



WHIST AND DUPLICATE WHIST

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THIRD EDITION

THE UNITED STATES PLAYING CARD CO.
CINCINNATI, U.S.A.

American Leads.

CARDS AT HEAD OF SUIT.	NUMBER OF CARDS IN SUIT.				
	3	4	5	6	7
A. K. Q. J.		K-J.	J-A.	J-K.	J-Q.
A. K. Q.	K-Q.	K-Q.	Q-A.	Q-K.	**
A. K. (plain)	K-A.	K-A.	A-K.	*	*
A. K. (trumps)	K-A.	4th.	4th.	4th.	A-K.
A. Q. J. 10		A-10.	A-J.	*	*
A. Q. J.	A-Q.	A-Q.	A-J.	*	*
A. (plain)	A. (1)	4th-A.	A-5th.	*	*
A. (trumps)	A.	4th-A.	4th-A.	4th-A.	A-5th.
K. Q. J. 10		K-10.	J-K.	J-Q.	**
K. Q. J.	K-Q.	K-J.	J-K.	J-Q.	**
K. Q. (plain)	K-Q.	K. (2)	Q. (3)	*	*
K. Q. 10. (trumps)	K-Q.	K. (2)	Q. (3)	Q. (3)	Q. (3)
K. Q. (trumps)	K-Q.	4th.	4th.	4th.	Q. (3)
K.	K. (1)	4th.	4th.	*	*
Q. J. 10	Q-J.	10-Q.	10-J.	*	*
Q. J.	Q-J.	4th.	4th.	*	*
Q.	Q. (1)	4th.	4th.	*	*
J. 10. 9. 8. (trumps)		J-8.	J-9.	*	*
J. 10. 9. (trumps)	J-10.	J-10.	J-9.	*	*
All other cards	Best.	4th.	4th.	*	*

* Lead as in a five-card suit.

** Lead as in a six-card suit.

(1) If partner has not shown strength in suit, lead lowest.

(2) If K wins, follow with 4th.

(3) If Q wins, follow with 5th.

PUBLISHED BY

The United States Playing Card Company,

CINCINNATI, U. S. A.



Whist

AND

Duplicate Whist

TENTH EDITION.

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Whist.

The game of Whist is played with a full pack of fifty-two cards, by four players, as partners. Deal the cards around to the left, one at a time, until all are dealt, turning up the last card for trump. This trump card remains exposed on the table until it is the dealer's turn to play to the first trick, when he may take it into his hand.

The player at the dealer's left leads, and the following of suit is obligatory. Where no suit is held, the trick may be trumped, or a card of any other suit may be thrown on it. The highest trump played, or, if no trumps are played, the highest card of the suit led, wins the trick. The winner leads for the next trick.

The first six tricks taken in are called a "book," and count nothing. Each trick over six counts one point for game. The tricks are kept separate as they are taken in, and when the book (six tricks) is complete, it is gathered together and laid to one side.

Seven points are game.

Scoring.—The penalty for a revoke (see Laws) takes precedence over all other scores. Tricks score next and honors last.

Honors.*—If it is desired by the players, the following points may be scored for Honors—the Honors being the Ace, King, Queen and Jack of trumps:

If a player and his partner, either separately or in their combined hands, hold:

- i. The four Honors, score four points.
 - ii. Any three Honors, score two points.
- Less than three Honors score nothing.

Players who at the beginning of the hand need only one point to score out can not score for Honors, but must win the odd trick to score out.

The odd trick is the seventh trick taken in—the trick taken after the book has been completed.

Honors must be claimed and scored before the trump card is turned for the next deal, or not at all.

The Rubber.*—The Rubber is the best two out of three games. If one side wins the first two games, the third is not played. Where the game is played for stakes, the winners of the rubber add two points to their score.

*The practice of scoring for Honors, Rubber points, and singles, doubles and trebles is obsolete in America. They are given here for the benefit of those who still adhere to the old English custom.

Should the third hand have been played to decide the rubber, the net winnings are computed by subtracting the score of the losers from the entire score of the winners for the two hands they won, with two points for the rubber added.

Singles, Doubles and Trebles.*— The winners score, in addition to all other points made :

- I. A treble (3 points), when adversaries have failed to score.
- II. A double (2 points), when adversaries have scored one or two.
- III. A single (1 point), when adversaries have scored three or four.

Whist.

By FISHER AMES, Author of "A Practical Guide to Whist,"
 "American Leads at Whist," "The Ames
 Whist Lesson Cards," etc.

Principles and Theory.—Whist is the best of all card games, combining chance and skill in very pleasing proportions. It is played by four persons—two as partners against the other two. The object of the game is to take as many tricks as possible. All must follow suit when they can. The cards take according to their rank, in the following order: Ace, King, Queen, Knave (or Jack), Ten, etc., down to the Two. The trump suit is the most effective, as any trump will take any card of a plain suit. Tricks are won by high cards, by trumps, and by the remaining, or "long," cards of a plain suit, of which the other players have none. This is called the establishment and bringing-in of a suit. As it is about the only method which can be planned for from the outset of the hand, every hand is or should be opened on that theory. Subsequent developments may, however, require a change of plan. Another reason for opening the hand with the long suit is to inform partner. The combination of partners' hands is the basis of all play, it being more important to inform partner than to deceive the adversaries. This depends absolutely on a knowledge and following of the rules for play.

The Lead.—Lead, first, from your longest, or best long, suit. Lead trumps from five or more, or from four, with the command of two plain suits.

*The practice of scoring for Honors, Rubber points, and singles, doubles and trebles is obsolete in America. They are given here for the benefit of those who still adhere to the old English custom.

High cards are led to win the trick, or force out higher and promote the rank of other high cards in hand. Low cards are lead (fourth best) when it is desirable to reserve high cards in hand until later. The lead of a high card from strength shows the character and generally the number of the suit led from. Thus, Ace shows at least five in suit, unless followed by Queen. King shows Ace, or Queen, and a suit of four, at most. Queen shows King, or Knave and Ten, and generally a suit of five or more. Knave shows King and Queen, and a suit of five, at least. The second lead of a high card gives further information as to number and character of suit. When a low card is led on an original lead from a long suit, it is always the fourth best. The following table gives the correct first and second leads of high cards from a long suit:

HIGH CARD LEADS IN DETAIL.

FROM	LEAD	THEN
A K Q J & 3 or more lower,	J	Q
A K Q J & 2 lower,	J	K
A K Q J & 1 lower,	J	A
A K Q J,	K	J
A K Q & 3 or more low,	Q	K
A K Q & 2 low,	Q	A
A K Q & 1 low,	K	Q
*A K & 3 or more lower than Q,	A	K
*A K & 2 lower than Q,	K	A
A Q J & 2 or more lower,	A	J
A Q J 10,	A	10
A Q J & 1 lower than 10,	A	Q
*A & 4 or more low,	A	4th
K Q J & 3 or more lower,	J	Q
K Q J & 2 lower,	J	K
K Q J 10,	K	10
K Q J & 1 low,	K	J
K Q 10 & 2 or more lower,	Q	K†
*K Q 10 & 1 lower,	K	Q†
*K Q & 2 or more low,	Q	K†
K J 10 & c.	{ 10; if 10 wins, lead lowest. { If Q or A & Q fall, lead 10 from 5 or more, K from 4.	
Q J 10 9,		
Q J 10 & low,	{ Q; then 10 from 5 or more, J from 4.	

* In trumps, lead 4th best, unless with 7 trumps.

† If A falls. If K wins, lead original 4th best; if Q wins, lead original 5th best.

From all other long suits, lead, first, the fourth best held of it.

The second leads of high cards are governed by this principle. When, after leading a high card, you remain with two or more indifferent high cards (of equal value), lead the highest from a shorter, the lowest from a longer suit.

When your only long suit is very weak, you may resort to a three-card-suit lead. The highest is usually led from three, except as shown below.

FORCED LEADS.

FROM	LEAD	THEN	FROM	LEAD	THEN
A K Q,	K	Q	K Q J,	K	Q
A K J,	K	A	K Q & 1 low,	K	Q
A K & 1 low,	K	A	K J 10,	10	K
A Q J,	A	Q	K & 2 low,	lowest	
A Q & 1 low,	lowest		Q J 10,	Q	J
A & 2 low,	"		Q & 2 low,	lowest	

From any other three cards, lead the highest. If you know the suit is your partner's, by his discard of it on opponents' lead of trumps, or their lead of other suits, lead the highest of any three.

Secondary Leads.—Generally lead the winning card on the second round, if you have it. Do not change suit unless an opponent will trump; even then, if he is strong in trumps, force him with it. If obliged to change, you can return partner's suit, lead to a strong, or up to a weak hand, or lead a singleton, if you have one; or you may open another suit. It is not usually necessary to lead from two cards until near the end of the hand. Then the rule is to lead the higher, unless it is clear that the situation requires the rule to be reversed.

Before returning your partner's suit, lead your own, if you have a good one, unless you have but one card of his suit left and wish to trump it. Return the Ace of partner's suit, if you hold it; otherwise, return the higher of two, the lowest of three or more cards of it left in your hand. Always return his trump lead, or lead to his trump call at the first opportunity. Lead from four trumps, if you or your partner have an established suit. Lead trumps from three or less, when the adversaries will establish a cross-ruff. Having the last trump but one, and the best, draw the other from an adversary, if you or partner can bring in an established suit; otherwise, force it out and clear the suit.

Force partner if he is weak in trumps, or the adversaries are strong, or you can get a cross-ruff. Force an adversary who has shown trump strength.

Second Hand Play.—At second hand, generally play low on a low card led. But, having a combination of high cards from which you should lead one, the same principle requires the play of one of them at second hand. When a high card is lead, you cover, if you have a four-

chette (the cards next above and below that led), or when a fourth best led shows that you hold the cards intermediate between those which the leader must hold.

FROM	PLAY
A & low,	A on an honor led.
A K Q J,	} Play the lowest of the cards in sequence, whether you hold low cards or not.
A K Q,	
A K,	
A Q J 10,	
A Q J	
K Q J 10,	
K Q J,	
K Q,	
Q J 10 9,	
Q J 10,	
K & 1 low,	K in trumps, low in plain suits.
K & 1 low,	K on 8 or 9 led.
Q J & 1 low,	J.
J 10 & 1 low,	10.
J 9 &c.,	J on 10 led.
10 8 &c.,	10 on 9 led.
In all other cases, play the lowest, unless calling for trumps.	

In trumps you should be more saving of high cards, and with two honors and two low cards you should generally play low at second hand.

If strong enough in trumps to lead them, it is generally right to signal or call for trumps by playing a higher before a lower card unnecessarily; as, having a three and a two in a plain suit, play the three first and then the two. If partner calls for trumps, and you hold four trumps, you should signal also in the same way. This is called the echo.

If strong in trumps, do not trump a doubtful trick at second hand; but, if weak in trumps, trump freely. If a winning card is led, and you have four trumps, it is well to pass if you also have a strong hand in the plain suits; but not if the winning card will be followed by other winners of the same suit. With very great strength in trumps (six or more), trump in and lead a trump.

Third Hand Play.—At third hand, play high on a low card led; make your best endeavor to take the trick, playing, of course, the lowest of high cards in sequence at the head of the cards held in the suit, for they are of equal value in your hand, and a trick should be taken as cheaply as possible. The only exceptions are: With A, Q, J and low, play the J; with A, Q and low, play Q. You also want to get the high cards of the suit out of your partner's way.

If partner leads a high card you should generally pass it. Always pass his honor, and pass his Ten, except you hold Ace.

On the second round of a suit you may finesse, (trying to win with a lower card than the highest held) if the development of the suit and the indications as to the position of the cards justify it. But it is generally safer to play the winning card on the second round.

Do not play a trump on partner's original lead of a high card. It is better to pass it and let the suit be cleared for him, unless you have an established cross-ruff. If partner's original lead is evidently from a weak suit, a deep finesse is justifiable.

Unblocking. — On partner's original lead of a card indicating five or more in suit, as A, Q, or J, you, holding four exactly in the suit, should play your third best, and retain until the last the lowest of the suit held by you, as otherwise you might block it and prevent his last card from making. Other cases will arise for unblocking, for which rules can not be given, but must depend upon close observation and shrewd play. When you see that your high card of partner's suit is going to take the third trick, for instance, and you have no way of giving him the lead, and it is evident that if your high card were out of the way he could make one more trick in the suit, you should throw your high card on his higher one, or get rid of it on a discard, if possible, to get out of his way. Too little attention is usually paid to this point. Get rid of the control of partner's suit. Keep that of opponents' and trumps as long as possible.

Fourth Hand Play. — At fourth hand, play your lowest, unless the trick is against you; in that case, take it, if you can, with the lowest available card for that purpose.

The Discard. — Having none of the suit led, you must discard or trump. If weak in trumps, as before stated, trump a doubtful trick; if strong, pass it. The first discard is important, as it gives information of the character of your hand. The general rule is: Discard, first, from your weakest suit, and, of course, the lowest card of it; but, if opponents have shown a superiority in trumps, by leading or calling for them, your first discard should be from your best-protected suit. If it afterward appears that your partner has the superiority, the first discard should be from the weakest suit. Later discards are made according to the hand (keeping high cards guarded, if possible) when necessary.

General Advice. — Watch the cards carefully, and notice what is played. and by whom. Good Whist

depends upon close observation and inference. Remember that your partner is equally interested with you, and do not play your own hand without regard to his. Team play is the essence of Whist. Do not stick to a plan formed at the outset of the hand, if it is clearly useless; be ready to change your game to meet the conditions.

The Laws of Whist.

As Revised by the Third American Whist Congress, held at
Chicago, June, 1893.
(See also page 38.)

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

2. **Forming the Table.**—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. Partners are determined by cutting—the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; 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 a 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.

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

8. **Shuffling.**—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 a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer.**—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 dealer. 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 reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer and cut again. 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 reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing.**—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 —

1. If any card except the last is faced in the pack.
11. 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 is not liable to be called.

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

17. Misdealing.—It is a disdeal—

- 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 a card, or in any other manner interrupts the dealer.

18. The Trump Card.—The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. 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. Irregularities in the Hands.— 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 cards are not taken into account.

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 the omission occurred.

20. Cards Liable to be Called.—The following cards are liable to be called by either adversary:

- 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 sees any portion of its face.

iv. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

v. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player can not 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 liable to be called; 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 liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

24. **Leading Out of Turn.**—If any player leads out of turn, a suit may be called from him or his partner the first time it is 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 rightfully be called.

If a player so called on to lead a suit has none of it, and 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 are not liable to be called, and must be taken back.

25. **Playing Out of Turn.**—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.

27. **Abandoned Hands.**—If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then

claimed or admitted, is established; provided, that if a revoke is discovered, the revoke penalty attaches.

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

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 is liable to be called. 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 enforced for as many revokes as occur during the hand. The revoking side can not 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, and score all points made by them up to score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks 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.

34. **Miscellaneous.**—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.

35. 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.

36. 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 cards must be laid upon the table, and are liable to be called.

37. 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.

38. 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.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

Etiquette of Whist.—The following rules belong to the established code of Whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct therein pointed out which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases.

- I. No conversation should be indulged in during the play, except such as is allowed by the laws of the game.
- II. No player should, in any manner whatsoever, give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.
- III. No player should lead until the preceding trick is turned and quitted.
- IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.
- V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.
- VI. No player should purposely incur a penalty because he is willing to pay it; nor should he make a second revoke in order to conceal one previously made.
- VII. No player should take advantage of information imparted by his partner through a breach of etiquette.
- VIII. No player should object to referring a disputed question of fact to a by-stander who professes himself uninterested in the result of the game and able to decide the question.
- IX. By-standers should not in any manner call attention to or give any intimation concerning the play or the state of the game during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

Duplicate Whist.

By WALTER H. BARNEY, Ex-President of the American Whist League.

Duplicate Whist embodies the principles, maxims and rules of the regular game of Whist, with the additional feature of preserving the identity of the hands, so that after playing a series of deals, each side can exchange the hands as originally held by them with the other side, and replay the same deals under the conditions originally given to their adversaries. In this way, each side has in the end the same aggregate strength and advantage in cards and position, and any difference in the result between the original and the duplicate play will indicate the relative value of the play of the respective sides.

The cards are originally dealt and played exactly as at the regular game of Whist, except that each player places his cards, as he plays them, on the table in front of him, and turns them face downward as each trick is completed, retaining them separate and not gathering them into tricks. As each succeeding card is turned, it should be placed so as to overlap the card last previously played, thus retaining the cards in the exact order in which they were played. The winners of the trick place their cards, as they turn them, perpendicularly to the edge of the table nearest them; the losers, on the contrary, place their cards horizontally. Thus, the four cards of a trick all point in the same direction and toward the winners. In Fig. 1, five tricks are shown as played; the first, second and fifth have

been won by the North and South players, the third and fourth by the East and West.

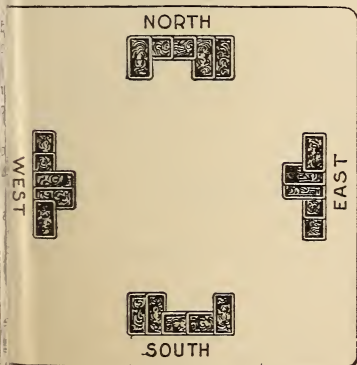


FIG. 1.

NOTE.—The older method of marking the tricks, by the winning side taking a counter from a pile of thirteen placed on the table, is still in use, but is greatly inferior to the method here given, which is so satisfactory that many of the best players employ it when playing "Straight Whist," in order to afford an opportunity of re-examining a hand after it has been played.

When the deal has been played, the four hands should each be separately shuffled and put away in a proper

receptacle, carefully retaining the identity of the hands and the order and position in which they were held by the players. Another pack of cards is used for the next deal, which is played in precisely the same manner; and so on until the agreed number of original deals have been played. The series is then overplayed, each side receiving the cards originally held by their adversaries.

When the cards are replayed by the same four players, North and South receiving the hands originally held by East and West, and *vice versa*, the game is known as **Memory Whist**, or **Mnemonic Duplicate**, because of the opportunity afforded for remembering features of the original play. It is well to avoid this as much as possible, by replaying the deals in a different order from that in which they were originally played; also, by playing as many deals as practicable before the replay begins. When possible, it is a good plan to have the original play on one evening and the replay on another. In Mnemonic Duplicate, one suit should be declared trumps for the sitting, and no trump card should be turned lest it furnish a clue to some peculiarity of the hands.

NOTE.—If an individual record is desired, each player may play one-third of the deals with each of the other three as a partner, South and East exchanging seats after the first third, and South and West after the second third. On the replay, they should resume their original positions, and change after each third, as before.

Duplicate Whist, properly so called, requires that eight or more players participate, so that the results of varying play can be obtained by comparison without requiring or permitting any player to overplay either hand of a deal previously played by him.

A trump card should be turned and should be recorded on a slip of card-board before the play begins. This slip should be placed with the dealer's cards so as to indicate the proper trump for the replay.

Duplicate Whist

FOR TWO TABLES.

Individual Matches for Eight Players.—Seat the players alphabetically, by lot or otherwise, as the first arrangement is immaterial. Play one or two deals, as is agreed; then exchange the deals at the two tables, and replay them. Compare the aggregate North and South scores at one table with those made at the other; score any deficiency against the players making it. Do the same with the East and West scores. Then change positions

According to the following table, and proceed as before. Continue the changes until each player has played with each of the others as a partner. This, of course, requires even arrangements. The movement of the players is the same at each change. Either fourteen or twenty-eight deals are required, according to the number played in each round. The match is won by the player against whom the least tricks are scored as lost.

TABLE OF CHANGES.

Arranged by E. C. HOWELL.

(4)	North	at Table	1	moves to	East	at Table	2.
(1)	East	"	"	1	"	West	" " 2.
(2)	South	"	"	1	"	East	" " 1.
—	West	"	"	1	does not	move.	
(5)	North	"	"	2	moves to	North	at Table 1.
(3)	East	"	"	2	"	South	" " 1.
(6)	South	"	"	2	"	North	" " 2.
(7)	West	"	"	2	"	South	" " 2.

It is a good plan to have a card fastened at the sides of the tables showing the correct movement of the player: *e. g.*, at North of Table 1 have a card reading "To East at Table 2;" at East of Table 2 have a card reading "To South at Table 1," etc. It will also assist, if the players are numbered as indicated in parentheses at the left of the table, and each one is told to follow the number preceding him—1 following 7, 2 following 1, 3 following 2, etc.

Four-Pair Match.—The original arrangement of the pairs is immaterial. Number the players of the first pair 1 and 2, of the second, 3 and 4, of the third, 5 and 6, and of the fourth, 7 and 8. Play two deals at each table, exchange and replay them. Exchange the North and South players from each table to the other. In exchanging, the North and South players from Table No. 2 take the same positions at Table No. 1 as previously occupied by them, while those from Table No. 1 take reversed positions at Table No. 2, *i. e.*, *North becomes South* and *South North*. The East and West players at Table No. 2 also exchange places with each other. With the players in their new positions, four new deals are played and replayed. These eight deals constitute the first pair of matches.

The two North and South pairs (1 and 2, 3 and 4) are compared with each other, as are also the two East and West pairs (5 and 6, 7 and 8). The pairs having the higher aggregate score on this comparison score a match won, and also the number of tricks made by them in excess of those made by the pairs in comparison with them, thus keeping a double score, matches won, and tricks gained. In case of a tie, each pair scores a half match.

The North and South players at Table No. 1 now exchange positions with their East and West opponents,

North becoming East, South West, East North, and West South; also, the North and South players at Table No. 2 exchange positions with each other, the East and West players at that table retaining their positions. Eight more deals are played, and the score recorded as before. The players then exchange positions in the same manner as at the conclusion of the first eight deals, and play a third eight deals, recording in the same way.

The pair having the highest match score wins; in case of a tie in match scores, the pair having the higher trick score wins.

TABLE OF CHANGES.

DEALS.	1ST TABLE.				2D TABLE.				COMPARISONS.
	N.	S.	E.	W.	N.	S.	E.	W.	
1 to 4	1	2	5	6	3	4	7	8	1 and 2 with 3 and 4
5 " 8	3	4	5	6	2	1	8	7	5 " 6 " 7 " 8
9 " 12	5	6	3	4	1	2	8	7	1 " 2 " 5 " 6
13 " 16	1	2	3	4	6	5	7	8	3 " 4 " 7 " 8
17 " 20	3	4	1	2	5	6	7	8	1 " 2 " 7 " 8
21 " 24	5	6	1	2	4	3	8	7	3 " 4 " 5 " 6

Matches Between Two Teams of Four.—The players of one team are seated, North and South at Table No. 1 and East and West at Table No. 2; those of the other team East and West, at Table No. 1 and North and South at Table No. 2. The deals played at each table are replayed at the other. The North and South scores only are compared; the East and West scores are ignored, as they must, of necessity, be complimentary to the North and South scores.

It is preferable to interchange the players of each team, so that each will play one-third of the match with each of the others; also, to exchange adversaries in the middle of that part of the match played by each combination. This is the plan adopted by the American Whist League for use in matches for its Challenge Trophy.

League Matches.—These are always of forty-eight deals, played in two sessions of twenty-four deals each. Two deals are played at each table and then exchanged, and overplayed at the other table. The players of the challenged club then exchange tables, and four more deals are played and replayed, as before. At the end of these eight deals, partners are changed for another eight deals; after which comes another combination of partners for eight more deals, completing the session. At the second session, the players of the challenged team take exactly

opposite positions to those occupied by them during the first session. At the end of each four deals, the scores are compared, and the gains and losses announced. In the table of changes given below, 1, 2, 3 and 4 represent the players of the challenging club, while 5, 6, 7 and 8 stand for those of the challenged club.

TABLE OF CHANGES FOR TROPHY MATCHES.

FIRST SESSION.				SECOND SESSION.					
DEALS.	1ST TABLE.		2D TABLE.		DEALS.	1ST TABLE.		2D TABLE.	
	N.	S. E. W.	N.	S. E. W.		N.	S. E. W.	N.	S. E. W.
1 to 4	1	2 5 6	7	8 3 4	25 to 28	1	2 6 5	8	7 3 4
5 " 8	1	2 7 8	5	6 3 4	29 " 32	1	2 8 7	6	5 3 4
9 " 12	1	3 7 5	8	6 2 4	33 " 36	1	3 5 7	6	8 2 4
13 " 16	1	3 6 8	7	5 2 4	37 " 40	1	3 8 6	5	7 2 4
17 " 20	1	4 5 8	7	6 2 3	41 " 44	1	4 8 5	6	7 2 3
21 " 24	1	4 6 7	5	8 2 3	45 " 48	1	4 7 6	8	5 2 3

The foregoing is an absolutely perfect schedule, but requires too many deals for a match to be played out at a single sitting. A match of twenty-four deals is considered sufficient for an evening's play, and the first half of the Trophy Schedule is usually employed. This does not, however, equalize the relative positions of the players, and, for this reason, the plan used in the qualifying matches for the New England trophies is preferable. In this, each four deals are started with the odd-numbered deals at one table, and the even-numbered at the other, and the players of the challenging team exchange positions for the overplay.

THE NEW ENGLAND SCHEDULE,

For Qualifying Matches—24 Deals.

FIRST TABLE.				SECOND TABLE.			
DEALS.	N.	S.	E. W.	DEALS.	N.	S.	E. W.
1 and 3	1	2	5 6	2 and 4	7	8	3 4
2 " 4	2	1	5 6	1 " 3	7	8	4 3
5 " 7	2	1	7 8	6 " 8	5	6	4 3
6 " 8	1	2	7 8	5 " 7	5	6	3 4
9 " 11	1	3	7 5	10 " 12	8	6	2 4
10 " 12	3	1	7 5	9 " 11	8	6	4 2
13 " 15	3	1	8 6	14 " 16	5	7	4 2
14 " 16	1	3	8 6	13 " 15	5	7	2 4
17 " 19	1	4	8 5	18 " 20	6	7	2 3
18 " 20	4	1	8 5	17 " 19	6	7	3 2
21 " 23	4	1	6 7	22 " 24	8	5	3 2
22 " 24	1	4	6 7	21 " 23	8	5	2 3

When it is desired to play thirty-six deals, the plan used in New England trophy matches is the best. The comparison between players is the same as in the preceding schedule; but, to equalize the deals, a different movement of the challenging players is required.

THE NEW ENGLAND SCHEDULE.

For Trophy Matches—36 Deals.

DEALS.	FIRST TABLE.				DEALS.	SECOND TABLE.			
	N.	S.	E.	W.		N.	S.	E.	W.
1, 2, 3	1	2	5	6	4, 5, 6	7	8	3	4
4, 5, 6	2	1	5	6	1, 2, 3	7	8	4	3
7, 8, 9	1	2	7	8	10, 11, 12	5	6	3	4
10, 11, 12	2	1	7	8	7, 8, 9	5	6	4	3
13, 14, 15	3	1	7	5	16, 17, 18	8	6	4	2
16, 17, 18	1	3	7	5	13, 14, 15	8	6	2	4
19, 20, 21	3	1	8	6	22, 23, 24	5	7	4	2
22, 23, 24	1	3	8	6	19, 20, 21	5	7	2	4
25, 26, 27	1	4	8	5	28, 29, 30	6	7	2	3
28, 29, 30	4	1	8	5	25, 26, 27	6	7	3	2
31, 32, 33	1	4	6	7	34, 35, 36	8	5	2	3
34, 35, 36	4	1	6	7	31, 32, 33	8	5	3	2

Individual Matches for More Than Eight Players.

For Twelve Players.—Number the players and arrange them as indicated in the following table, and place one deal on each table; play these three deals through at each table, and then change the positions of the players. Number 12 retains his seat; the others exchange in regular order, each player taking the position previously held by the next lower-numbered player. Proceed as before, changing seats after each three deals have been played, until each player has played with each of the others as a partner. Since this requires eleven arrangements, the match consists of thirty-three deals.

POSITIONS.	FIRST ROUND.				SECOND ROUND.			
	N.	S.	E.	W.	N.	S.	E.	W.
First Table.....	12	1	6	8	12	2	7	9
Second Table.....	2	9	10	7	3	10	11	8
Third Table.....	4	3	5	11	5	4	6	1

The score is made up in a similar manner to that given for individual matches for eight players.

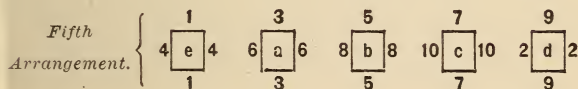
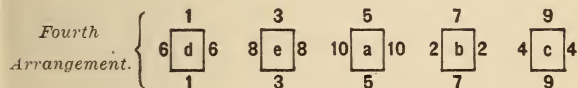
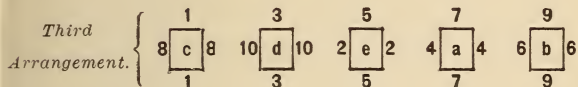
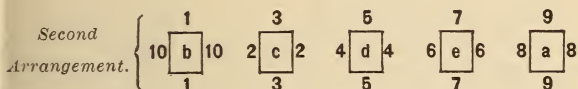
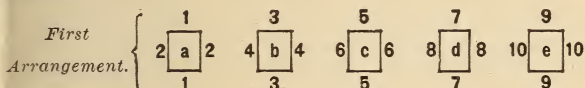
For Sixteen Players.—As this match requires the play of sixty deals, it is of little practical use, unless it can be played in two sessions. The manner of changing positions is the same as that given for the twelve-player match, except that Number 16 retains his seat, and Number 12 moves like the others. The changes are made after each four deals are played.

POSITIONS.	FIRST ROUND.				SECOND ROUND.			
	N.	S.	E.	W.	N.	S.	E.	W.
First Table.....	16	1	7	9	16	2	8	10
Second Table.....	15	12	13	2	1	13	14	3
Third Table.....	6	11	3	10	7	12	4	11
Fourth Table.....	8	14	4	5	9	15	5	6

Progressive, or Compass Whist, for Pairs.

First Method—The John T. Mitchell System

—Divide the players as nearly as possible according to their ability, or draw by lot. Divide the deals to be played equally between the tables, fixing the number of deals at such a multiple of the number of tables as can conveniently be played in the time at the disposal of the players. After the deals at each table have been played, move the deals one table in one direction, the East and West players one table in the other. In the following diagram, the numbers represent the players, the letters the deals, placed at each table :



At the conclusion, it will be seen that each North and South pair have played against each East and West pair, and *vice versa*; also, that each pair has played all the deals.

The total of the North and South scores is obtained and divided by the number of tables, giving an average North and South score. Each North and South score is compared with this average. The same course is pursued with the East and West scores.

Suppose, in the above example, four deals have been

played at each table, or twenty in all, the final score would be made up as follows :

	N. AND S. SCORES.	E. AND W. SCORES.	RESULT.
1.1.	147	+2
2.2.	117	+2
3.3.	145	0
4.4.	112	-3
5.5.	140	-5
6.6.	119	+4
7.7.	151	...	+6
8.8.	112	-3
9.9.	141	-4
10.10.	116	+1
Total.....	724	576	+15-15
Average.....	145	115	

Total score, 1300.

This plan, as above described, is applicable only when the number of tables is odd. The number of deals must be a multiple of the number of tables engaged. To adapt the system to an even number of tables, various modifications have been employed.

First Modification.—After playing half through the match, the East and West players skip one table, and finish the match at the same table at which they began. Each East and West pair, consequently, misses one North and South pair, and plays twice against another pair.

Second Modification.—After the match is played half through, the deals are moved once, while the East and West players remain seated, and play again against the same North and South players, thereafter changing as before, but finishing without playing against the final pair of opponents. The effect is the same as in the preceding plan.

Third Modification.—Play once through by the first plan ; then put out a new set of deals, and play through again, each East and West pair commencing on the second round at the table which they skipped on the first round. This plan requires twice as many trays as there are tables engaged.

Fourth Modification.—Play once through by the second plan, put out a new set of deals and play through again. On the second round, the East and West players commence at the table next after the one at which they played twice. This plan also requires twice as many deals as tables.

Fifth Modification.—Play once through by first plan, move East and West players one table, put out a new set of deals, and play through by the second plan. This requires twice as many deals as tables.

Sixth Modification.—Play once through by second plan, move East and West players one table, put out a new set of deals, and play through by the first plan. Requires twice as many deals as tables.

Seventh Modification.—Play two trays at each table, move the East and West players after each tray has been played, but do not move the deals until both have been played by the North and South players; the East and West players move twice around the room. This requires twice as many deals as tables, and is not applicable to an even number of tables divisible by three without a remainder.

Eighth Modification.—Place one deal on each table; also, on two tables, equally distant from each other, either way of the circuit, place an additional set of trays, dividing it so as to add an *odd* number of trays to each of these two tables. The East and West players go twice around the circuit. As the deals are moved to the tables having the extra deals, great care must be taken to so place the new deal that it will not be played until all the deals previously on the table have been played. This will be more easily done if the deals are originally so arranged as to come in regular order, *e. g.*: Take the case of eight tables—at Table No. 1, put Deal 1; at Table No. 2, Deal 2; at Table No. 3, Deal 3; at Table No. 4, Deals 4 and 5; at Table No. 5, Deal 6; at Table No. 6, Deal 7; at Table No. 7, Deal 8; and at Table No. 8, Deals 9, 10, 11, 12, 13, 14, 15 and 16. If it is desired to play three sets of deals, the two extra sets can be divided between two equidistant tables, *e. g.*: If it is desired to play twenty-four deals at eight tables, arrange the deals as given above, except that at Table No. 8 should be placed Deals 9 to 24, inclusive. By a similar arrangement, any larger number of deals can be provided for. Of course, the number must always be a multiple of the number of tables.

Second Method—The Clay System.—Place two deals on each table. The East and West players move to the next table after each deal, carrying with them the deal which they have just played. The North and South pairs play the deals in regular order, the East and West in reverse order. This method is applicable to either an even or odd number of tables.

MODIFICATIONS FOR MORE THAN TWO DEALS AT A TABLE.

First Modification.—When the number of deals at each table is even, play one-half of them, and then

move players, carrying with them the trays which they have played.

Second Modification.—When the number at each table is odd, play a portion of them; then move, carrying the deals which have been played, play the deals left at next table, and proceed as before. This plan is all right for an odd number of tables, but with an even number is unequal as to adversaries.

Third Modification.—Play one deal each time, proceeding around the circuit of tables as many times as there are deals at each table. This plan is applicable only when the number of tables, and the number one less than the number of deals at each table, have no common divisor except one.

- Two Deals at a Table, good for any number of Tables.
 Three " " " " " odd number of Tables.
 Four " " " " " number of Tables not divisible by three, *i. e.*, 2, 4, 5, 7, 8, 10, 11, 13, etc.
 Five Deals at a Table, good for any odd number of Tables.
 Six " " " " " number of Tables not divisible by five, *i. e.*, 2, 3, 4, 6, 7, 8, etc.
 Seven Deals at a Table, good for any number of Tables not divisible by two or three.
 Eight Deals at a Table, good for any number of Tables not divisible by seven.

AT EACH TABLE.

At 2 Tables, can be Played—	2, 4, 6, 8, 10, 12, 14, 16, 18 Deals.
" 3 " " " "	2, 3, 5, 6, 8, 9, 11, 12 " "
" 4 " " " "	2, 4, 6, 8 " "
" 5 " " " "	2, 3, 4, 5, 7 " "
" 6 " " " "	2, 6 " "
" 7 " " " "	2, 3, 4, 5 " "
" 8 " " " "	2, 4 " "
" 9 " " " "	2, 3 " "
" 10 " " " "	2 " "
" 11 " " " "	2, 3 " "
" 12 " " " "	2 " "
" 13 " " " "	2, 3 " "
" 14 or more " " " "	2 " "

Fourth Modification.—Place two deals at each table; also, at any table or tables in addition to the two already there, place any number of deals which is a multiple of the number of tables engaged.

With 3 Tables, either Table may have	2, 5, 8, etc. Deals.
" 4 " " " "	2, 6, 10 " "
" 5 " " " "	2, 7, 12 " "
" 6 " " " "	2, 8, 14 " "
" 7 " " " "	2, 9, 16 " "
" 8 " " " "	2, 10, 18 " "
" 9 " " " "	2, 11 " "
" 10 " " " "	2, 12 " "
" 11 " " " "	2, 13 " "
" 12 " " " "	2, 14 " "

Third Method—The Snow System.—Play one set of deals without moving the players; then move the East and West players one table and play another set of deals, and so on until the East and West players have been opposed to all of the North and South. If desired, more deals can be played in each round than there are tables. This system is not applicable except with a small number of tables or a large number of deals. It has an advantage in that it can be played in several sessions, as an intermission can be taken at the end of the play of any set of deals. When applicable, it is preferable to any other system.

With 2 Tables, it is possible to Play	4,	6,	8,	10,	12,	16, etc.,	Deals.
" 3	"	"	"	"	"	9, 12, 15, 18, 21, 24	" "
" 4	"	"	"	"	"	16, 20, 24, 28, 32, 36	" "
" 5	"	"	"	"	"	25, 30, 35, 40	" "
" 6	"	"	"	"	"	36, 42, 48	" "
" 7	"	"	"	"	"	49, 56, 63	" "

Fourth Method—The Parallel System.—In all forms, arrange the tables in two parallel rows.

First Form.—Really a modification of the Mitchell System. Play through in each row independently, exchange the deals across from one row to the other, and play through again. Put out a new set of deals, exchange the East and West players across from one row to the other and play twice through, exchanging deals as before. Requires an odd number of tables in each row, and twice as many deals as tables.

Second Form.—Another modification of the Mitchell System, requiring an odd number of tables in each row and twice as many deals as tables. Exchange deals across, thus playing two deals before moving players; then move players one way and deals the other in each row. When one set of deals has been played, put out a new set, exchange players across, and proceed as before.

Third Form.—A modification of the Clay System. Applicable to any even number of tables, but requiring twice as many deals as tables. The East and West players move up one table after the play of each deal, playing through each row twice. Move deals across, then up and across, then across, then up and across, etc. After one set of deals has been played, exchange players across and play another set.

If the players move down instead of up, this plan becomes a form of the Mitchell System (Seventh Modification), and is not applicable to an even number of tables divisible by three without a remainder.

Fourth Form.— A modification of the above, applicable to any even number of tables which is a multiple of four, *i. e.*, with an even number of tables in each row. Play as above until the East and West have played *once* through one row; then move the players up and across and the deals up *but not across*, and proceed as before. This plan requires only as many deals as tables, and consequently is especially useful in large even numbers of tables, such as 16, 20, 24, 28 and 32. It was developed by the author, from his four-table plan, before the Clay System was discovered, but is properly to be classified as a modified form of the latter system.

If the number of tables in each row is divisible by four, the players may be moved down instead of up.

Under the last two plans it is better to arrange the the deals with the odd-numbered deals in the first row, and the even-numbered deals in the second row, *i. e.*,

AT FIRST ROW OF TABLES,

Deals,

1

3

5

7

etc.

AT SECOND ROW OF TABLES,

Deals,

2

4

6

8

etc.

The Howell and Safford Systems.—In the pair systems previously described, the East and West pairs are compared with each other, as are also the North and South pairs with each other, but there is no proper comparisons between pairs sitting in opposite directions; consequently, the result is often greatly affected by the manner in which the pairs are drawn for their positions. To avoid this, elaborate schedules have been worked out by E. C. Howell, of Boston, and A. G. Safford, of Washington. In these systems, each pair is compared with every other pair, and, with the exception of a single pair, all change positions after every deal, sometimes sitting North and South, and at other times East and West. The number of deals required is one less than the number of pairs engaged. An even number is preferable, but the match can be arranged for an odd number, by using the schedule for the even number next greater than the number actually engaged; in which case, the missing pair is considered as seated in the place of the pair which does not change positions, and the pair which would play with them sits out at each deal.

These systems require especially arranged score cards, and cannot be fully described in the space at our disposal.

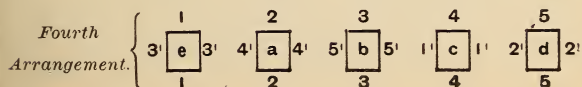
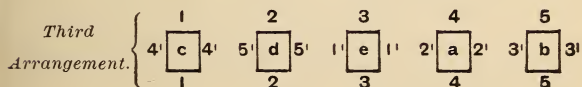
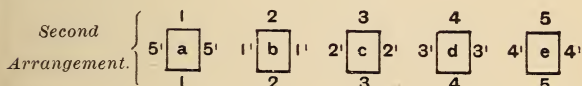
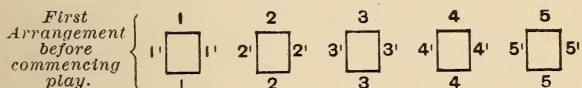
They are much more satisfactory for tournaments, but should not be attempted without suitable paraphernalia, or by persons who have not given the matter careful study.

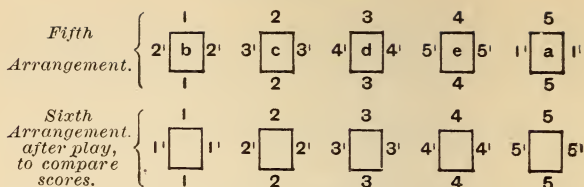
Progressive Matches for Fours.

The Mitchell System.—Seat each team of four at a table, move the East and West players one table, and proceed as in the Mitchell System for pairs. Add the North and South score to the East and West score of each team, and compare totals. If it is desired to obtain results which will show a comparison between the pairs, it is necessary for the pairs of each team to play with each other. This is not necessary when only a team result is desired.

The Howell System.— This is a most interesting modification of the Mitchell System, and is a good arrangement for a short tournament between a large number of clubs.

The North and South players sit still, and the East and West move, as under the Mitchell System. The deals, however, are moved *from the center table to the head table*, and the others in rotation. As the movement must be made with care, and is always the same from each table, it is well to have the correct movement marked on a card, and to have the changes made by the North player at each table. In the following diagrams, the players of each team bear the same number, the East and West players bearing prime marks (1^1 1^2 , 2^1 2^2 , etc.). The deals are marked with letters.





As will be seen, the first and last arrangements are not for play. They may be omitted, if desired, but starting with the first arrangement, will do much to prevent mistakes in the position of players, which might not otherwise be discerned until too late. The final movement into the last position, which is the same as the first, brings the four players of each team together again for the comparison of their scores.

The tournament is really a combination of short matches between every club and every other club. Whatever deals are played between the North and South players of any particular club, and the East and West players of any other club, are in some part of the tournament overlapped between the East and West players of the former club and the North and South players of the latter. The result of the little matches is ascertained at the end, when the fours are brought together. Each club scores 1 (one) for each match won, $\frac{1}{2}$ (one-half) for each match tied, and 0 (zero) for each match lost. The sum of these scores gives the result of the tournament.

The above is, in strictness, only applicable to an odd number of teams. If the number is even, add a dummy table and proceed as if the dummy table represented an actual four. In this way on each round, four players (*i. e.*, those who would have played with the players from the dummy table, had there been any) sit out without playing. For example, in the diagram given above, suppose but four teams are engaged, five tables and five sets of hands will still be used, but there will be no players in the places of 5 5 and 5₁ 5₁. In the first round (second arrangement), 1 1 and 4₁ 4₁ will not play; in the second round (third arrangement), 2 2 and 3₁ 3₁ will not play, and so for the succeeding rounds. *Care must be taken in moving the deals to see that the deals at the dummy table are moved as well as the others.*

The Clay System. — Proceed as in the Clay System for pairs. The same result is obtained as in the Howell System, with less confusion and liability to error in the moving of the deals, and without the necessity of using a

dummy table. It requires, however, the use of twice as many deals as tables, and the playing of all but two of them by each team. The two pairs of the same team need not play when they meet at the same table, but the deal must be moved precisely as if they had played it. In arranging the deals for fours under this system, the odd deals should be put out in regular order first, then the even deals. By this means, the deals played between any two teams are brought in consecutive order on the score sheet, which is desirable for comparison and compilation of the scores.

	4 TABLES.	5 TABLES.	6 TABLES.	7 TABLES.
At Table 1 Place Deals	1 and 3	1 and 3	1 and 3	1 and 3
" 2 "	5 " 7	5 " 7	5 " 7	5 " 7
" 3 "	2 " 4	9 " 2	9 " 11	9 " 11
" 4 "	6 " 8	4 " 6	2 " 4	13 " 2
" 5 "		8 " 10	6 " 8	4 " 6
" 6 "			10 " 12	8 " 10
" 7 "				12 " 14

When it is desired to play three deals at a table, the deals should first be arranged in three sets, as follows :

FIRST SET.	SECOND SET.	THIRD SET.
1	2	3
4	5	6
7	8	9
10	11	12
etc.	etc.	etc.

Then place the trays at the tables, first putting out the first set in order, then the second set, and finally the third set.

	4 TABLES.	5 TABLES.	6 TABLES.	7 TABLES.
At Table 1 Place Deals	1 and 4	1 and 4	1 and 4	1 and 4
" 2 "	7 " 10	7 " 10	7 " 10	7 " 10
" 3 "	2 " 5	13 " 2	13 " 16	13 " 16
" 4 "	{ 8, 11, 3 6, 9, 12	5 " 8	2 " 5	19 " 2
" 5 "		{ 11, 14, 3, 6 9, 12, 15	8 " 11	5 " 8
" 6 "			{ 14, 17, 3, 6, 9 12, 15, 18	11 " 14
" 7 "				{ 17, 20, 3, 6, 9 12, 15, 18, 21

In a similar manner a larger number can be arranged.

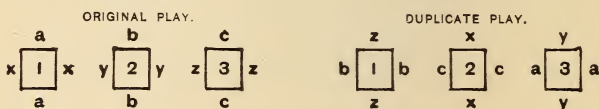
The Parallel System.—This can be used for fours, but has no advantage over the plans given above. If it is employed, the deals should be arranged in a manner similar to that used in the Clay System.

The Snow System.—This can be used whenever the number of teams is small, or an opportunity afforded for the play of a large number of deals. It is played precisely as has been described for pairs. When applicable, it is the most satisfactory of all systems.

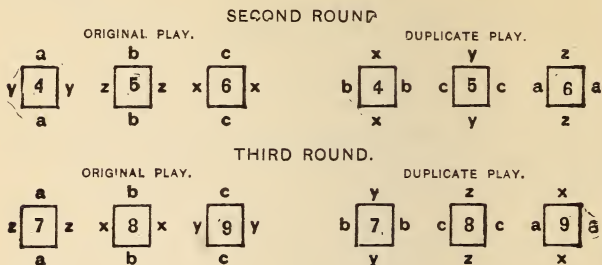
Matches for Teams of more than Four Players.

Teams of Six—The Harvard Plan.—So called because it was devised by a member of the Harvard Whist Club. It has been successfully used in matches between the Harvard and Yale Whist Clubs.

In the following diagrams of this system, *a a, b b, c c* represent the players of one team, *x x, y y, z z* those of the other team. On the overplay, the deals are left on the tables where they have been originally played, all the players changing their seats.



If the match is long enough to allow of three rounds, the first arrangement is as above, the second and third as follows:



This system can be used without trays or other paraphernalia to hold the cards, since the players all move, leaving the deals on the tables.

Teams of Eight—The Narragansett System.

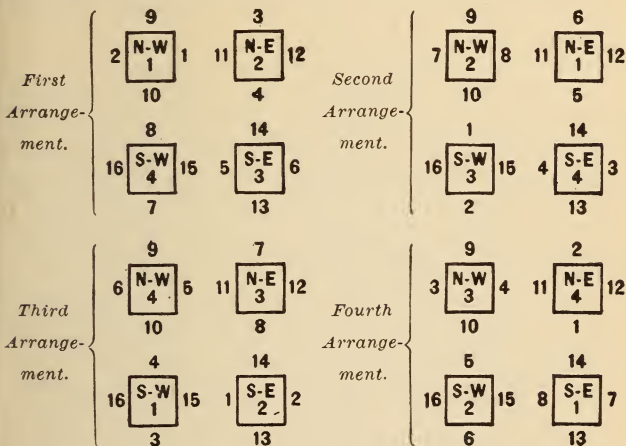
—Devised by the author, and first used in the Narragansett Whist Club. It is the form of play adopted by the New England Whist Association, for use in matches for the American Whist Club Trophy.

Arrange the four tables in a square. Seat the players of the challenged team North and South at the Northeast and Southwest tables, and East and West at the Northwest and Southeast tables. The players of the challenging team take the other seats. Place Deal No. 1 on the Northwest table, Deal No. 2 on the Northeast, Deal No. 3 on the Southeast, and Deal No. 4 on the Southwest. Play one deal at each table; then exchange the deals

East and West, *i. e.*, change deals from Northeast to Northwest, Northwest to Northeast, Southeast to Southwest, Southwest to Southeast. At the same time, exchange the players of the challenged team North and South, *i. e.*, from Northeast to Southeast, Southeast to Northeast, Northwest to Southwest, Southwest to Northwest, in each case taking the seats just vacated by their own partners. The players of the challenging team do not move.

After another deal has been played at each table, the players of the challenged team change seats again, but this time exchanging East and West, while the deals are exchanged diagonally, *i. e.*, from Northeast to Southwest, from Northwest to Southeast, and *vice versa*.

After another deal has been played, players and deals are exchanged as at first, the former North and South, the latter East and West, and a fourth deal is played.



In the above diagrams, the numbers inside the squares indicate the number of the deals; those on the outside, the players—1 to 8, inclusive, the challenged team; 9 to 16, inclusive, the challenging team.

It will be seen that the players move around the room, those originally at the Northwest and Southeast tables moving around to the left, those originally at the Northeast and Southwest moving around to the right. The pairs moving around the circuit to the right also exchange their positions to the right—North to East, East to South, South to West, and West to North; while the pairs moving around the circuit in an opposite direction also

exchange positions to the left—North to West, West to South, South to East, and East to North.

After four deals have been played as above, the players in each team exchange partners and play another round of four deals, then change partners again, and so on until the seven combinations of partners have been exhausted. A complete match, therefore, consists of twenty-eight deals, each of which is played by all of the players of each team.

For the purpose of exchanging partners, the players of the two teams should be numbered, the challenged team from 1 to 8 inclusive, the challenging team from 9 to 16 inclusive. Reserving the numbers 1 and 9 for the captains, the other players of each team may be arranged in alphabetical order, or otherwise, as preferred, and numbered consecutively. It is well to have each player marked with a tag or badge, plainly indicating his respective number, as this tends to prevent errors.

No. 9 retains the same position throughout the entire match; all others change with more or less frequency, the number of changes having been made as few as is consistent with the other ends in view. Great care should be taken at the commencement of each round to see that the players are in their proper positions, and that the deals are properly placed. Players should also be cautioned to see that the changes have been properly made before the cards are taken in hand for play.

The changes of players are the same in each team, and the combinations are made up at the commencement of each round, in accordance with the following table:

ARRANGEMENT OF PLAYERS BY ROUNDS.

ROUNDS.	CHALLENGED CLUB.	CHALLENGING CLUB.
First	1 & 2, 3 & 4, 5 & 6, 7 & 8	9 & 10, 11 & 12, 13 & 14, 15 & 16
Second	1 & 3, 2 & 4, 5 & 7, 6 & 8	9 & 11, 10 & 12, 13 & 15, 14 & 16
Third	1 & 4, 2 & 3, 5 & 8, 6 & 7	9 & 12, 10 & 11, 13 & 16, 14 & 15
Fourth	1 & 5, 2 & 6, 3 & 7, 4 & 8	9 & 13, 10 & 14, 11 & 15, 12 & 16
Fifth	1 & 6, 2 & 5, 3 & 8, 4 & 7	9 & 14, 10 & 13, 11 & 16, 12 & 15
Sixth	1 & 7, 2 & 8, 3 & 5, 4 & 6	9 & 15, 10 & 16, 11 & 13, 12 & 14
Seventh	1 & 8, 2 & 7, 3 & 6, 4 & 5	9 & 16, 10 & 15, 11 & 14, 12 & 13

In each round, each player plays each of the four deals, plays once against each combination of the adversaries, has one lead, and is once in comparison with each of the eight players on the other side.

As there are seven rounds, it is, of course, impossible that the "leading through" should be absolutely equalized;

Teams of More Than Eight Players.—Any pair system is available. Half the players of each team, or as near thereto as possible, are seated North and South, the rest, East and West. The players of the challenging team retain their places, while those of the home team move, taking seats North and South, or East and West, according as they find their adversaries seated at the different tables.

Where an odd number of pairs are engaged on each side, the duplicate laws require that each team should add to its score the average of all the scores of those seated opposite to its odd pair. This, however, can be dispensed with by employing the Harvard System, as given above, for teams of six, which is equally applicable to matches between teams consisting of any number of pairs.

When each team consists of an even number of pairs, the parallel system is in general advisable. It was first employed in the match for the Brooklyn Trophy at the Sixth Congress, held at Manhattan Beach, in June, 1896, between teams of twenty-eight players, representing the New England and the New Jersey Whist Associations. In the challenge match for the same trophy, played in Boston, between teams representing the same associations, the deals only were moved, the players of both teams retaining their seats and playing against the same adversaries throughout the entire match.

Matches Between Three Teams.—The first match ever played between three teams of more than four players each was played for the Brooklyn Trophy at the Seventh American Whist Congress, Put-in-Bay, July 5, 1897, between teams of twenty players each, representing the New England, New York State and Atlantic Whist Associations.

The tables were arranged in three rows, each team seated in a separate row, and two deals were placed at each table. Before the play commenced, the East and West players moved to the corresponding tables in the next row, from first row to second, from second to third, from third to first. Each row then proceeded to play independently, under the Mitchell System. When each row had completed its play, the East and West players moved across to the next row again, as before, while the deals were moved to the corresponding tables in the next row in the other direction, from third row to second, from second to first, from first to third. Each row proceeded

again to play independently, under the Mitchell System. As will be seen, on the second round, the North and South players of each team play the same deals as were played on the first round by their own (East and West) partners against the (North and South) partners of their adversaries. In this way, three matches proceed together, each team playing one-third of the entire number of deals as a match with each of the others. This match is, in reality, a combination of the Mitchell and Howell Systems, each row playing through under the former system, and exchanging across under the latter. This system is applicable to teams of any size, provided they are multiples of four; it can be used, moreover, for any other odd number of teams. As the North and South players do not move, they meet only the East and West players of the other teams, and *vice versa*.

If it is desired to have every pair of each team meet every pair of each of the other teams, the following plan should be followed:

Team 1 sits	N. & S.	in Row 1,	E. & W.	in Row 2
" 2 "	" "	" 2,	" "	" 3
" 3 "	" "	" 3,	" "	" 1

Play through each row independently, under the Mitchell or Clay Systems.

First Change.—Put out new set of deals in Rows 1 and 2 (not in 3), carefully preserving the sets which have been played.

Move E. & W. Players	in Row 1	to E. & W.	in Row 3
" N. & S.	" "	" 2	N. & S. " 3
" N. & S.	" "	" 3	E. & W. " 1
" E. & W.	" "	" 3	N. & S. " 2

Play through as before.

Second Change.

Put out in Row 2	Deals then in Row 1
" " " 1	" originally " 2
" " new set	in " 3

Move E. & W. Players	in Row 1	to E. & W.	in Row 3
" * N. & S.	" "	" 2	E. & W. " 1
" E. & W.	" "	" 3	N. & S. " 2

Play through as before.

Third Change.

Put out in Row 2,	Deals originally in Row 1.
" " " " 1,	Second set of Deals from Row 2.

Move players precisely as in first change and play through as before.

ARRANGEMENTS.	FIRST ROW.			SECOND ROW.			THIRD ROW.		
	N.	E.	DEALS.	N.	E.	DEALS.	N.	E.	DEALS.
First	a	y	1	m	b	3	x	n	5
Second	a	x	2	n	b	4	m	y	5
Third	a	n	3	y	b	2	m	x	6
Fourth	a	m	4	x	b	1	y	n	6

If it is desired to have each team play the entire number of deals, so as to compare the teams with each other by the total number of tricks won, instead of playing a match between each team, the arrangement of players and deals should be as follows:

ARRANGEMENTS.	FIRST ROW.			SECOND ROW.			THIRD ROW.		
	N.	E.	DEALS.	N.	E.	DEALS.	N.	E.	DEALS.
First	a	m	1	x	b	2	y	n	3
Second	a	n	2	y	b	1	x	m	4
Third	a	x	3	n	b	4	m	y	2
Fourth	a	y	4	m	b	3	n	x	1

The Laws of Duplicate Whist.

As adopted by the Seventh American Whist Congress,
at Put-in-Bay, July 5-10, 1897.

Duplicate Whist is governed by the laws of Whist, except in so far as they are modified by the following special laws:

(a) **The Game and the Score.**—A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit North and South, the other half East and West.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it, the average score of all the pairs seated in the positions opposite to its odd pair.

Each side shall keep its own score, and it is the duty of the players at each table to compare the scores there made and see that they correspond.

In a match between two teams, the total number of tricks shall be divided by two, and the team whose score of tricks taken exceeds such dividend, wins the match by the number of tricks in excess thereof.

In a match between more than two teams, each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of the average score of all the competing teams.

In taking averages fractions are disregarded, and the nearest whole number taken, one-half counting as a whole, unless it is necessary to take the fraction into account to avoid a tie, in which case the match is scored as won by "the fraction of a trick."

(b) **Forming the Table.**—Tables may be formed by cutting or by agreement.

In Two-table Duplicate, if the tables are formed by cutting, the four having the preference play at one table, and the next four at the other. The highest two at one table are partners with the lowest two at the other. The highest two at each table sit North and South, the lowest two East and West.

(c) **Dealing and Misdealing.**—The deal is never lost. In case of a misdeal, or of the exposure of a card during the deal, the cards must be redealt by the same player.

(d) **The Trump Card.**—The trump card must be recorded, before the play begins, on a slip provided for that purpose.

When the deal has been played, the slip on which the trump card has been recorded must be placed face upward by the dealer, on the top of his cards, but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upward on the tray, until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must be turned face downward as soon as the trump card is taken up by the dealer; if the trump card has been otherwise recorded, such record must also be then turned face downward.

The dealer must leave the trump card face upward on the tray until it is his turn to play to the first trick, when it should be taken into his hand.

If it is not taken into the hand until after the second trick has been turned and quitted, it is liable to be called.

After it has been lawfully taken up, it must not be named, and any player thereafter naming it, or looking at the trump slip, or other record of the trump, is liable to have his highest or lowest trump called by his right-hand adversary at any time during the play of that deal, before

such adversary has played to any current trick, or before the preceding trick is turned and quitted, in case it is the offender's turn to lead. The call may be repeated until the card is played, but it can not be changed.

(e) **Irregularities in the Hands.**—If a player is found to have either more or less than his correct number of cards, the course to be pursued is determined by the time at which the irregularity is discovered.

- I. Where the irregularity is discovered before or during the original play of a hand, there must be a new deal.
- II. Where the irregularity is discovered when the hand is taken up for overplay, and before such overplay has begun, the hand in which the irregularity is so discovered must be sent back to the table from which it was last received, and the error be there rectified.
- III. Where the irregularity is not discovered until after the overplay has begun, in Two-table Duplicate there must be a new deal; but, in a game in which the same hands are played at more than two tables, the hands must be rectified as above, and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player had a deficiency and his adversary the corresponding surplus, each team takes the average score for that deal; if, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal. In the overplay of a deal, if a trump is turned other than that recorded on the trump slip, in a game of three or more tables, the player at fault shall be given the low score for that deal, and, in Single or Two-table Duplicate, there must be a new deal.

(f) **Playing the Cards.**—Each player, when it is his turn to play, must place his card face upward before him, and toward the center of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

(g) **Revoking.**—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal recorded, but not thereafter.

A player may ask his adversaries if they have any of the suit renounced, but the question establishes the revoke, if it is his partner who has renounced in error.

(h) **Cards Liable to be Called.**—The holder of a card liable to be called can be required to play it only by his right-hand adversary. If such adversary plays without calling it, the holder may play as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick is turned and quitted, or the holder may lead as he pleases.

The unseen cards of a hand faced upon the table are not liable to be called.

(i) **Enforcing Penalties.**—A player having the right to call a suit loses such right unless he announces to the adversary first winning a trick, before the trick so won by such adversary is turned and quitted, what particular suit he desires led.

A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce.

A player has the right to prevent his partner from committing any irregularity, except renouncing in error.

Single Table, or Mnemonic Duplicate.

The laws of Duplicate Whist govern, where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary. Instead of turning the trump, a single suit may be declared trumps for the game. On the overplay, the cards may be gathered into tricks, instead of playing them as required by law (f). In case of the discovery of an irregularity in the hands, there must always be a new deal.

Solo Whist.

Played with a full pack of 52 cards, by four players. Five may play, in which case each player, in turn, sits out one hand, while the other four play. The dealer of the previous hand is usually selected as the one not to play. Deal three cards to each player for four rounds, then one each, turning up the last card as trump, which trump card belongs to the dealer.

There are seven distinct modes of play in Solo Whist, as follows:

1. To win eight tricks, with the aid of a partner, (called *Proposal*).
- ii. To win five tricks, playing alone against the other three, (called *a Solo*).

- III. To play alone against the other three without a trump suit, and not take a trick, (called *Nullo* or *Misere*).
- IV. To name the trump and take nine tricks, playing alone against the other three, (called *Abundance*).
- V. To play with the trump of the suit turned up and take nine tricks, playing alone against the other three, (called *Abundance in Trumps*).
- VI. To play against the other three without a trump suit, the lone player's hand being exposed on the table, and he not to take a trick, (called *Open Misere* or a *Spread*).
- VII. To play alone against the other three and take all thirteen tricks. The lone player to name the trump and to have the original lead, (called *Abundance Declaree* or a *Slam*).

There are no honors. Only tricks taken count. The highest trump played on a trick, or, if no trump is played, the highest card of the suit led, takes it.

Method of Play.—After the cards are dealt, the player to the dealer's left may bid to play any of the seven games enumerated above. Thus, if his hand be strong enough to risk taking in eight tricks, with the aid of a partner (depending on his partner to take four of them), he may make a Proposal, saying: "I propose." The next player to the left, if he desires to become the first player's partner, may "accept" (called *Acceptance*), and the two are then partners, and stand to win eight tricks between them, unless some of the other players bid to play a higher game (the seven games ranking as they are enumerated). Thus, the third player may bid a Solo, the next, a *Misere*, etc., the highest bid determining the form of game to be played, and superseding all lower bids. No player can bid after he has once passed, except in case one of the players has made a Proposal, and the privilege has gone around to the dealer without being accepted, when the player to the dealer's left (even though he passed before) may *accept*. If a player does not desire to bid or accept, he may *pass*. The privilege of bidding and accepting passes around to the left, and continues until all are through. Thus, if a player has bid one form of game and has been overbid, he may, in turn, overbid the player who overbid him.

In case no one bids, or a proposal is the only bid, and no one accepts, the hands are thrown up, and a new deal is had, the deal passing to the left. Provided, however, that if no one accepts a Proposal, the proposer may, if he desires, change his bid to a Solo.

In some localities, if no bid is made, the trump is turned down and the game is played without trumps, each for himself, the winner of the last trick losing the value of a Solo to each of the other players, (called a *Grand*).

There are various methods of computing winnings and losses in Solo Whist. That most generally in vogue is by the use of counters or chips.

In Proposition and Acceptance, the partners, if successful, win 10 chips from their adversaries, which they divide. If unsuccessful, they, between them, pay adversaries 10 chips, which the latter divide.

In Solo, the lone player (if successful) receives from, or, (if unsuccessful) pays to, each player 15 chips; making 45 in all that he stands to win or lose.

In Misere, he stands to win or lose 20 chips from or to each of the other three, or 60 in all.

In Abundance, he stands to win or lose 40 chips from or to each of the other three, or 120 in all.

In Open Misere, he stands to win or lose 60 chips from or to each of the other three, or 180 in all.

In Abundance Declaree, he stands to win or lose 80 chips from or to each of the other three, or 240 in all.

In addition to above, there is received or paid for each trick taken above or below the number bid for 1 chip.

Thus, if a player bid a Solo and takes in seven tricks, he receives from each of the others 17 chips, having taken in two tricks more than the five he bid to take.

Sometimes red and white chips are used, the former being valued at five or ten times the latter. All stakes for games are then paid in red chips, and over and under tricks are paid for in white chips.

Thus, in the instance just given, the winner of the seven tricks in Solo would (if red chips were valued at five times that of the white ones) receive three red chips for the Solo, and two white ones for the over tricks, from each of the other three players.

In Proposition and Acceptance, if the partners take in all thirteen tricks, they receive double for the over tricks.

The Proposer and Acceptor play as partners, and do not change their seats, no matter where they sit at the table, it not being necessary that they sit opposite each other.

In Misere, Open Misere, or Declared Abundance, over or under tricks are not paid for. If the lone player in Misere or Open Misere takes a trick, or in Declared Abundance loses one, the hands are thrown up.

In Open Misere (Spread), the lone player's hand is not exposed until all have played to the first trick.

The fact that in Abundance Declaree the successful bidder has the lead does not change the deal for the next hand.

In general, the rules for Whist apply as to misdeals, playing, etc., but a misdeal does not lose the deal.

In case of a revoke, the side revoking can not win that hand, but must pay the same as if the game had been lost; they must play out the hand, however, then transfer *three*

tricks to their adversaries. After the hand is played out, and the three tricks transferred, the over and under tricks are computed and paid for.

Solo Whist for Three Players. — Discard the Two, Three and Four spots of each suit, playing with 40 cards. The 40th card is turned up for trump, and belongs to no one, simply indicating the trump suit.

There is no Proposal nor Acceptance, Solo being the lowest bid.

In some localities, to avoid the hands being thrown up when all have passed, each player is given an opportunity to bid to play what is called a Six-trick Solo. If a player, on the second call for bids, offers to play a six-trick Solo, he stands to win six tricks, playing alone against the other three, he naming any suit as trump which he may desire.

The stake is the same as for a regular Solo — tricks below or above six being counted as under and over tricks.

Sometimes Three-Handed Solo is played by discarding one entire suit, playing with three suits only.

Mort.

(DEAD WHIST—FRENCH DUMMY.)

Mort is a game of two players against one (the Live player), who plays two hands—his own, concealed, and a dead or dummy hand (Mort), exposed, opposite him. Four can play, but in this case the fourth (the live player's opposite) must remain out of the game while the Live player plays his exposed hand.

Cut for deal, low dealing and taking Mort as a partner. Deal as in Whist, except that the dealer deals first to himself or to Mort, at his discretion, thence around to the left. Use a full 52-card pack. The dead or dummy hand is turned face up on the table as soon as the deal is completed. The Live player deals at the beginning of each new player—the Mort passing around toward the left with each new game. A misdeal does not lose the deal. The cards must be dealt over by the same dealer.

The play proceeds exactly as in Whist—the Live player playing from both the dummy hand and his own in turn.

The rules for revoke are the same as in Dummy Whist. The penalty for revoke is the adding of three points to opponents' score, or the taking of three points from the score of the revoking side, or the transfer of three tricks from them to opponents, at the latter's option; provided,

however, that it is not permissible to take *all* the tricks belonging to the revoking side. At least one trick must be left them. Neither is it permissible to divide the penalty. One or the other of the three above plans must be adopted by opponents, and not a combination of two or more of them.

Honors.—There are no Honors in Mort.

Slams.—The side taking in all thirteen tricks scores a Slam. These tricks must be actually taken in in play, tricks confiscated for revoke not counting. A side revoking can not score a Slam that hand. (For value of a Slam see Scoring.)

Scoring.—As in Whist, the first six tricks form a book and score nothing. Each trick over six taken in counts one point. As the Live player plays against two opponents, whatever score he makes is doubled. A game consists of five points, but neither side can win out in the middle of a hand. The hand must be played out, and all points made counted. Thus, the Live player may need only two points to go out, and takes in the first seven tricks—the odd trick (doubled) scoring him two points, or enough to score out. He can not stop playing, but concludes the hand, winning the eighth trick, while the opponents take the remaining five tricks. The Live player counts all the points he made and wins a game of seven points.

To the score of the winners of a game is added the following: Three points (a triple) if opponents have not scored; two points (a double) if opponents score one or two; one point (a single) if opponents score three or four. In addition to above, four points (bonus, or consolation points) are added to winner's score in every instance. In the case of the Live player, all of above to which he is entitled are added before his score is doubled.

A Slam scores the side making it twenty points, but these twenty points are not scored until the end of that game after all other points have been scored. A memorandum of the Slam is made at the time it is played, and after the game is completed and all other points scored; the twenty points for Slam are added to the side which is entitled to them. A Slam does not *win the game* at the time it is made. Thus, if the score be 4 to 4, and one side makes a Slam, they can not score out on it (though they have seven tricks over the book), but another hand must be played to decide who wins the game.

EXAMPLE IN SCORING.—The Live player and his partner (in a four-handed game) win a game with a score of 7 to 2, their opponents having also made a Slam. The former scores 7 (points won), plus 2 (for double, opponents only having scored 2), plus 4 (bonus or consolation), equal 13. This, being the Live player's score, is doubled, giving him 26 points. Opponents score 2 points won, plus 20 for Slam, equal 22. The Live player thus wins 4, which must be paid him by the two opponents.

The Silent player, in a four-handed game, may or may not share in the fortunes of the Live player—dividing winnings and losses with him. In France, the Live player stands to win or lose himself, the Silent player taking no part whatever in the game.

Cayenne Whist.

(CAYENNE—MANTEUFFEL.)

For Four Players.—Use two full packs of 52 cards. Deal 13 cards—4, 4 and 5, or 6 and 7—to each player, from one of the packs. The dealer's partner then shuffles the extra pack, and the player at dealer's left cuts it, turning up the card cut—called the Cayenne card. This card is not turned for trump card, but merely to decide which *suit* is most valuable in naming the trump, as hereafter explained.

The dealer may now declare any suit trump that he desires; or to play the Grand Game (without any trump), or to play Nullo (explained hereafter). If he does not desire to do any of these, he may pass the option to his partner, who must decide.

As in Whist, the first six tricks (a book) taken in do not count. In case the trump is named of the same suit as the Cayenne card, each trick over six taken in counts four points, and the value of Honors is multiplied by four. (See Honors).

In case the trump is of the next suit (same color) as the Cayenne card, each trick over six counts three points, and Honors are multiplied by three.

In case the Cayenne card is red, and *Clubs* be named as trumps, or in case it be black, and *Hearts* be named as trumps, each trick over six counts two points, and Honors are multiplied by two.

If the Cayenne card be red, and *Spades* be named as trumps, or if it be black, and *Diamonds* be named as trumps, each trick over six counts one point, and Honors are worth their original value.

Grand Game.—In case the dealer (or if he pass, his partner) has a strong enough hand, he may elect to play without any trump, or the Grand Game—this game being

strict Whist without a trump. Each trick taken in over six counts eight points. There are no Honors.

Nulló.—If the dealer (or his partner) elect to play Nulló, the Cayenne card is turned down and the play proceeds without a trump; the object being, however, to take as few tricks as possible, and to make opponents take as many as possible. In Nulló, each trick over six taken in by one side counts the opposing side eight points. There are no Honors.

In Nulló, the Ace of each suit ranks lower than the Deuce, being the lowest card of the suit, unless the player holding it desires it to rank above the King. If he thus desires, he must so announce as he plays it, and before the next player has played to the trick.

Honors.—The Ace, King, Queen, Jack and 10 of trumps are Honors. Two partners holding three Honors in their combined hands score two points; four Honors, four points; five Honors, six points.

The Play.—When the trump is decided, the player at the dealer's left leads, and the play proceeds as in Whist, Cayenne being subject to the same rules and laws as Whist, except that a misdeal does not lose a deal. The same dealer must deal over, and with the same pack of cards. The penalty for revoke is the scoring of the value of three tricks (according to what suit is trump) by the adversaries. The revoking side can not score a game that hand, but they can play the hand out and score all they win up to nine.

Scoring.—After the hand is played out, the points are counted and scored as follows: 1st—Revoke penalties; 2d—Points for tricks taken in; 3d—Honors.

Each game consists of ten points, and the Rubber is scored for the side who first makes four games.

In scoring, however, a game won is not scored as *one game*, but is scored as one (single), two (double), three (triple), or four (quadruple) *scoring points* (described hereafter); that is, each game won is scored according to its value, as one, two, three or four scoring points.

One of the principal peculiarities of Cayenne is that more than one game can be counted in a single hand, and that all odd points left over are counted toward the next game. If one side scores, however, and the other side has any odd points left over from the previous hand, these odd points are wiped out, or canceled.

The winners of the Rubber score eight scoring points for "the Rubber" in addition to all other points scored for the games won.

Values of Games Won.—As stated above, when a game of ten points is won, it is not *scored* as *one game*, but is scored as one, two, three or four scoring points, according to the following rules :

If a side win a game (10 points) before adversaries make a single point, the game is scored as a quadruple, or four scoring points.

If a side win a game (10 points) before adversaries make four points, the game is scored as a triple, or three scoring points.

If a side win a game (10 points) when adversaries have made four or more points, but less than seven, it is scored as a double, or two scoring points.

If a side win a game (10 points) when adversaries are at seven, eight or nine points, it is scored as a single, or one scoring point.

Note the difference between “points” and “scoring points.” The points are those made in course of play by winning tricks, Honors, etc., each ten points constituting a game. The scoring points indicate the *value* of the *games* won. Thus, A-C may win a game of ten points in the first hand, adversaries not scoring. The game won constitutes the first of the four games necessary for the Rubber, but is scored as “4”—being a quadruple (since adversaries did not score), and, therefore, valued at four scoring points.

The following example will more clearly illustrate all of the above rules :

FIRST HAND.—A-C announce the Cayenne suit as trumps, and win 2 tricks (over the book of 6) and 2 for Honors (they holding three Honors). Being played with the Cayenne suit as trumps, these points are multiplied by 4, thus scoring: $2 + 2 = 4$ points $\times 4 = 16$ points. A-C thus score 1 game and 6 odd points toward the next game. As adversaries did not score, the game won is scored as 4, or a quadruple, thus :

A-C—4, with 6 odd points to their credit.

B-D—0.

SECOND HAND.—B-D play with Clubs as trump (Spades being Cayenne), and win 4 tricks (over the book of 6) and 4 for Honors, A-C not scoring. Being played in the same color suit as Cayenne, B-D score $4 + 4 \times 3 = 24$ points, or 2 games and 4 odd points toward the third game. The fact that B-D scored wipes out or cancels the 6 odd points which were to the credit of A-C. On account of these 6 points being to A-C's credit when B-D scored their first game, it can not be counted as a quadruple, but only as a double. The second game, however, scores B-D a quadruple. The score, therefore, now stands :

A-C—4—0.

B-D—2—4, with 4 odd points to their credit.

B-D have now won 2 games, and must win two more games, or 20 points (less their 4 odd points) to win the Rubber, while A-C have won 1 game and need 3 more games, or 30 points, to win the Rubber.

THIRD HAND.—A-C play the Grand Game, but fail to score, B-D taking 2 tricks (over the book of 6). B-D thus count $2 \times 8 = 16$, or 1 game and 6 points, which, added to the 4 odd points already to their credit, equal 20 points or 2 games. As they have already won 2 games in the previous hand, these two games give them the Rubber, (for which they score 8 additional scoring points). Each of the two games won in the last hand are quadruples, and the score now stands :

A-C—4 - 0.

B-D - 2—1—4—4 + 8 for Rubber = 22.

The score of the losers, A-C, is now subtracted from that of the winners, showing that B-D won the Rubber by 18 points.

Although a side, by scoring, wipes out or cancels all odd points of adversaries, these odd points must first be considered as to their effect on the score.

Thus, if A-C have 1 odd point and B-D score a game, A-C not scoring, B-D can not score a quadruple on account of the odd point. They, therefore, score a triple, and at the same time the odd point is canceled. So, if B-D had scored 2 games, the odd point would have prevented the first of them from being a quadruple, but not the second. B-D would thus score a triple and a quadruple.

Neither side can score a game on Honors *alone*. They can count for Honors up to nine points, provided opponents do not score ten or more by tricks. If, however, they win one or more tricks, they can score all points made for Honors.

Thus, on the first hand, if A-C have 5 by Honors, and B-D 12 by tricks, the latter score a quadruple, A-C not being entitled to score their honors. If, however, B-D had scored less than 10 on tricks, say 8, A-C could score their 5 for Honors, the score then standing 5 odd points to 8 odd points, and the next hand would decide whose odd points should be canceled and whose counted.

A side winning all thirteen tricks (Grand Slam) scores six scoring points, in addition to their regular score.

A side winning all the tricks but one (twelve tricks, or Little Slam), scores four scoring points in addition to their regular score.

In Nullo, Grand Slam is scored by *not* taking in a trick, and Little Slam by taking in only one trick.

Dummy Whist.

For Three Players, the fourth hand (Dummy) being exposed, face up, on the table. Use a full pack of 52 cards. Cut for deal, the lowest dealing and taking "Dummy" as partner for that Rubber. The Dummy is dealt opposite him, just as if a partner were playing with him. In dealing, however, the player must deal as if it were the Dummy's deal, that is, deal the first card to the player at the left of the Dummy, the next to himself, the

third to the player at the right of Dummy, and then to the Dummy. In fact, it is considered that the Dummy is dealing—the player to right of Dummy leading.

At the end of each Rubber, Dummy changes partners—thus being the partner of each of the players in turn. Dummy deals the first hand of each Rubber, the partner dealing the cards for Dummy, as above.

In general, the laws and rules of Whist apply, except that Dummy is not liable for a revoke, as its cards are exposed to adversaries.

Dummy's partner is not liable for an exposed card, or for any remark, such as that the trick or game is his, since Dummy being blind and deaf, there is no advantage to be gained by its partner. Should Dummy revoke, it can not be remedied after the trick is quitted, but the game must continue as if no revoke had occurred. If, however, Dummy's partner lead from the wrong hand, the card led may be called.

Seven points are game, but the players may, at their discretion, change this to five or ten points.

Double Dummy.

For Two Players.—Each playing with a Dummy, or exposed hand, for a partner. The laws and rules are the same as for Dummy Whist, except there is no misdeal. The dealer is at a disadvantage. The deal passes to the left, the players dealing for themselves and their Dummy partner in turn. There is no penalty for revoke, exposed cards, etc.

Bridge Whist.

This variety of Whist is fast coming into popular vogue. A full pack of 52 cards is used. The laws of Whist apply as to formation of tables, shuffling, cutting and dealing. In case of a misdeal, however, the same hand deals again. No trump card is turned.

After the cards have been taken up, the dealer has the option of declaring what suit shall be trump, or whether the hands shall be played *sans atout* or *grand* (without trumps). Or the dealer may pass this option on to his partner, who must then name a trump or declare to play *sans atout*. If the partner names a trump suit or Grand before the option has been properly passed to him by the dealer, a new deal must be had.

A declaration can not be changed after it is once made. If Spades are named as trump, each trick over six taken in counts two points; if Clubs, four points; if Diamonds, six points; if Hearts, eight points. If the hand is played *sans atout*, each trick over six taken in counts twelve points. In case both the dealer and his partner refuse to name a trump, the hand must be played *sans atout*.

After the dealer or his partner has declared regarding the trump, the adversary at the dealer's left has the privilege of *doubling*, or may pass the option to his partner. If they so *double*, each trick over six is counted at double its original value, thus: In Spades, four; Clubs, eight, etc.

If the adversaries double, the player who originally declared the trump may *re-double*, or may pass the option to his partner. Each trick over six is then counted at four times its original value, thus: Spades, eight; Clubs, sixteen, etc.

If this is done, the adversary who *doubled* first may again re-double, or pass the option to his partner, and this redoubling is continued until one or the other sides declares to *play*, the value of each trick being multiplied by two at each re-double.

In case the hand is played *sans atout*, through failure of the dealer or his partner to name a trump, there is no doubling allowed, but the simple Grand game must be played.

Honors, Chicane and Slam.—In addition to the points scored for tricks, as above, the following count when held in the hands:

Honors.—If a player and his partner conjointly hold:

- I. The five Honors* of the trump suit, they score for Honors five times the value of a trump trick (exclusive of any doubling).
- II. Any four Honors of the trump suit, they score four times the value of a trump trick; or any three Honors, two times the value of a trump trick (exclusive of any doubling).
- III. Five Honors, four being held in one hand and the fifth in partner's hand, score four and one-half times the value of a trump trick (exclusive of any doubling).
- IV. — Four or five Honors, held in one hand, count double the above.

If the Grand is played (no trump), Honors are counted thus:

- I. Four Aces in the hand of a player and his partner (conjointly) score forty points.
- II. Any three Aces held as above, thirty points.

If a player in his own hand (in Grand) holds the four Aces, it scores his side one hundred points.

See Table of Payments, Page 53.

*The Honors consist of Ace, King, Queen, Jack and Ten of the trump suit. When there is no trump, they consist of the four Aces.

Chicane.—If a player holds no trumps, his side scores for Chicane twice the value of a trump trick (exclusive of any doubling). Chicane must be claimed only after the hand is played out. If declared before all the cards are played, it can not be scored.

Slam.—If either side take in (exclusive of a penalty for revoke) all thirteen tricks, it is called *Grand Slam*, and scores them forty points; if they take in twelve tricks, it is called *Little Slam*, and scores them twenty points.

All points made for Honors, Chicane or Slam are not scored until the end of the Rubber. (See "The Rubber.")

The Play.—When all are through doubling or re-doubling, the player on the dealer's left leads a card; the dealer's partner then lays his cards face up on the table, and withdraws from the game. The dealer now plays both his partner's (exposed) hand and his own; playing from each in turn, but he does not expose his own hand. The play and lead is exactly as in Whist. After the dealer's partner has laid down his cards, he can take no further part in the play, except to play such cards from his exposed hand as the dealer shall designate. He can not make any suggestion, or hint what card he shall play, under penalty of such card being called; neither can he leave his seat to examine the hand of partner or adversaries.

The exposed hand (Dummy) is not liable to a penalty for revoke, as it is in plain view of adversaries while being played; a trick in which such revoke occurs stands good, unless discovered before it is turned down.

Penalties for exposed cards, misplays, etc., and cards liable to be called, are the same as in Whist.

The Rubber.—The Rubber is the best of three games. If the same players win the first two, the third is not played.

Scoring.—Each game consists of thirty points, scored from points made by taking in tricks only. Points made for Honors, Chicane and Slams do not count for game.

In keeping the count, the score for Honors and that for tricks should be kept entirely separate.

An account of Honors, Chicane and Slam points is kept until the end of the Rubber. The winners of the Rubber score one hundred points. Each side then counts up all points made for Tricks, Honors, Chicane, Slams and for winning the Rubber, and the side having the most points wins. It is thus possible that the winners of the Rubber

may be the losers by points. In case either side scores the thirty points necessary to win a game during the playing of a hand, such hand must be played out, and all points made be scored.

The Revoke.—The penalty for a revoke is the transfer of three tricks to the opposing side. Tricks taken for a revoke do not count for Slams. At least one trick must be left to the revoking side. The latter can not win the game that hand, no matter what they make; they may play the hand out, however, and score all they make up to twenty-eight, or within two points of going out.

TABLE OF POINTS.

WHEN TRUMPS ARE		♠	♣	♦	♥
Each trick above 6 counts.....		2	4	6	8
Honors.	Three Honors in 2 partners' hands count.....	4	8	12	16
	Four Honors in 2 partners' hands count.....	8	16	24	32
	Five Honors in 2 partner's hands count.....	10	20	30	40
	Four Honors in 1 hand count.....	16	32	48	64
	Five Honors (1 in partner's hand) count.....	18	36	54	72
Chicane counts.....		4	8	12	16

WHEN THERE ARE NO TRUMPS

Each trick above 6 counts.....		12
Honors.	Three Aces in 2 partners' hands count.....	30
	Four Aces in 2 partners' hands count.....	40
	Four Aces in 1 hand count.....	100
	Grand Slam counts.....	40
Little Slam counts.....		20

Humbug Whist.

For Two Players.—Four hands are dealt, the same as in Whist, and the last card is turned up for trump. Each player examines the thirteen cards dealt him, and if he is satisfied to play with them, so announces. If he desires, however, he may, instead of playing with the original hand dealt him, exchange it for the hand on the table at his right, discarding his original hand altogether. If the dealer discards his original hand, he loses the turned-up trump card, but the trump suit remains the same. If the player announces that he will play with his original hand, he must not examine the other hand dealt him.

Each of the two players deals for himself in turn, there being no deal for the blind hands. The non-dealer leads, and the cards are played as in Whist. Each trick taken in over six scores one point, five points being game. If each player holds two Honors neither can score, but if one holds none or one Honor, and the other two, three or four, the latter is entitled to score one point for each Honor. Three tricks is the penalty for revoke.

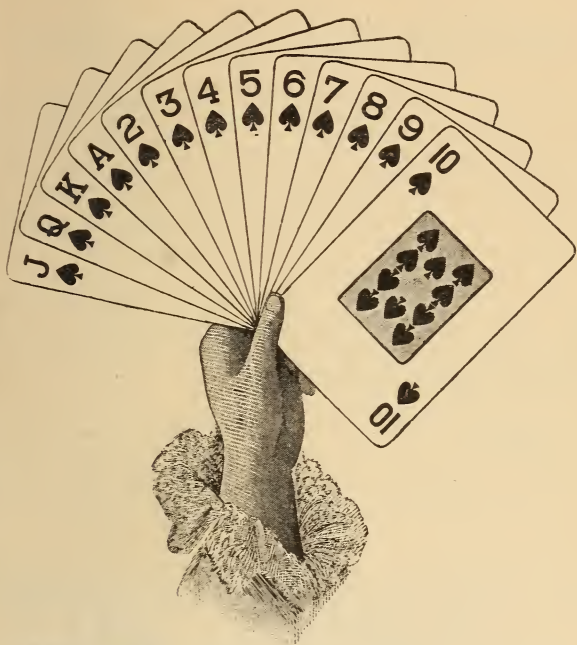
Three-handed Whist.

Discard the two, three and four spot of each suit and the Five of Spades. Deal thirteen cards to each player, and play as in Whist. The rules and laws of Whist apply. Four tricks are a book, each trick in excess of four, therefore, scoring one point. Ten points are game.

Thirteen and the Odd.

(TWO-HANDED WHIST.)

Use a full pack of 52 cards, ranking as in Whist. Two can play. Cut for deal, Ace being low. Deal thirteen cards to each and turn up the next card for trump. The dealer's opponent leads and tricks are taken exactly as in Whist, the same rules and laws applying. The player first taking seven tricks wins the game. A revoke forfeits the game if the trick is quitted before it is discovered.



No. 39.

Trophy Whist

Playing Cards.

Designed for regular and duplicate Whist, and other games where many cards are held at one time—new style faces—**extra large indexes**—no mistake in reading cards—French size—linen stock—double enameled. This new card has proved a phenomenal success. The first edition was sold from advance proofs; the second edition was sold before the first was exhausted; the third and fourth editions were both sold before work was begun on them. The first season closed with the unprecedented record of five editions sold. For sale by all dealers.

The United States Playing Card Co.

CINCINNATI, U. S. A.

Sample pack sent for 50 cents.

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The friends which the new Trophy Whist Card has made among Whist players is evidenced by the many congratulatory letters we have received on the appearance and value of this handsome brand. The following are but a few of the many on file in our office from officers of Whist Clubs:

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"Received my new Trophy Whist Cards a few days ago, and have used them in play with friends on several occasions since. In my opinion, it is, without exception, the best Whist card I have ever seen. All who have played with them echo these sentiments. The next order of cards for our club will certainly be the Trophy Whist."

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"I am very much pleased with both the style and quality of the Trophy Whist card—the large index marks, together with the shape of the card, make them particularly desirable for a game of Whist."

"I have given your Trophy Whist cards a thorough and fair trial, and am much pleased with them."

"Our members are very much pleased with the Trophy Whist Playing Cards. They are pleasing to the eye, very convenient to handle, and have qualities presented by no other cards we have ever seen. We thank you for calling our attention to them."

"Have tried the new Trophy Whist cards, and there is but one opinion in our club, and that is 'they are a great improvement.' The large figures in the corners of the cards are a great help, especially in evening play."

"I desire to thank you for the new Trophy Whist card. Our men have fallen in love with them and desire them introduced here. I find them more convenient in playing than the old style, and much more attractive in appearance."

"Your new Trophy Whist Playing Cards have received very favorable criticism in our club from all who have used them in playing Whist. I think them very superior in both form and design of face to any other card I have ever used, and very much more convenient to hold in the hand, and to easily note the rank of each card."

William Russell

Francis Wilson

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And many other stage favorites,
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Playing Cards.

Entirely new style faces, with large indexes.

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Backs in beautiful combinations of gold and colors.

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Put up in embossed telescope cases.

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The United States Playing Card Company,

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Sample pack of either of above novelties sent for 50 cents.

The Latest Fortune-Telling Cards.



No. 62.

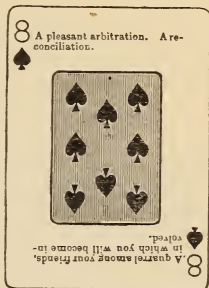
Ye Witches Fortune-telling Cards.

A new and handsome fortune-telling pack; the significance of the various face cards brought out by appropriate illustrations.

Witch and Cauldron backs in two colors; enameled and highly finished; instructions for fortune-telling in each pack.

Each pack complete for playing all card games as well.

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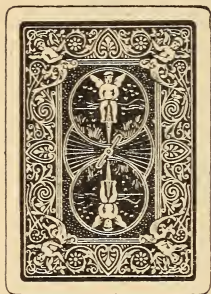
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"Bicycle" Playing Cards

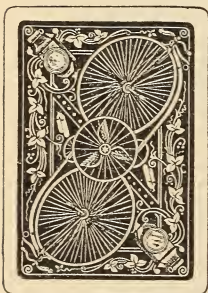
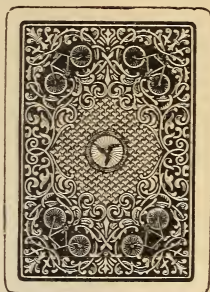


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Millions of players buy more millions of packs of "Bicycles" every year, not only in the United States, but all over the world?

"Bicycles" give universal satisfaction, because of their unequaled slip, finish, dealing and wearing qualities.



"Bicycle" Playing Cards are exported to all the principal foreign countries in the world, and the demand for them abroad is constantly increasing—proof—positive proof—that "Bicycles" are the leading cards of the world.

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CINCINNATI, U. S. A.

"CARD GAMES AND HOW TO PLAY THEM," illustrated (price, 25 cents), sent for six flap ends of "Bicycle" boxes, or 10 cents in stamps. Newly revised and enlarged.

U. S.

Duplicate Whist Sets.



TAKING CARDS FROM THE HOLDER.



PUTTING CARDS IN THE HOLDER.

See next page.

U. S.

Duplicate Whist Sets.

Most attractive, compact and
convenient Whist holder ever
introduced.

Holds the cards securely without
marring or scratching them.

Simple and durable.

Can not get out of order.

Price: 8-holder set, \$3.00; 12-holder
set, \$4.00; 16-holder set, \$5.00;
20-holder set, \$6.00; 24-holder set,
\$7.00.

Sold by dealers, or sample sent
on receipt of price.

The United States Playing Card Co.

CINCINNATI, U. S. A.



No. 202.

Sportsman's—Series A.

Standard size; double enameled, linen stock; clear-cut club faces with large indexes. Serpent, Inlaid and Net backs, printed on enameled tints, in beautiful color combinations.

Sold by dealers. Sample pack sent for 50 cts.



No. 46.

New Era Playing Cards.

Very handsome and attractive; an entirely new series of artistic and graceful picture Court faces; large indexes; two-color steel-plate backs in various beautiful combinations; enameled and highly finished. Designed especially for Whist Clubs, card parties and society play.

Sold by dealers. Sample pack sent for 50 cts.



No. 175. Whist.

French size, $2\frac{1}{4} \times 3\frac{1}{2}$; double enameled, linen stock; five-color faces; special Whist backs, printed on enameled tints in beautiful color combinations.

Sold by dealers. Sample pack sent for 50 cts.



No. 93. Ivory.

Extra Whist size, $2\frac{1}{4} \times 3\frac{3}{4}$; larger and narrower than the standard size card; double enameled, linen stock; Whist backs, in red, blue, green and brown.

Sold by dealers. Sample pack sent for 50 cts.

Whist Playing Cards.

Columbia, French size, $2\frac{1}{4} \times 3\frac{1}{2}$; enameled, aluminum surface; for Whist; backs in all colors.

Sample pack mailed for 25 cents.

Tennis, French size, $2\frac{1}{4} \times 3\frac{1}{2}$; double enameled, linen stock; a great variety of Whist backs.

Sample pack mailed for 40 cents.

Ivory, extra Whist size, $2\frac{1}{4} \times 3\frac{3}{4}$; double enameled, linen stock; Whist and Club backs.

Sample pack mailed for 50 cents.

Whist, French size, $2\frac{1}{4} \times 3\frac{1}{2}$; double enameled, linen stock; five-color faces; special Whist backs.

Sample pack mailed for 50 cents.

Trophy Whist, French size, $2\frac{1}{4} \times 3\frac{1}{2}$; double enameled, linen stock. This is a new brand, designed and made especially for regular and duplicate Whist; new character faces, with extra large indexes; backs and faces registered. A new line of steel-plate backs, printed in beautiful combinations of colors.

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