *looded*; as is likewise the case with all who have stood the game, when a flush or flushes occur; and each, excepting any player holding *pam*, or any inferior flush, is required to deposit a stake, to be given to the person who sweeps the board, or is divided among the winners at the ensuing deal, according to the number of tricks made by each. For instance, if every one at dealing stakes eight chips, the tricks are entitled to one chip each; every player who is looded paying eight chips, which, together with the dealer's stake, forms the next pool. But sometimes it is arranged that each person looded shall pay a number of chips equal to what happens to be on the table at the time. Five cards of a suit, or four with *pam*, compose a flush, which sweeps the board, and yields only to a superior flush, or the elder hand. When the ace of trumps is led, it is usual to say, "*Pam be civil*"; the holder of which last-mentioned card is then expected to let the ace pass.

THREE-CARD LOO.

Three-card Loo is played by any number of persons, though five or seven is the preferable number. There is no *pam*, and the highest card in either hand wins the trick. A *miss*—that is, an extra hand—is dealt, which the elder player may exchange for his own; or if he "passes the miss," it may be taken by the next player, and so on in rotation, till it comes to the dealer. When only two players stand, the last before the dealer must either play the hand or the miss, or give up

the pool to the dealer, who loses the game, which is then recommenced as before.

The method of playing this game is very simple. The first player on the left of the dealer looks at his hand, and either decides to play his own cards, take the miss, or stand out of that game by throwing up his hand. The next player does likewise, and so on till it is decided how many stand the pool. The elder player then throws down a card and the next follows, either by playing a superior card or a trump, it being imperative that he must head the trick if he can; and so the game goes on till all the hands are played out, when the pool is divided into three portions and paid to the holders of the several tricks, all those who have failed to win a trick being looted. It is usual in the first round to deal *a single*, when all must play. Thus, in a game of five players, two must be looted at *a single*. The amount of the stake is determined on previous to the commencement of the game; but in *unlimited loo* each player is looted the whole amount in the pool till the occurrence of *a single*, which can only come about by three players only standing the game and each winning a trick. Sometimes the rule of *club-law* is introduced, when all must play when a club happens to be turned up.

LAWS OF LOO.

1. The cards are dealt over at any time, the deal being determined by cutting, the lowest card cut being dealer.
2. The dealer is looted for a misdeal.
3. For playing out of turn or looking at the miss without taking it, player is looted.
4. If the first player possess two or three trumps, he may play the highest.
5. With ace of trumps only, the first player must lead it.
6. No player may look at his own cards or the miss out of his turn.
7. No player may look at his neighbor's hand, either during the play or when they lie on the table.
8. No player may inform another what cards he possesses, or give any intimation as to any card in hand or miss.
9. If a player throw up his cards after the leading card is played, he is looted.
10. Each player must head the trick if he can, either by a superior card in the same suit or by a trump.
11. The penalty in each case of disobedience to the laws is

the being looed in the sum agreed on at the beginning of the game.

CLUB LAW.

This game is the most common variation of Loo. Its object is to force a number of loos, specially if there are many in the game. When this law is adopted all the players must stand on their own cards whenever the card turned up happens to be a club. When this happens the miss is withdrawn and is added, face downward, to the undealt portion of the pack.

UNLIMITED LOO.

In this variety of the game the penalty to be paid for a loo varies with the amount in the pool, and becomes the same as the entire stakes of the preceding deal. By playing this variation a large sum can be lost within a few minutes, so that the game is rarely played outside of gambling clubs. The amount payable for the deal remains unchanged.

MIXED LOO.

This is very much like the preceding variation, except that the limit is settled upon, and beyond this limit loo does not go. As an example, suppose the original stakes to be a nickel for a deal, and a dime for loo, limited to half a dollar, a player would be looed for the amount of the pool up to the limit, even though the pool exceed fifty cents.

IRISH LOO.

This is the same as the five-card variation, except that three cards are dealt to each player and Pam is omitted.

DIVISION LOO.

This game is played just as the five-card game is played. The slight differences are not worth mentioning.

CATCH THE TEN

OR SCOTCH WHIST.

CATCH THE TEN may be played by from two to eight persons, with thirty-six cards, the small cards of each suit; viz., the two, three, four and five, being thrown out, and if necessary for an equal division of the cards, one or two of the sixes. If the party consists of two, three, five or seven, each plays on his own account. When two play, three hands are dealt for each player, the first two hands from the top of the pack, then other two, and lastly the third two, the thirty-sixth card being turned up. The hands are played in the order in which they were dealt. In like manner, when three play, two hands are dealt for each, and played in the same order. If the party consists of four, A and C are partners against B and D; if six, A, C, and E, against B, D, and F—or A and D, B and E, C and F, in three partnerships; if eight, A, C, E, and G, against B, D, F, and H, or they may form four partnerships—the partners always sitting opposite to each other, with an adversary between each two.

THE MODE OF PLAYING

Is the same as at Whist; the cards being cut, and dealt by one or three at a time, and the last one turned up for trump; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honors of trumps. Each card above the party's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the thirty-six cards is nine. If two partners take eight tricks (four multiplied by eight are thirty-two), they reckon fourteen toward game, that being the number over their joint shares of twice, or eighteen. The knave of trumps is the best, and reckons for eleven, ace next for four, king for three, queen for two, and the ten for ten. They are not reckoned, as at Whist, by the party to whom they are dealt, but to those who take them in the course of playing.

HINTS FOR PLAYING.

As the name implies, the grand object in this game is to *catch the ten* of trumps, or to prevent its being caught by the

adversary. The only safe way of saving or *passing* the ten, is to play it in a round of trumps, when one of your partners has played the best trump; or if you happen to be last player, and have none of the suit led, trump with your ten, if it will take the trick, or if your partner has already taken it. These are very favorable opportunities, and do not often occur; so that it is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, etc. If you hold the knave and king or ace and king, and have the lead, play two rounds of trumps, and you will have a chance of catching the ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. Attention to the game, with a little calculation, on the principles laid down for Whist, will soon enable any person of moderate capacity to play this game sufficiently well for the purpose of amusement; and his own interest will quickly render the gambler who understands the principles of the game an adept at it.

A revoke is punished by the total loss of the game.

PIQUET

PIQUET is by far the most interesting of all two-handed games.

For playing Piquet the pack must be prepared for the game by discarding all the twos, threes, fours, fives, and sixes. The remaining thirty-two cards possess the same relative value as at Whist. A hundred and one points constitute game. Sometimes 300 points are played, but 101 is the regulation French game. These points are marked with cards, thus—the six and three of any suit to denote the units, with the six and three of another suit for the tens. These are laid over each other to denote the state of the game.

TERMS USED IN THE GAME.

TALON, OR STOCK.—The eight remaining cards, after twelve are dealt to each person.

REPIQUE, is when one of the players counts thirty points in hand before his adversary has or can count one; when, instead of reckoning thirty, he reckons ninety, and counts above ninety as many points as he could above thirty.

PIQUE, is when the elder hand counts thirty in hand or play before the adversary counts one; in which case, instead of thirty, the hand reckons for sixty: to which are added as many points as may be reckoned above thirty.

CAPOT, when either party makes every trick, which counts for forty points.

CARDS, the majority of the tricks, reckoned for ten points.

CARTE BLANCHE.—Not having a picture card in hand, reckoned for ten points, and takes the place of everything else.

QUATORZE, OR FOURS.—The four aces, kings, queens, knaves, or tens. Each *quatorze* reckons for fourteen points.

THREES OF ACES, etc., down to tens, reckon for three points.

POINT.—The greatest number of pips on cards of the same suit, reckoned thus: the ace for eleven, the court cards for ten, nines for nine, etc., and count for as many points as cards.

TIERCE, OR THREE OF A SEQUENCE.—Three successive cards of the same suit for three points. There are six kinds of tierces; viz., ace, king, queen, called a tierce-major, down to nine, eight, seven, a tierce-minor.

QUART, OR FOUR OF A SEQUENCE.—Four successive cards of

the same suit reckoned for four points. There are five kinds of quarts—ace, king, queen, knave, called quart-major, down to ten, nine, eight, seven, a quart-minor.

QUINT, OF FIVE OF A SEQUENCE.—Five successive cards of the same suit, reckoned for fifteen points. There are four kinds of quints—ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

SIXIEME, OR SIX OF A SEQUENCE.—Six successive cards of the same suit, and reckoned for sixteen points. There are three kinds of sixièmes—ace, king, queen, knave, ten, nine, a sixième-major down to queen, knave, ten, nine, eight, seven, a sixième-minor.

SEPTIEME, OR SEVEN OF A SEQUENCE.—Seven successive cards of a suit, and counts for seventeen points. There are two sorts; viz., from the ace to the eight inclusive, a septième-major, and from the king to the seven inclusive, a septième-minor.

HUITIEME, OR EIGHT OF A SEQUENCE.—Eight successive cards of the same suit, and reckons for eighteen points.

METHOD OF PLAYING PIQUET.

On commencing the game, the players cut for deal, and he who cuts the lowest card is dealer. The deal is made by giving two cards alternately until each player has twelve. The remaining eight cards are placed on the table. The non-dealer has considerable advantage, from being elder hand.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and, laying them aside, takes as many from the *talon* or heap that is left; and the younger hand lays out three, and takes in the last three of the *talon*.

When you have *carte blanche*, you must let your adversary discard, and, when he is going to take his share from the *talon*, you must, before he has touched it, show your twelve cards, and your adversary must not touch the cards he has discarded.

In discarding, skilful players endeavor to gain the cards, and to have the point, which most commonly engages them to keep in that suit of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another in which a *quint* is not made; sometimes, even having a *quint*, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point,

or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in.

Endeavor, in laying out, to get a *quatorze*, that is, four aces, kings, queens, knaves, or tens, each of which reckons for fourteen. If you have four aces, you may reckon also any *inferior quatorze*, as of tens, and your adversary cannot reckon four kings, though he should hold them, the stronger annulling the weaker. In like manner, you can count three aces, and inferior threes down to tens, while your adversary is not entitled to count his three kings, etc. Quatorze kings, if neither player has four aces, annul queens, and queens annul knaves in the adversary's hand, by the same rule.

The same is to be observed in regard to the *huitièmes*, *scptièmes*, *sixièmes*, *quints*, *quarts*, and *tierces*, to which the player must have regard in his discarding, so that what he takes in may make for him.

The point being selected, the eldest hand declares what it is, and asks if it is good; if his adversary has not so many, he answers, *it is good*; if he has just as many, he answers, *it is equal*; and if he has more, he answers, *it is not good*; he who has the best, counts as many for it as he has cards which compose it, and whoever has the point counts it first, whether he is eldest or youngest: but if the points are equal, neither can count; it is the same when the two players have equal tierces, quarts, quints, etc.

The points, the tierces, quarts, quints, etc., are to be shown on the table, that their value may be seen and reckoned; but you are not obliged to show quatorzes or threes of aces, kings, etc.

After each has examined his game, and the eldest, by the questions he asks, sees everything that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, then the sequences, and, lastly, the quatorzes, or threes of aces, kings, etc.; after which he begins to play his cards, for each of which he counts one, except it is a nine, or an inferior one.

After the elder hand has led his first card, the younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, etc., or *carte blanche*, if he has it; and, having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick, and continues; and when the younger hand can take the trick, he may lead which suit he pleases.

To play the cards well, you must know the strength of your

game; that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

As there are no trumps at Piquet, the highest card of the suit led wins the trick.

If the elder hand has neither point nor anything else to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two. When the tricks are equal, neither party counts for them.

There are three chances in this game; viz, the repique, pique, and capot, all of which may be made in one deal. Thus, the eldest hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points, by playing the cards, and forty for the capot—which are reckoned in this way; first—

	Points.
Point	3
Four tierce-majors.....	12
Four aces.....	14
Four kings.....	14
Four queens.....	14
By play.....	13
Capot	40
	<hr/>
Total	110

To pique your antagonist, you must be the elder hand; for, if you are the younger hand, your adversary will reckon one for the first card he plays; and then your having counted twenty-nine in hand, even if you win the first trick, will not authorize you to count more than thirty.

LAWS AND REGULATIONS OF PIQUET.

1. Two cards at least must be cut.
2. If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.
3. If the dealer turn up a card belonging to the elder hand, it is in the option of the latter to have a new deal.
4. If the dealer deal a card too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

5. If the elder or younger hand play with thirteen cards, he counts nothing.

6. No penalty attends playing with eleven cards, or fewer.

7. Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not; and if he choose to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

8. The elder hand must lay out at least one card.

9. If the elder hand take in one of the three cards which belong to the younger hand, he loses the game.

10. If the elder hand, in taking in his five cards, happen to turn up a card belonging to the younger hand, he reckons nothing that deal.

11. If the elder hand touch the stock after he has discarded, he cannot alter his discard.

12. If the younger hand take in five cards, he loses the game, unless the elder hand has two left.

13. If the elder hand leave a card, and after he has taken in, happen to put to his discard the four cards taken in, they must remain with his discard, and he must play with only eight cards.

14. If the younger hand leave a card or cards, and mix it or them with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

15. If the younger hand leave a card or cards, and does not see them, nor mixes them to his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them.

16. If the younger hand leave a card or cards and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead.

17. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back.

18. When the elder hand does not take all his cards, he must specify what number he takes or leaves.

19. Carte blanche counts first, and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

20. Carte blanche need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand

to discard for *carte blanche*, which, after he has done, show your *blanche* by counting the cards down one after another.

21. The player who, at the commencement, does not reckon or show *carte blanche*, his point, or any sequence, etc., is not to count them afterward.

22. In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

23. If the elder hand call a point, and do not show it, it cannot be reckoned; and the younger hand may show and reckon his point.

24. The *tierces*, *quarts*, *quints*, etc., must next be called, and in case you design to reckon them, call the highest.

25. You are to call a *quatorze* preferably to three aces, etc., if you design to reckon them.

26. If you call a *tierce*, having a *quart* in your hand, you must abide by your first call.

27. If the elder or younger hand reckon what he have not, he counts nothing.

28. If the elder hand call forty-one for his point, which happens to be a *quart-major*, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

29. If the elder hand shows a point, or a *quart* or *tierce*, and asks if they are good, and afterward forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

30. Whoever calls his game wrong, and does not correct himself before he plays, cannot reckon anything that game; but the adversary reckons all he has good in his own game.

31. The player who looks at any card belonging to the stock is liable to have a suit called.

32. Any card that has touched the board is deemed to be played, unless in case of a *revoke*.

33. If any player name a suit and then plays a different one, the antagonist may call a suit.

34. Whoever deals twice together, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

35. Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

ADVICE TO LEARNERS.

It should always be remembered, that the factor ten, for

the most tricks, is a constant one, and to try and make seven tricks must invariably be borne in mind.

The hand that deals should always be on its guard against capot, or giving the hand taking 5 cards the chance of making all the tricks, which would score 40 points. To prevent this, it is better to break up even a good suit, so as to protest a king and one card, or to even keep a single card in hopes of obtaining a king in the three cards which are taken, is to preserve a queen and one card. If a third card of the suit were obtained, the queen would be safe. The younger hand is then one of some risk, and plays on the defensive.

THREE-HANDED PIQUET.

EVERY player is, in three-handed Piquet, for himself. Three cards are dealt twice around to each player, which makes six cards, then four to each, which makes ten, thirty in all, and the *talon* of two cards is as in ordinary Piquet, placed face downward on the table. It is the dealer who has the right to these two cards. He may take them up and exchange them for two in his hand, but does not expose his discard, or he may decline taking the *talon*. The second or third player may act precisely as the first player. If no one takes the cards, the play is the same. When the exchanges have or have not been made up to the dealer, the game begins. The elder hand has the advantage of drawing two cards, and of leading. The younger hand, when possible, ought to try and secure one point of some kind, in order to prevent the opponent making a sixty or a ninety.

To discard properly requires much judgment. Sometimes when a hand is full of picture cards, it is wise, since a suit cannot be established, or a sequence, to try and get threes or fours, and so secure a point.

Sequences are the same as in ordinary Piquet, and so are suits, and fours. There is, however, this marked difference: When a first player can count on his cards twenty without playing, he scores ninety. If he has to play to score twenty, he counts sixty. The most tricks count ten, as in Piquet. Capots in the three-handed game are more common than in regular Piquet, but the count of 40 is not imposed on both players, each one losing 20 points.

DICE

THE spots on dice, from one to six, are counted in their numerical order. The ace is the lowest; the six is the highest. The ace counts for one, the six for six.

THROWING.

Dice being shaken in the box are to be thrown on the table. After throwing, dice not to be touched.

FOUL THROWS.

When a dice falls on the floor or on anything else but the table where the game is being played, it is counted as a false throw, and does not count. If a dice is touched when it is in motion, it is not counted as a throw. When one dice stands on another, a position called "a cocked dice," it is a false throw. If one dice leans up against another, or does not stand square on its base, this arising not from any inequality of the table, it is a false dice. Foul throws due to accident as described, can be thrown over.

REGULAR DICE.

AS many players engage as wish, and a pot is made. Three DICE are used. To decide who shall play first, and the order, either small ivory balls with numbers are used, or a single suit from a pack of cards is taken, when the highest plays first. After the first round, the elder hand begins, and so on in succession. Three dice are thrown at a time, with three casts. The addition of the whole nine dice, makes the total. Thus, first throw; a four, a five, and a six, which is fifteen; second throw, a deuce, a three, and a five, which is ten; and the third and last throw, two fives and a six, which is sixteen. The total is forty-one.

In the addition of the three casts, the highest total wins. When there are ties, another cast of three dice, thrown three times, as described, are made, and the highest wins. This is the usual game played when an object is raffled.

RAFFLES.

IN Raffles, pair or triplets win, as in Poker. Three dice are thrown, and the player can throw until he makes a pair. He

may throw triplets. Thus he throws the three dice, and turns an ace, deuce, four. There are no pairs. He throws again, and makes a pair of sixes. Then he stops. He can throw no more. The other player makes a cast and throws two sixes or three aces at the first or second throw, and he wins. Any triplet will beat a pair. As in Poker, the dice after the pair counts the highest. Thus two players, each casting a pair of aces, if one had a single three, and the other a single deuce, the player with a pair of aces and a three would win. Once a pair reached at the second throw, or triplets, the player stops.

DRAW POKER WITH DICE.

FIVE dice are used. Each player may have two throws. Any number may engage in the game. The player throws the five dice at one cast. Say he throws two aces, and a two, three, and four. He would leave the two aces, and throw the other three dice. He might throw another ace, make threes, or two more aces, making fours, or perhaps make all five aces. It would be possible for him to make three deuces with the cast, and have a full. The player may throw all his five dice, or any number a second time. Understanding Poker, all the variations of values are appreciated. This is the only difference, that the values of the points thrown begin with the ace and end with the six, a pair of sixes being worth more than a pair of aces. When the turn is made with five sixes, it is the best hand. The players each put in the pot one or more chips, according to prior arrangement. It is not obligatory to throw a second time. The first cast may suffice a player.

MULTIPLICATION.

THREE dice are used, and there are three throws for each player. The three dice being cast, the highest dice is left on the table. Then the two dice are thrown, and the highest is left. The last dice is then thrown. Say the first dice thrown was a six, which was left, and the two dice when thrown the higher as four. Then the six of the first cast, the four of the second dice, if added, make ten. The third and last dice thrown is the multiplier. If it were a six, six times ten would make sixty. The highest number made in this way wins.

CENTENNIAL DICE.

ANY number may play. Three dice are used. On the table numbers are chalked from one to twelve; as they come in

numerical order, the player wipes them out if he throws them. Say a first cast is an ace and a deuce and a six. Ace and deuce coming in numerical order, allow the player to efface the one and two chalked on the board. The six is useless. Any single number helps the score. For the numbers over six, the addition of any two dice makes the point. Thus, seven can be made with an ace and six, a two and five, a three and four, and so on. The throws go on in succession. If it is so agreed, the game is shortened; whenever a person happens to know the three exact numerical successions required, then he can count six points. Centennial has no exact rules, and can be played in a variety of ways.

ACE POT.

THIS is played with two dice, and any number of persons may engage in the game. Each player has two counters. It being decided by lot who shall begin, two dice are thrown. Every player begins with two chips in his possession. If he throws an ace, he must place one counter in the pot. If a six, he passes a chip to his left-hand neighbor. No account is taken of anything else but the ace and six. If he throws double aces or double sixes, he passes two chips to the pot or the next player. In time, the dice being thrown in succession, it happens that a player has one chip left. The player holding the last chip has three throws. If he throws an ace, he passes it to his neighbor, and he is out of the game. If he throws a six, he wins the pot. The same cast governs the elder player, if the first caster has not thrown a six. Ace Pot has no regular rules.

VINGT-ET-UN.

As in the game of cards, the dice are thrown, so as to make twenty-one, or as near to it as possible. As three dice might show three sixes, which is 18, two dice are used. Two dice are cast, and the number added, and then the player may throw as often as he likes afterward, so as to get near to twenty-one. He may stand at any time. If he throws over twenty-one he is worsted. Sometimes dice Vingt-et-un is played with one dice. All the rules are like those when Vingt-et-un is played with cards. Pairs pay the banker. There is no natural Vingt-et-un as in the card game. Bets are made before the dice are thrown.

BEGGAR YOUR NEIGHBOR WITH DICE.

THIS is a simple modification of Centennial, the player chalk-

ing from one to six on the table. A single dice is thrown. If the thrower turns up a number he does not want, the elder hand takes that number and wipes it off of his score. No numerical progression is requisite. If a dice is thrown, which neither the caster nor the elder hand has, the next player can efface it from his score. The first player who can rub out all his numbers wins. Failing to throw a dice having one number required, the casting is taken by the next player.

ROUND THE SPOT

THREE dice are used, and only the fives and threes counted. Three throws are made, and the person throwing the greatest number of the additions of threes and fives wins.

SWEAT, OR CHUCK-A-LUCK.

THIS is a game played with dice on a cloth-covered table, which is marked in this way;

1	2	3	4	5	6
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SWEAT TABLE.

Stakes are placed on the numbers by the players, and the wagers accepted by the banker. The player has three dice, and he throws these three dice. Say he has wagered a stake on the five. If he throws one five in the three dice, he wins one stake. Should he throw a double-five, he wins twice his stake; if a triplet, he wins three times his stake. The banker takes after every throw all the wagers on the numbers not shown by the dice.

GOING TO BOSTON.

THIS game resembles Multiplication and is played with three dice. It differs from Multiplication only in the counting. The last throw is added to, instead of being used as a multiplier of, the sum of the two remaining on the table. As an example, if 4 and 5 had been thrown and the last throw was 6, the sum would be 15.

HELP YOUR NEIGHBOR.

This is the opposite to "Beggars Your Neighbor." It is played with three dice and affords a great deal of amusement. Six persons is the usual number of players. When the game begins

it is agreed that the game shall be for fifty, one hundred, or any number of points. The players are numbered from 1 to 6 in regular order, or each selects his number by lot. The players throw in regular rotation. For example, the first player throws 4, 5, 6. He counts nothing for himself, as his number is 1, but the highest number is chalked up in No. 6's score. If the second player throws 2, 2, 3, he scores two for himself and No. 3 scores three points. If No. 3 throws three fives he gets nothing, but No. 5 gets five points. If the next player throws three ones he gets nothing, but No. 1 scores a point. So to the end. When a player makes the number of points agreed upon, the game ends. If a pool is the prize the first man out wins; if the game is for refreshments, the last player out loses.

CRAPS OR HAZARD

THIS is a game with dice. The player, who takes the box and dice, throws a main—*i. e.*, a chance for the company, which must exceed four, and not be more than nine, otherwise it is no main; he consequently must keep throwing till he produce five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he should throw two aces or trois ace (commonly termed craps), he loses his stakes, let the company's chance, which we call the main, be what it may. If the main should be seven, and seven or eleven is thrown immediately after, it is called a nick, and the caster (the present player) wins out his stakes. If eight be the main, and eight or twelve should be thrown directly after, it is also termed a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number immediately afterward, it is a nick, and he gains whatever stakes he has made. Every three successive mains the caster wins. He pays to the box, or furnisher of the dice, the usual fee.

The meaning of a stake or bet at this game differs from any other. If anyone chooses to lay some money with the thrower or caster, he must place his cash upon the table, within a circle destined for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or mentions at whose money he throws, which is sufficient, and he becomes responsible for whatever sum is down, unless the staker calls to cover; in which case the caster is obliged to stake also, else the bets are void. The person who bets with the thrower may bar any throw which the caster may be going to cast, on condition neither of the dice is seen; but if one dice should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

TABLE OF THE ODDS.

If seven is the main and four the chance, it is two to one against the thrower.

6 to 4 is 5 to 3.

5 to 4 is 4 to 3.

7 to 9 is 3 to 2.

7 to 6	}	3 to 2, barring two trois.
		6 to 5 with the two trois.
7 to 5 is 3 to 2.		
6 to 5	}	even, barring two trois.
		5 to 4, with two trois.
8 to 5	}	even, barring two fours.
		5 to 4, with two fours.
9 to 5 is even.		
9 to 4 is 4 to 3.		

The nick of seven is seven to two sometimes, and ten to three.

The nick of six and eight is five to one.

It is absolutely necessary to be a perfect master of these odds, so as to have them as quick as thought, for the purpose of playing a prudent game, and to make use of them by way of insuring bets, in what is termed hedging, in case the chance happens to be not a likely one; for a good calculator secures himself by taking the odds, and often stands part of his bet to a certainty. For instance, if seven is the main, and four the chance, and he has five dollars depending on the main, by taking six dollars to three, he must either win two dollars or one; and, on the other hand, if he does not like his chance, by laying the odds against himself he must save in proportion to the best he has made.

ADDITIONAL CALCULATIONS ON HAZARD.

If 8 and 6 are main and chance, it is nearly 11 to 12 that either one or the other is thrown off in two throws.

If 5 and 6, or 9 and 7, are the main and chance, the probability that they will be thrown in two throws is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 7, or 9 and 6, are main and chance, the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10, are main and chance, the probability that they will be thrown out in two throws is also as 7 to 9.

If 7 and 8, or 7 and 6, are main and chance, you may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10, are main and chance, he that engages to throw either main or chance in three throws has the worst of the lay, for it is very near as 21 to 23.

If the main be 7, the gain of the setter is about one and one-third per cent.

If the main be 6 or 8, the gain of the setter is about two and a half per cent.

If the main be 5 or 9, the gain of the setter is about one and a half per cent.

The following table shows the odds against winning any number of events successively; equally applicable to Hazard, Faro, Rouge et Noir, or other games of chance:

1. It is an even bet that the player loses the first time.
2. That he does not win twice together, is.. 3 to 1
- Three successive times..... 7 to 1
- Four successive times..... 15 to 1
- Five successive times..... 31 to 1

And in that proportion to any number, doubling the odds every time with the addition of one for the stake.

COON CAN

THIS game is played with forty cards. The eights, nines, and tens are discarded. It is a game played by two persons only.

The object of the game is to make fours and threes, as in Poker, and sequences of the same suits. Sequences begin from the ace, in this order: ace, deuce, three, four, five, six, and seven, jack, queen, king. There may be a sequence of six, seven, and jack, or seven, jack, queen.

Cards are shuffled, and the person cutting the highest card has the deal.

Ten cards are given to each player—three cards first, then three more, then four cards.

There are twenty cards dealt, and twenty cards over. These twenty cards over are placed on the table, face down, to be drawn from, one card at a time. The non-dealer draws first. If the card drawn will make, in connection with the cards in his hand, threes or fours, or a sequence of the same suit, he can lay the sequences, threes, or fours on the table, and discard from his hand a card for the one drawn. If he cannot use the card drawn, he places it alongside of the pack, face upward. If the dealer can use this discarded card for threes, fours, or sequences, he does precisely the same thing as would have done the first player, otherwise he draws from the pack.

The game continues in this way until either player has placed upon the table the ten cards, and to these ten cards must be added one more card, making eleven cards, to win the game.

If neither of the players can do this, it is a stand-off. The party then dealing begins over again. The loser always deals.

The art in Coon Can, like in Cribbage, lies in the discard and in putting the cards, whether threes, fours, or sequences, at the proper time on the table. It often happens, that at the close of the game, one party, by discarding from his hand and placing that card on his adversary's pack, spoils his opponent's game.

SOLO

IN the true game of Solo, where the tricks and not the points win, a Euchre pack of thirty-two cards is used, and four play. When five players engage in the game, eight more cards are used, the fives and sixes of each suit being added, making forty cards.

THE FOUR-HANDED GAME.

There are three Matadors in Solo. The best card is the queen of clubs, called Spadilla. The next best card is the seven of the trump suit, known as Manilla, which, of course, varies with the suit. The queen of spades is the third best trump, and is designated as Basta. The other cards follow in their usual order: ace, king, queen, jack, ten, nine, eight, seven, except in clubs and spades. As these queens do not belong to these suits, they have a potentiality of their own.

Solo is a game of tricks.

The player of a call endeavors to make five or eight tricks, either alone or by the help of another player. The player who names the highest of the various games which are incorporated in Solo, has the call.

THE CALLS.

A particular color, say spades, clubs, hearts, or diamonds, having been selected, is designated as "couleur," and remains couleur or the best suit throughout the game. Usually clubs are chosen. Sometimes the first call which is declared and wins, remains, by mutual consent, the selected couleur during the game. A call in couleur is better or higher than a call not in couleur.

THE SEQUENCE OF CALLS OR BIDS IN SOLO.

1. The Lowest is the Simple game in suit, worth 2 counters.
2. The Lowest is the Simple game in couleur, worth 4 counters.
3. The Lowest is the Forcée Partout in suit, worth 4 counters.
4. The Lowest is the Forcée Partout in couleur, worth 8 counters.
5. The Lowest is the Solo in Suit, worth 4 counters.

6. The Lowest is the Solo in couleur, worth 8 counters.
7. The Lowest is the Tout in suit, worth 16 counters.
8. The Highest call is Tout in couleur, worth 32 counters.

WHAT THESE CALLS MEAN.

THE SIMPLE GAME.—The object of the player is to make five tricks. Looking at his hand, the player thinks that it is only fairly strong. There is the certainty of making three or four tricks, but not five. He would be beaten did he declare Solo, or the call meaning that he will play it alone. He may then call for an ace, designating the particular ace he wants. Calling for an ace does not mean that the other player holding an ace, can take that card from his hand and give it to the caller. Nothing is said after the call for the ace. The player having the ace becomes tacitly the caller's partner, but his individuality is not known until the ace is played, or falls in the course of the play. The player, however, holding the ace, when called on, must at once do his best in his play to aid the caller. Should the caller win, his assistant participates in the winning; should the game be lost, he pays. The tricks the holder of the ace may have made prior to his playing the ace, belong to both the caller and the "friend." The caller in the simple game designates the trump. A player may hold the ace himself, and call for it; it is then understood that he plays Solo.

A player holding the four aces, and doubtful as to making five tricks, can call for a king, and then it is a simple game.

FORCEE PARTOUT.—A player holding Spadilla (queen of clubs) and Basta (queen of spades), must state it, unless he or somebody else has made a higher call. It can be played as a Solo, or he may ask for an ace. In this case, the person having the ace has the privilege of naming the trump, but it must not be of the same suit as the ace.

SOLO.—Here the player has sufficient strength to play his hand without asking for assistance. He makes the trump, and has three antagonists.

A **TOUT** is called when the player thinks that with his cards alone, or by calling an ace, he can make all the eight tricks. Of course if he plays it alone, he receives all the penalties. If a player, from holding an ace, becomes his "friend," the gains are divided. If the game is lost, both pay the penalties.

When a simple or solo is played, and the five tricks are made, that round might be supposed to be closed. It may happen, however, that by the fall of the cards the player may enter-

tain the belief that he can make all the tricks. If, then, he keeps on playing, it is understood that he is playing a-tout. Should he then fail to take every one of the other three tricks, he loses. The first five tricks are not counted to his credit. He has to pay if he loses, just as if he had declared a-tout at the outset. If he wins, he is paid twice as much if it be in suit, or four times as much if it is in couleur.

There is an obligatory call in Solo. When all have passed, the player holding Spadilla, the queen of spades, the best trump, is obliged to play. He can call for an ace, as before described. There is this difference in this Forcée simple from the simple game, for in this special case the holder of the ace must name a trump, but not the suit of which is the ace he holds.

In the Forcée Partout, the player holding the highest card, the queen of clubs, Spadilla, and queen of spades, Basta, announces the holding of them. He can play it as a solo, asking for an ace. The player, having the ace, makes, as in Forcée Simple, the trump, but not in the suit of the ace called for. The Forcée Partout is not obligatory, as is Forcée Simple.

SOLO.—The player without asking for aid, names the trump, and purposes making unaided five tricks. He plays solo alone, against the three other players.

A-TOUT.—The player purposes making all the tricks, either alone or with another player who has the ace he asks for.

DEALING.

The highest card sometimes decides who shall deal. Generally, the person to whom the first club is given deals.

Cards are shuffled and cut as in other games, and eight cards are given to each player, in this way: first, three to each player, then two, and lastly, three more, making eight in all.

A misdeal does not change the dealer. If a card is exposed in any way, the dealer begins again.

PENALTIES.

There are many different ways of enforcing the penalties. In some cases it is the same as in Boston. The dealer puts into a pot a certain stake agreed upon, and as the deal passes, each one dealing does the same thing. If a call is made and lost, the loser puts into the pool, just as many counters as there were, until the pool or stamm amounts to 16. Arrived at 16 counters, this is the extreme penalty. Thirty-two count-

ers would be in the pot if a caller did not succeed, and then 64 if another failure was made. The loser is mulcted 16, and has to put up 16, after the pot is won. In this way there may be a succession of stamms of 16. This rule is a good one to keep to, as a half-dozen failures when doubled, would have made an exaggerated pool. In addition to the pot, each failure is paid as designated to the three other—or two other—players if the partnership game is played, 2 for a simple game in suit, 4 for couleur, 4 for Forcée Partout in suit, 8 for couleur, 4 for solo in suit, 8 for couleur, 16 for tout in suit, and 32 for couleur. As in Skat, the matadors count, which are Spadilla, Manilla, and Basta. Should these be held by the player or by the player and his partner, the three increase the penalties one counter. The holding of the matadors gives value to the sequences in the hands. These cards count as ace, king, queen, jack, ten, nine, eight, and for every one held, having the higher matadors all in the hand, one more chip is paid out or received.

The bête, or penalty for non-performance, is played in many ways. The most approved rule is for a person making a declare, and not taking three tricks in a solo, to pay a bête of one into the pool, or if he calls a-tout, nor taking the five tricks, two counters. In some cases bêtes are not required at all, the pool consisting only of the counters put up of the dealers, and the doubling of this pool or stamm up to 16.

BIDDING.

The eldest hand has the first call. He can pass or make a call. The highest bidder has the call. In this respect it is like Skat. A player having made a call, must try to make it. He cannot diminish his call.

SOLO THREE-HANDED.

HERE twenty-four cards are used, ace to seven of clubs and spades, and ace to eight of hearts, with the seven of diamonds. There are the same Matadors, as Spadilla, Basta and Manilla. Nothing but Solo can be played. As the cards do not always furnish a Solo, obligatory play is frequent, and in this case the player taking the last trick loses a solo.

NAPOLEON OR NAP

AN ordinary pack of fifty-two cards is used. Four, five, or six are the best numbers to play, although any number can take a hand. When six play, the dealer does not deal himself cards, but receives and pays just as the other players do. This is sometimes done with five in the game.

The deal is decided by throwing cards around face up. That player who gets the first knave deals. The deal is a disadvantage, so there is no penalty unless a "kitty" or pool is used, when the offending dealer pays a penalty to the pool equal to the stake of one trick.

In case of a misdeal or the exposure of a card the whole pack must be collected, shuffled, and dealt by the same player. Any player touching the pack after it leaves the dealer's hand must put into the pool a stake equal to that of one trick.

Upon the completion of the deal the players look at their hands and declare whether they stand or pass. If a player decides to stand he announces the number of tricks he stands for. He simply passes without explanation. The player to the left of the dealer must stand for one trick if all the others pass, unless there is a "double header" agreed upon. After all have declared the player declaring the highest number of tricks becomes the senior hand. He then plays against all the others. He can make the trump, which he must lead. The player to his left plays next and, if possible, must follow suit. If no player "heads the nut" the trick is scored by the senior hand, who leads again. If the trick is taken the winner can lead any suit he likes, and the others must follow suit, if possible. If the senior hand wins the tricks he has declared to win, the cards are gathered together for a new deal. If he loses so many that it is impossible to win, the new deal takes place.

The player scoring five tricks makes "Nap" and receives double the stakes played for from each player, which are decided on before the game begins. If the senior hand makes the number of tricks declared, say three, the other players pay him three times the amount of the stakes. If he fails he would have to pay three times the stakes to each player. If he declared for "Nap," he receives payment as if each player had lost ten tricks.

Each player has a right to deal, and no game should be given up until each player has dealt. If a player exposes a card before his turn to play or declares before his turn, he cannot stand on that hand. If a player—except the stand hand—expose a card before his turn to play, play out of turn, or detach a card from his hand which he does not play on the current trick, he must pay the value of three tricks in addition to his stakes. If the stand hand loses he also gets nothing. If any player, except the stand hand, revoke, he must pay the stakes of all the players if the stand hand wins. If the stand hand loses he pays all players except the one who revoked. If the stand hand revokes he loses what he stood for. If the stand hand wins he must show his unplayed cards, and if he loses he has the right to see the unplayed cards of the others. A new player takes his place to the left of the last dealer and is the next dealer.

VARIATIONS OF THE GAME.

The game is played with several variations, which must be decided on and generally agreed upon before the play is started, otherwise the laws of the simple game rule. At times four tricks only receive single and Nap only double. It is better to play with the payment for four tricks won, as this induces the players to declare for four. When a pool, or "kitty," is decided upon, each dealer makes a payment according to the value of the stake of the game. The kitty becomes the property of the player making Nap, and he takes the kitty in addition to the double stakes he receives from each player. If it is decided to finish a game before a Nap has been made, the kitty is divided equally between the players or it can be cut for, the lowest cut winning.

MISERE, OR MISERY.

THIS variation is the most commonly played. It is the antipod of Nap, for the caller may not take a single trick. He leads in the usual way, the first card being a trump, unless, as frequently it is agreed, there be no trumps. The caller of Misere must follow suit always when possible. He is not forced to trump if he has no card of the suit led. He must play his cards so as to avoid taking tricks. If he should take a single trick, or if his first trick is not headed, he loses and is forced to pay. If he avoids taking a trick, the other players must pay him. The stake generally is three for winner or loser; but if a player declares he can make three tricks, he takes precedence and plays accordingly.

If the game is played with Jam, the dealer puts into the pool an agreed stake, and each dealer in turn does the same. A declaration of four tricks with Jam takes precedence of four without it. If the stand hand declares "four with Jam" and wins four tricks, he will take the Jam from the pool, adding it to the stakes he receives from the other players. If any Jam remains in the pool when the play is ended, it is divided equally among the players.

After the cards have been distributed, but before any declarations, the dealer asks each player in turn if he wants to buy cards. If a player wishes to buy, he throws to one side, face downward, the cards he wishes to be rid of and puts in the pool the value of one trick for each card he gets from the dealer. The cards must be taken from the top of the pack and must not be exposed.

SIR GARNET OR SPARE HAND.

IN this variation an extra hand of five cards is dealt and left upon the table. Each player in turn has the right to select from this hand the cards he wishes, discarding those he does not want. He must then stand for or declare Nap. If there is a pool he must put into it the value of two tricks, if he fails to score, in addition to paying to the other players the stake for losing five tricks.

If each player passes, the stakes for the ensuing deal are doubled and remain thus until the person who has declared wins. It is the custom when this variation is decided upon to agree that the lowest call be three, as this makes the double-header occur at intervals.

WELLINGTON.

IF a player in this game calls Napoleon, and the player on the left thinks that he can make five tricks, he may call Wellington, when the stakes are doubled and the caller wins twenty or loses ten. It is sometimes played that the winner gets no more than if he made Nap, but pays double or ten.

BLUCHER.

THIS is called as in Wellington, except in this case it is over (after) Wellington and trebles the others, the caller winning thirty or losing twenty. This is also modified at times so that the caller pays fifteen to each player on losing and gets ten from each for winning.

The declarations of both Wellington and Blucher cannot be

made by the first caller, even though he may have five cards and be certain of taking all five tricks. This is remedied in one variation by giving the first caller the right, should he be challenged a Wellington, to answer "Blucher" or to even answer "Wellington accepted." If he does not care to accept the challenge, the challenger plays a Wellington or a Blucher, as the case may be. These details should always be settled at the opening of the game.

SIX OR DRAW-CARD NAP.

IN this game six or seven cards are dealt to each player, who, before making his call, must throw away, face downward, one or more of his cards, retaining five in his hand. Then the game is played in the usual way.

NINE-CARD NAP.

THIS is the latest innovation. It is played exactly as five-card Napoleon is played, except that nine cards are held by each player. Its scope is much more limited than the other varieties, as, even with three players, more than half the pack is in use. In this game a player calling Nap must make all nine tricks, which is a difficult and consequently a rare occurrence. Two players well matched will find it a pleasing game, as the possibilities are very different from those of the ordinary game.

GRABOUGE

Two, four, six, or eight persons can play Grabouge. Three packs of fifty-two cards are required if two, four, or six play, while if eight engage in the game four packs are required.

The cards rank as in Whist. With four playing they play partners; with six, two sides are formed with three partners each; and with eight, four partners to a side. Partners take alternate seats around the table. The player who cuts the lowest card deals. Twenty cards for each side are dealt out, face downward except the twentieth card of each side, which is turned face upward. With six or eight players additional cards are sometimes dealt.

Books of five cards are dealt to each player. The remaining cards are made up into books of five, which are distributed to each player as his cards are exhausted.

The first player, that one to the left of the dealer, begins by playing an ace, if he has one, in the centre of the table. He may build upon the ace the suitable cards in his hand, say the two, three, four, etc. He may exhaust his hand and take a fresh one, or play until the card turned up on his 20-pile can be played off that pile. Aces must always be placed in the centre of the table, the piles built upon them being known as the centre-pile. After a player has played the last card in his hand, he calls for another book or lays a card, face upward, known as a table card, in front of him, which indicates that he has finished playing in the centre.

The object of the game is to play off the cards in the 20-pile as rapidly as possible.

It is not obligatory to play an ace at once. Unless cards are held in sequence to the ace, it is better not to play it, especially if the card at the top of the pile of the player's adversary is a low one. In such a case it is better to play your cards upon the table, retaining your aces until the last, when by playing them you get a fresh hand which may contain the cards you need.

In building up the centre piles a player is permitted to use cards from his hand or from the top of his partner's table piles, the top card of the 20-pile, but he is not compelled to play upon the centre piles unless he chooses to. When it comes his turn to play he may play a card upon either of his table piles. This can be done irrespective of the fact that the cards

may not be in sequence with the top cards of the centre piles.

One should always refrain from playing upon the centre piles when it will help one's adversary. As your adversary cannot use the cards on your tables, this is obviously the best play. These cards may be used by your partner in blocking your adversaries, by playing them in such a way as to prevent the putting of their table cards on to the centre piles.

There can be but four table cards in front of each player. The aces are built upon regardless of suits. When the king is placed on a pile it is removed from the centre.

No remarks of any kind are permitted by the partners of a player who is about to play. If this is disobeyed, each of your adversaries has a right to place a card in the centre of the pile of the offending side. A player attempting to look at the cards beneath the top card is penalized in the same manner.

FRENCH WHIST

A VARIETY of Catch-the-Ten is known as French Whist. It is played like Whist, with these exceptions:

The game is forty instead of ten points.

Those who win the honors count them.

The ten of diamonds counts ten for those who win it. It is not a trump unless diamonds are trumps.

The tricks count as in Whist.

THIRTEEN AND THE ODD

Two persons with a full pack of fifty-two cards play this game. The cards rank as in Whist. In cutting for the deal, low deals. Thirteen cards are dealt to each player, one at a time. The dealer turns up the top card, after the deal, for trump. If he makes a misdeal he loses his deal.

The elder hand leads. The tricks are regulated as in Whist, and the player first capturing seven tricks wins the game. In case of a revoke the player making the error loses the game if the trick has been turned, otherwise he is permitted to correct his error.

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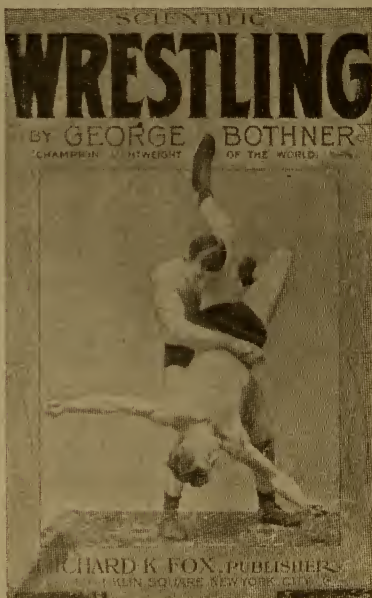
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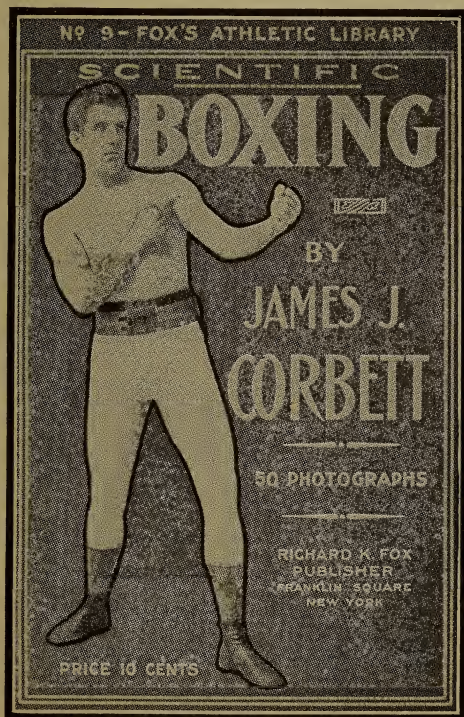
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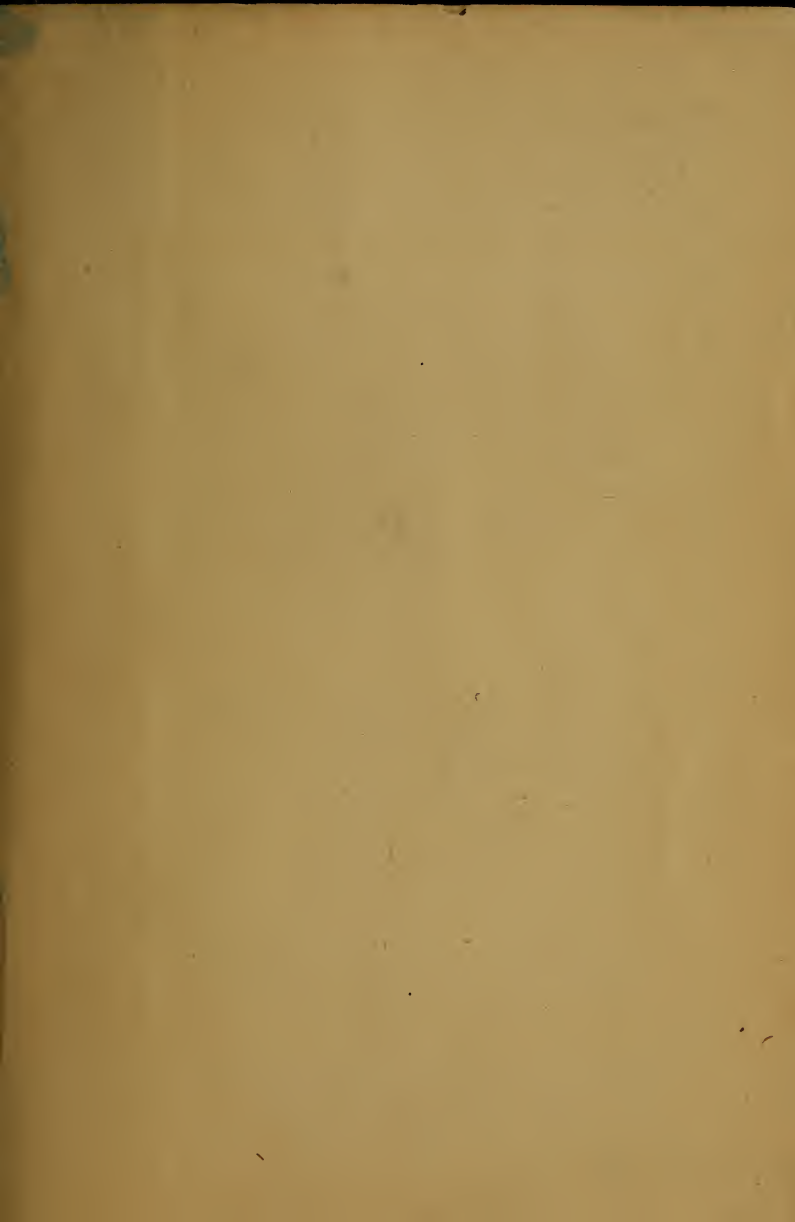
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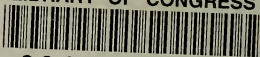
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