

**THE LAWS OF WHIST: ALL THE IMPORTANT
DECISIONS MADE IN ENGLAND, FRANCE AND
THE UNITED STATES INSERTED BENEATH THE
RULE UNDER WHICH EACH CASE AROSE.
MODERN WHIST: VERY GENERALLY
ILLUSTRATED AND EXPLAINED. THE SYSTEM
OF COMBINATION OF FORCES**

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MCINTOSH

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Very generally illustrated and explained.

The System of Combination of Forces

and Refined Whist made plain by statements as
to how every hand should be played.

COMBINED WITH THE

GENERAL RULES OF THE ETIQUETTE OF THE GAME.

By McINTOSH, Andrew J.

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Modern Whist.

Refined or modern whist is the most scientific of all games. Its theory is combination of forces, the players on each side uniting their strength. This is power. Twenty-six cards of equal value played against other twenty-six cards in the hands of skillful players, or when one player is long in trumps and has a long, plain suit the force and character of the system is demonstrated. The science and strength of the game is exhibited by each player in his effort to get as many tricks as he can and also help his partner to take as many as possible, and at the same time to use their combined forces to waste their adversaries' power, and to defeat their plans and purposes. To accomplish these ends requires close attention and study as well as prompt and judicious action founded on all the light a player can gather from the plays of each other player—what cards played—times when—by whom—the state of the score. These, together with the cards held by the player, lead him at one time to play a backward game, at another time to make a bold, strategical dash, success in both instances probably crowning his efforts. He is a skillful general, in the game, who knows when the probabilities are with him in a line of policy that may bring success, and yet defeated in the effort, sees a good line of retreat whereby he may save the game and who never in his calculations loses sight of the state of the score.