

**THE LAWS AND  
PRINCIPLES OF WHIST  
STATED AND EXPLAINED**

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The Laws and Principles of Whist Stated and Explained by Henry Jones

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**HENRY JONES**

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PRINCIPLES OF

**WHIST**



STATED AND EXPLAINED BY

**"CAVENDISH"**

*Jones, Henry*



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# THE LAWS OF WHIST

BY PERMISSION

VERBATIM FROM THE CLUB CODE

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THE FOOT NOTES ARE ADDED BY THE AUTHOR

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## THE RUBBER

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

## SCORING

2. A game consists of five points. Each trick, above six, counts one point.

3. Honours, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned :

If a player and his partner, either separately or conjointly, hold—

I. The four honours, they score four points.

II. Any three honours, they score two points.

III. Only two honours, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honours.



5. The penalty for a revoke<sup>1</sup> takes precedence of all other scores. Tricks score next. Honours last.

6. Honours, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honours is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

<sup>1</sup> Vide Law 73.

- ✓ 12. If an erroneous score, affecting the amount of the rubber,<sup>1</sup> be proved, such mistake can be rectified at any time during the rubber.

## CUTTING

- ✓ 13. The ace is the lowest card.
- ✓ 14. In all cases, every one must cut from the same pack.
- ✓ 15. Should a player expose more than one card, he must cut again.

## FORMATION OF TABLE

- ✓ 16. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

<sup>1</sup> e. g. If a single is scored by mistake for a double or table, or *versus*.

## CUTTING CARDS OF EQUAL VALUE

18. Two players cutting cards of equal value,<sup>1</sup> unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.<sup>2</sup>

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.<sup>3</sup>

## CUTTING OUT

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of

<sup>1</sup> In cutting for partners.

<sup>2</sup> *Example.* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut the two sixes cut a king and a queen, the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

<sup>3</sup> *Example.* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose at the second cut two more twos and a king are drawn. The king plays with the original two and the other pair of twos cut again for deal.

Suppose instead, the second cut to consist of an ace and two knaves. *The two knaves cut again, and the highest plays with the two.*