

# **ADVANCED WHIST**

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Advanced Whist by Lowis D'Aguilar Jackson

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**LOWIS D'AGUILAR JACKSON**

**ADVANCED  
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## Advanced Whist.



### Introduction.

THE basic principles and methods of sound and good Whist having been explained in a former volume entitled, "The Hands at Whist," it will be here assumed that the reader can refer to it, or is thoroughly acquainted with the methods adopted.

Most sound Whist is, however, limited to routine playing; or, as the sailors say, "plain sailing," for the reason that

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judicious deviation from it is comparatively infrequent, and that doubts in minor points are of subsidiary importance. In more advanced Whist these deviations and minor points are treated with the same amount of care as the main game. Though every possible case cannot be brought under rule, a large number can be freed from causes of embarrassment.

For convenience, these additional matters requiring peculiar treatment may be collected under the following general heads :

Special play, under special conditions.

Alternative play, under doubt.

Coups, or deceptive devices involving sacrifice.

*Defective maxims.*

## I.—Special Play.

UNDER this head may be treated :—

1. Forcing out any excess of your opponent's strength; and forcing generally.
2. Checking your opponents in a steady run of tricks.
3. Play in a deferred third suit.
4. Playing out a long weak suit.
5. Exceptional cases requiring peculiar treatment.

1. *Forcing out Hostile Strength.*—The general principle of play applying to ordinary conditions is that you lead through hostile strength up to hostile weakness, and up to your partner's

strength, his tenace and his power ; but this assumes that the power held by the two parties is tolerably well matched on the whole, or is favourable to your side.

But should you adhere strictly to this method when the preponderance of power is greatly against you, the effect would be that your excessive care might thus obtain two or three tricks in the face of much difficulty, after which all the remaining tricks are simply indisputable ; such treatment, though economic in detail, *may not be* economic on the whole. There would be far greater chance of making more tricks when the difficulties are less—that is, after the opponents' highest cards are out ; hence it may be



better to defer your attempts at making tricks. Not that your opponents should be allowed to handle their power unchecked, for in that case they might make tricks with very low cards; but that their very high cards should be judiciously forced out by leading and playing up to them before striving to make tricks for yourself.

The most common and familiar case of such forcing near the beginning of a game is leading up to a turned-up honour, more especially to the ace or the king of trumps. The results of such a proceeding are that the turned-up honour wins a trick immediately, that its command over your partner's remaining high trumps is removed,

and that the lead is lost to you, but thrown into the hand of the fourth player. Forcing out hostile high cards in other suits is analogous ; it renders your subsequent play more easy ; it may enable some intermediate cards held by your own party to make ; and these would be economic on the whole. For instance, if you force out three aces, your party may make with three tens ; while otherwise neither the tens nor the knaves, &c., used in playing up to force would have made ; the loss of the three leads is not so important as may appear at first thought, for these occur earlier in the game, when the cards are less known, instead of later, when they are *known with certainty*.

W. W.

*Example in Forcing.*—Leading a losing card to draw a lead from your right opponent. (See diagram page 2.)

*Hands:*

A.	B.
Ace, kn., 10, 8, 6 Sp.	7, 3 . . . . Sp.
King . . . . Hts.	8, 7, 6, 5, 3, 2 . Hts.
8, 6, 3 . . . . Di.	9, 7, 4, 2 . . . Di.
Q, kn. 9, 8 . . Clbs.	Ace . . . . Clbs.
C.	D.
King, 4 . . . . Sp.	Q, 9, 5, 2 . . . Sp.
Ace, Q, kn., 4 . Hts.	10, 9 . . . . Hts.
Ace, Q . . . . Di.	King, kn., 10, 5 . Di.
Kg., 10, 7, 5, 2 . Clbs.	6, 4, 3 . . . . Clbs.

The trump card is the ace of clubs, and C leads.

C originally leads the four of hearts, you (A) win the trick; two rounds of spades follow, won by your side, leaving you the lead. You lead your losing spade up to the queen, which is inferentially with D.

*4th Trick.*