

# THE GAME OF WHIST



**“WHIST”** comes from an English word meaning silent and attentive.

Whist is a trick-based card game similar to Euchre and Hearts. Originally developed in eighteenth-century English social circles, it quickly became one of the most popular games in the American colonies and early United States.

## LAWS OF THE GAME

Whist is played with 4 people in pairs of 2.

Cut the deck: the player who draws a high card is the dealer!

The dealer deals each player 13 cards.

The last card (to the dealer) is dealt face up, indicating the trump suit.

The player to the dealer's left leads the first “trick” with any card they choose.

Aces are high. Twos are low.

Moving clockwise, each player plays a card on that trick.

If they can, players must follow the suit of the card led or they may play a trump card.

Players with no card of that suit can play any card, including a trump card.

The player with the highest card of the led suit or the highest trump card wins the trick and places the 4 cards to their side.

The winning player leads the next trick.

When all of the cards have been played, for total of 12 tricks, each pair earns 1 point for every trick they won in excess of 6. For example, a player who wins 8 tricks would earn 2 points.

A trick penalty is given to anyone who fails to follow suit when they have that suit in hand.

The first team to earn 5 points wins the game.

Several rounds may be needed!



“A Pig in a Poke, Whist, Whist” Hand-coloured etching by James Gillray, 1788. National Portrait Gallery, London

## TRICKS

