

**A TREATISE ON THE GAME
OF ÉCARTÉ, AS PLAYED IN
THE FIRST CIRCLES OF
LONDON AND PARIS**

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A treatise on the game of écarté, as played in the first circles of London and Paris by
Anonymous

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A TREATISE
ON THE
GAME OF ECARTÉ,
AS PLAYED IN THE FIRST CIRCLES OF
LONDON AND PARIS.

TRANSLATED FROM THE FRENCH,
WITH ADDITIONS,
BY AN AMATEUR.

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THE GAME
OF
E C A R T É.

GENERAL DESCRIPTION OF THE GAME.

THE game of Ecarté (or Discard) is played by two persons, with a pack of thirty-two cards, rejecting the 2, 3, 4, 5, and 6, of each suit, as in Piquet.

It is usually played with two packs of cards, (one of them with coloured backs) which are used alternately—five cards are dealt to each player, what remains is called the *Talon*, or stock, and is placed on the dealer's right hand, the other complete pack on his left.

The game consists of five points, unless any particular agreement is made to the contrary :—If it is played in rubbers, which is not un-

usual, the deal follows as in a single game, till the three are played out.

Though *Ecarté*, strictly speaking, is calculated for two persons only at a time, yet it is frequently and easily played, so as to include several in the interest of the game. In a large party, it is usual for the winner or loser (as may be agreed) to give up his seat every two or three games, to any of the company disposed to take it; and the games being short, this arrangement is found to add very much to the liveliness of the Table. This is termed playing *a cul lévé*, an elegant metaphor, which the translator acknowledges his inability to convey in decent English.

It may be remarked, once for all, that in this game there are several minor regulations established, which require the attention to be kept constantly alive, and neglect of which, would expose a careless player to severe losses: with this general caution we shall proceed, dividing the several subjects into sections, for more convenient reference.

ON CUTTING, AND THE DEAL.

The deal is cut for in the usual way, and the *highest* whist card has the deal.

In cutting, he who does not show his cut, is decided to have lost the deal, and, if by accident he shows two cards, he is bound to take the lowest for his cut—there is an advantage in dealing, as the trump card if a king counts one point.

The deal is good, even if it should afterwards appear that the pack is not perfect, either by having too many, or by being deficient in number of cards.

The cards rank in the following order:—King, Queen, Knave, Ace, Ten, Nine, Eight, Seven.

ON DEALING, MISDEALING, FACED-CARDS, &c.

The pack being shuffled and cut, the cards are dealt, five to each player, either by two and three at a time, or three and two, and