

**THE LAWS AND PRINCIPLES
OF WHIST STATED
AND EXPLAINED, AND
ITS PRACTICE ILLUSTRATED**

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The Laws and Principles of Whist Stated and Explained, and Its Practice Illustrated by
Cavendish

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CAVENDISH

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OF
WHIST
STATED AND EXPLAINED,
AND ITS
PRACTICE ILLUSTRATED

592 On an Original System,
BY MEANS OF HANDS PLAYED COMPLETELY THROUGH.

By CAVENDISH.

FIFTH EDITION.

NEW YORK:
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PREFACE TO THE FIFTH EDITION.

The favourable reception accorded to this work, has stimulated the Author to spare no pains to perfect the present edition. With this view a code of laws has been inserted, the text has been carefully revised throughout, much fresh matter and several new hands have been introduced; and the Chapter on trumps has been recast.

PREFACE TO THE FIRST EDITION.

It has often occurred to the Author that there are two principal defects in the existing treatises on the game of Whist—the one that the principles of play are, in general, laid down as so many isolated and arbitrary conventions, the reasons upon which such principles are based being seldom, if at all, and scarcely ever fully stated; the other, that suitable illustrations, by which alone the principles can be brought forcibly home and fixed in the memory, are almost entirely wanting. The present work is an attempt to supply these deficiencies. With regard to the latter, the Author feels that nothing, in point of illustration of principles, can be so instructive as a selection of hands played completely through, and accompanied by copious explanations. The idea, it is believed, as applied to Whist, is a new one, though a similar plan has long been in use in treatises on Chess.

It has not been deemed necessary to occupy space by detailing the mode of playing and of scoring, as this information can be readily acquired at the table. The reader is, therefore, credited with this elementary knowledge, and is conducted at once to the General Principles, which he is advised to consider carefully before proceeding to the Hands.

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THE LAWS OF WHIST.



(Revised from the text of Hoyle.——The portion [in brackets] supplied by the author, is in accordance with the practice of the West-end Clubs.——The whole has been submitted to and approved by several players of authority.)

OF CUTTING.

1. The first four players who come into the Card Room have a right to play the first rubber. [If more than four assemble at once they all cut; the four lowest play. They cut again for partners.]

2. Six players constitute a full table. [If a seventh arrives, he must wait till another table is formed, or till one of the original six leaves.] A player who has not played has a prior right to one who has played at another table. [After one rubber the players cut out; the lowest remain in.]

(The above are the regulations in force at the Portland Club.)

In cutting, the ace is lowest.——In cutting for partners the two highest play against the two lowest. The lowest has the deal and the choice of seats and cards; if the two lowest cut cards of the same value they cut again for deal.——