

GV
1291

S667

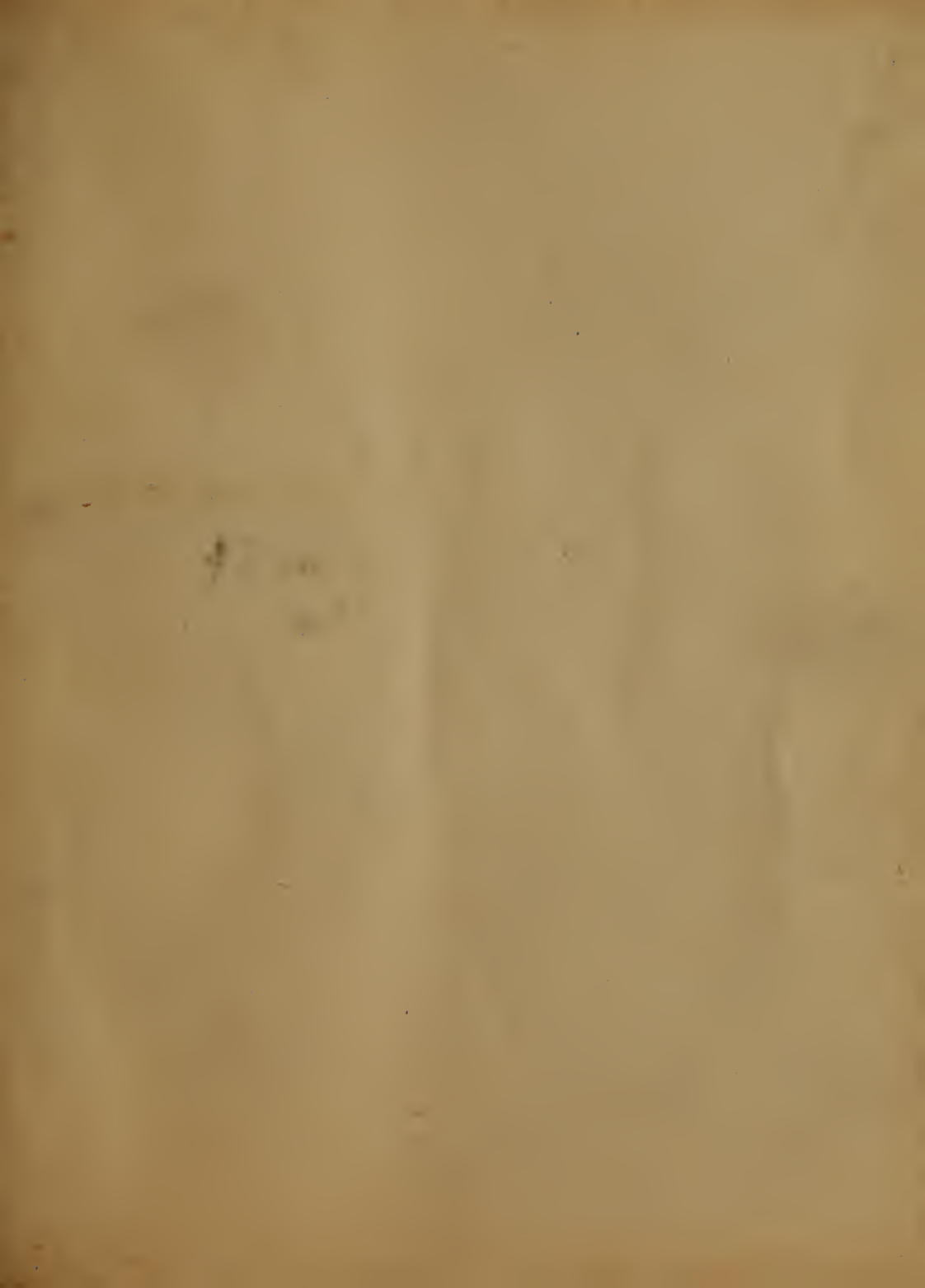


LIBRARY OF CONGRESS.

Chap. *GV* - Copyright No. *1291*

Shelf. *56C7*

UNITED STATES OF AMERICA.



THE GAMES

—OF—

Social Whist

AND

Social Euchre

—WITH COMPLETE—

RULES AND EXPLANATIONS,

—BY—

THEO. B. COMSTOCK.



CLEVELAND, OHIO.

1885.

5V 12-21
E 207

Entered according to Act of Congress, in the year 1885, by Theo.
B. Comstock, in the office of the Librarian of Congress, at
Washington.

INTRODUCTION.

THESE games are the result of the author's earnest study and endeavor to eliminate from the ordinary games of cards those features which have heretofore rendered them objectionable for social purposes. Whist and euchre cannot be crowded out of popular estimation, and, if played by skillful persons, there can be no more enjoyable or wholesome form of amusement, but, unfortunately, there is no device less adapted than either of these games to the entertainment of large or medium-sized parties.

PROGRESSIVE EUCHRE was a step in advance, and it has already served a very useful purpose, but it has not accomplished all that could be desired. In fact, it has even made more apparent the lack of something which will enable the host and hostess to thoroughly entertain all their guests, without causing any lady or gentlemen to devote the whole evening to one and the same partner, at the same time enabling skill in playing to receive its proper reward.

SOCIAL EUCHRE is quite different in character from Progressive Euchre, although it can be played quite as readily by anyone who is at all familiar with ordinary four-hand euchre.

SOCIAL WHIST is not unlike Social Euchre in its main features, but it is especially adapted to the game of whist, which most people regard as a more enjoyable game than euchre.

The particular advantages claimed for both the games here described are, among others, the following :

I.—THEIR SOCIAL QUALITIES.

When either of these games is made the basis of an evening's amusement, even if no person in the room were introduced to any other, all would become well acquainted before the close of the game. While this feature will rarely become a necessity, it will readily be seen that any lack of proper introductions through carelessness or accidental oversight is positively overcome in the playing. The movements of the players, as they win or lose at each sitting, are so governed that every one is liable to have every one of the opposite sex as partner at some stage of the game.

II.—GRADING OF PLAYERS ACCORDING TO MERIT.

One great fault in Progressive Euchre is the element of chance which pursues the player from beginning to end. In Social Whist and Social Euchre, the arrangement of the players at the tables on the start is a matter of no consequence, as those sitting at table No. 5 have equal advantage with those who start at table No. 1, or any other.

III.—FREEDOM OF ACTION.

There is no leading table to regulate play, but a complete sub-game is played at each sitting.

IV.—NO CUTTING TO DECIDE PLAY.

Whenever a "tie" in the count occurs at any sitting the movement of the players is regulated by their own previous records, and not by any chance, as in Progressive Euchre.

V.—SOUVENIRS.

Each player preserves a complete record of his own play,

as well as a list of all his partners and opponents at every sitting.

VI.—FREEDOM FROM PETTY ANNOYANCES.

In Progressive Euchre it often happens that a good player will have his whole progress stayed by the original arrangement at the tables. Thus, if a good player should be placed with a bad partner at Table No. 4, it might be necessary to remain there the whole evening, or at best the chance of arriving at Table No. 1 would be very small. This would be very disagreeable to both players, as the beginner would feel annoyed at his own weakness no less than the partner at his ill luck. In Social Whist and Social Euchre everything is so adjusted that all must share alike in the long run, so that beginners need not consider themselves in the way, and brilliant players will be placed at no disadvantage as compared with others equally skillful.

GENERAL RULES.

It is of the utmost importance that strict uniformity should be observed in all games of both Social Whist and Social Euchre. This is necessary in order to ensure good results, and it is expected that the games will commonly be played by clubs which meet regularly for the purpose. The following rules are presented as a guide to the formation and regulation of such associations. They are adapted to Social Whist and Social Euchre alike.

CLUB REGULATIONS.

I.—The Club should be composed of 20 members, or of a

number divisible by four. In all cases there should be an equal number of ladies and gentlemen.

2.—Persons unable to be present at any game must invariably send substitutes.

3.—Each *Sitting* is limited to fifteen minutes, but the playing at each table is continued only so long as required by the rules of each game, respectively, if less than fifteen minutes will suffice.

4.—A GAME comprises 10 sittings. The winners of the game are the lady and gentleman whose scores are highest. [See "Rejoinder," described in foot note below.]

5.—A TOURNAMENT comprises a set of 10 games played by the same club. The winners of the Tournament are the lady and gentleman who have won the greatest number of names, but if a "tie" occurs the total scores must decide.

"REJOINDER" DEFINED.—If the two ladies or two gentlemen who win an equal number of games have equal scores, it will be necessary to decide the contest by a "Rejoinder," which consists of three "sittings" in which each partner plays two hands (Double Dummy). If it should happen that three ladies or three gentlemen have equal records, the player with the next lower record unites with them in the "Rejoinder" (changing partners at each sitting of four hands), but is not entitled to score. The winner is the one who scores the greatest number of points in the three "sittings." Occasionally it may be necessary to decide a GAME in a similar manner. The Game or Tournament is, however, to be awarded to the lady and gentleman who have made the highest aggregate score of points.

† In private gatherings, or in clubs, the winners of each game may be given simple prizes, if deemed advisable. Second and third prizes are also sometimes awarded.

6.—Each member of the club contributes a small sum at each meeting, which is collected by the treasurer. The fund so obtained (or a definite part of it) is reserved to procure prizes for the winners of the Tournament.†

7.—The host or hostess (or person chosen for the purpose) acts as Manager, under whose direction the players are placed at the tables according to the following method :

a. One *letter-stamp* of each letter is placed in a tray or card receiver, and each lady draws one, there being only as many letters used as there are sets of two partners. The tables are numbered 1, 2, 3, etc.

b. The ladies who draw letters A and F go to Table No. 1.
“ “ “ “ “ B and G go to “ “ 2.
“ “ “ “ “ C and H go to “ “ 3.
“ “ “ “ “ D and I go to “ “ 4.
“ “ “ “ “ E and J go to “ “ 5.

c. If more than 5 tables are used, F takes No. 6, G No. 7, and so on, the next letters in order going to Tables 1, 2, 3, etc., until all are occupied. Each gentleman then draws a letter-stamp, and seats himself opposite the lady who holds the same letter. Each player attaches his stamp to a score card, which is retained in his possession.‡

LAWS OF SOCIAL WHIST AND SOCIAL EUCHRE.

1. Partners and positions being determined as per Rule 7, *ante*, ladies cut for deal, ace being lowest card. Lowest cut decides the deal. In Social Euchre the “joker” is not used.

‡ The only difference in the play of Social Whist and Social Euchre consists in the adaptation of the methods and movements here defined to either Whist or Euchre, as may be desired.

2. Play at each table begins at *one* stroke of the Manager's bell. Cards are shuffled and dealt without cutting.

3. Play continues at each table only until the four players have all dealt once (4 deals) and run out their hands, but in no case must it exceed fifteen minutes. [See 8th LAW, *posteu*].

4. Points are counted according to regular Whist or Euchre laws, but no honors are allowed.

5. Fifteen minutes or less are allowed by the Manager for each Sitting, when *two* strokes of the bell are given as the signal for Exchange.

6. At the Exchange signal, the players who have the higher record move one table towards No. 1, those having the lower count going one table farther from No. 1 than the one at which they have previously been playing. The winners at Table No. 1 and the losers at the last table, however, remain where they are.

7. At every Exchange there is a change of partners, after the remove.

8. In the case of a tie in the count at any table after a "sitting" is played, the Exchange signal causes a remove and a change of partners before the remove, the losers at the preceding table and the winners at the following table passing to the next in the order of their remove.* In case of

* Thus, with a tie at Table No. 3, partners change, leaving their relations as they were upon leaving the tables at which they played previously. Then those who came down at the preceding sitting from No. 2, will now go to No. 4, and those who came up from No. 4 will now go to No. 2, leaving the other players to move without any regard to the tie at No. 3.

a tie at No. 1, the winners at the previous sitting go to table No. 2, and those who came up from No. 2 will remain. A tie at the last table causes the partners who came from the preceding table to remain.

9. The Manager, at the close of each sitting, before the remove, will deliver a gold star to each winner and a black star to each loser at every table, and will also register the score of points upon each player's card. Each player, being provided with a supply of his own adhesive small letters, will distribute them at each sitting so as to permit partner and opponents to affix them properly to their respective score cards.

10. At the close of the game, the Manager will make up the final score upon the following basis :

- a. Count all the points of each player.
- b. Add one for each gold star.
- c. Subtract one for each black star.

The highest total wins. Ladies' and gentlemen's scores must be separately considered.

11. The score of each player is read aloud by the Manager, when it may be registered by each player in the spaces provided opposite the names upon the back of the score cards.

HINTS TO MANAGERS.

These games are put up in boxes containing 24 score cards, assorted colors and designs, with a sufficient number of adhesive large and small letters, gold and black stars, etc., to meet all requirements of one GAME of six tables.

As the order of arrangement of players at the start is of no moment, it is a good plan to write the names of the

players upon all the score cards before the time of meeting, assigning letters to each without drawing for position. In club games permanent letters may be assigned and the names may be printed upon the cards.

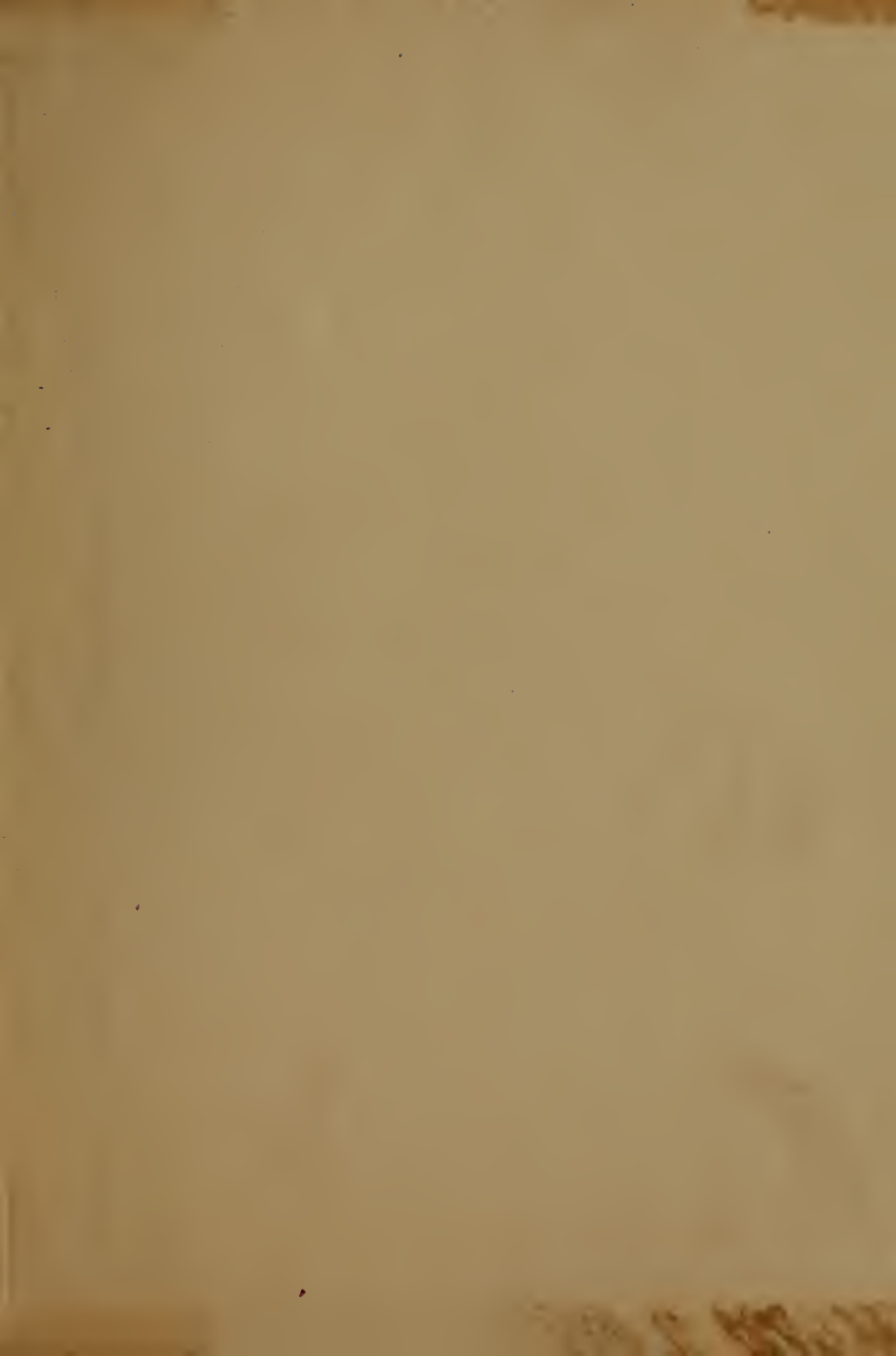
For club purposes a *Tournament* Box is also furnished. This contains a full set of score cards and all requisites for ten games of five tables. Many prefer, however, to require the members to provide their own material, and this only makes it necessary for each to procure an ordinary Game Box. The Manager should sit where all the tables can be readily overlooked, and signals should be given when all are prepared, without strict regard to the intervals of fifteen minutes ; but no sitting should on any account be prolonged beyond fifteen minutes. Be sure that points and stars are properly recorded. If disputes occur, it will be very easy to get at the truth by comparing the records of partners and opponents.

Watch the tables after Exchange signals and do not give Play signals until assured that all removes have been properly made and that partners have changed. Be on the lookout for "ties," and be sure that all understand the movements thereby necessitated.

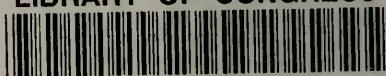
There is nothing difficult or confusing in any of the manoeuvres of these games when rightly understood, but each movement is most definitely regulated by the good and bad fortunes of the player. The manager will become thoroughly acquainted with the system in one evening's play.

It is better, but by no means necessary, that the manager be *not* himself engaged in the play. If reasonably active, however, he can take a hand without detriment to his play or to his oversight of the game.





LIBRARY OF CONGRESS



0 029 714 110 7