

**BRIDGE WHIST IN
BRIEF,
WITH THE LAWS**

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Bridge whist in brief, with the laws by Fisher Ames

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FISHER AMES

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IN BRIEF

By FISHER AMES

WITH
THE
LAWS



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BRIDGE WHIST

IN BRIEF

By *FISHER AMES*

Bridge whist resembles dummy whist, but the opportunities for the exercise of skill and good judgment are greatly enlarged by the making of the trump, and the variations of chance vastly increased by the ingenious contrivance of the scores.

THE FORM

The game is played by two partners against another two, as determined by agreement, or by cutting; the two lower playing against the two higher cuts. The ace is low in cutting. The lowest deals.

The cards are dealt as at whist, but the last card is not turned. There is no loss of the deal by a misdeal.

The dealer declares the trump suit,—or no trump,—or, if he does not wish to

make the trump, he passes it over to his partner, (who is called dummy) and dummy must then make it. They cannot consult about the make, and if the wrong one makes the trump, or suggests a make, the other side may claim a new deal.

The trump suit fixes the value of the tricks taken, (above six,) as shown in the table below.

The game is thirty points made by tricks. If more than that are made, they are all counted on the score.

A score is also kept of honor points, as shown in the score table. The honors are the ace, king, queen, jack and ten.

A rubber (best two in three games) is always played. The winners of the rubber add 100 to their honor points. At the end of the rubber the game and honor points made by each side are added together, the losers' points deducted from the winners' points and the difference is the number of points won—or lost—by each player.

The following tables show the values of the game and honor points.

GAME POINTS

| | ♠ | ♣ | ♦ | ♥ |
|---------------------------------------------|---|---|---|----|
| When the trump is a | | | | |
| Each trick taken (above six) counts | 2 | 4 | 6 | 8 |
| When no trump is declared | | | | |
| Each trick taken (above six) counts | | | | 12 |

HONOR POINTS

| | ♠ | ♣ | ♦ | ♥ |
|------------------------------------------------------------------|----|----|----|----|
| When the trump is a | | | | |
| Three honors ("simple honors") count value of two tricks | 4 | 8 | 12 | 16 |
| Four honors in 2 hands equal 4 tricks | 8 | 16 | 24 | 32 |
| Five honors in 2 hands equal 5 tricks | 10 | 20 | 30 | 40 |
| Four honors in 1 hand equal 8 tricks | 16 | 32 | 48 | 64 |
| Four honors in 1 hand 5th in partner's . . | 18 | 36 | 54 | 72 |

| | |
|------------------------------------------------------------------------------------|------------------------|
| Five honors in 1 hand equal 10 tricks . . | ♠ ♣ ♦ ♥ 20 40 60 80 |
| When no trump is de- clared | |
| Three aces count . . | 30 |
| Four aces in 2 hands count | 40 |
| Four aces in 1 hand count | 100 |
| Little Slam (12 tricks) with any trump adds | 20 |
| Grand Slam (13 tricks) with any trump adds | 40 |
| Chicane—no trump in one hand—adds ac- cording to the trump suit | ♠ ♣ ♦ ♥ 4 8 12 16 |
| Double Chicane—no trump in either part- ner's hand—adds . | 8 16 24 32 |
| Winning the rubber adds | 100 |

In case of a revoke three tricks are to be transferred from the revokers' to the other

side. The revoking side cannot win game, nor score grand or little slam on that deal.

DOUBLING

When the trump, or no trump, has been declared, the player on the dealer's left, (who is called the leader)—may double the value of the tricks. If he does not wish to do so, he must ask his partner, (who is called pone)—“ Shall I lead ? ” (or “ play ”) If pone wishes to double, he may then do so ; if not, he replies “ Yes, ” or “ If you please, ” to the leader's question. If the leader or pone doubles, the dealer or dummy, (whichever made the trump having the first right,) may redouble, and so on, until one side or the other is satisfied.

Each double doubles the trick values in geometrical progression, thus: Hearts, 2, 16, 32, 64, 128 and so on. In some clubs doubling is limited to 100, or other number.

The doubling applies only to the trick values and not to the honor points.

The scores are kept in two columns,