

## AN EVENING PARTY

### How to Play

# Whist



Four people - two sets of two - are required for a table of whist. Partners sit opposite each other and attempt to take the most “tricks” to win a hand.

#### Starting the Game

To begin a hand, each player is dealt 13 cards. There are therefore 13 rounds and 13 tricks in each hand.

The first player is picked at random. After that, the person to the left will begin each hand.

To begin the round, the starting player will lay down a card. Moving to the left, each subsequent player must lay down a card of the same suit. The highest card wins the “trick.”

The winner of the trick will begin the next round.

#### Trumps

In the first four rounds, there is a trump suit. The trump suit is considered higher than any other suit. However, it may not be played if the holder has any other cards in the suit being played.

The trump order is hearts, spades, diamonds, and clubs. There is no trump in the fifth round. If play continues to a sixth round, the order of trumps resumes.

#### Scoring

At the conclusion of each hand, scores are added. Partnerships receive 1 point for each trick over a total of 6.

When either partnership reaches a total score of 7, the game is won.