

Sir Tommy

1 players

52 cards

Difficulty: Easy

Duration: Short

Build four foundations from Ace to King (suit does not matter).

SETUP

- Start with the full deck as stock.
- Leave space for four foundations and four waste piles.

SCORING

- Win by placing all 52 cards on the four foundations.

Tip: Reserve one waste pile for high cards to keep them from blocking lower cards you need.

ON YOUR TURN

- Flip the top card of the stock.
- Play it to a foundation or place it on one of four waste piles.
- Play waste pile top cards to foundations when they fit.

Sir Tommy, also known as Old Patience, is believed to be one of the oldest solitaire card games in existence. The game is simple: cards are dealt one at a time from the stock and placed either on a foundation or one of four waste piles. Despite its simple rules, winning requires thoughtful waste pile management. It is considered the ancestor of many modern solitaire games.

Objective

Build four foundation piles from Ace to King regardless of suit.

Setup

1. **Players:** 1
2. **Deck:** Standard 52-card deck
3. **Layout:** The entire deck serves as the stock pile. Leave space for four foundation piles and four waste piles, all initially empty.

Gameplay

1. **Deal:** Turn the top card of the stock face up.
2. **Play to foundation:** If the card is the next card needed for any foundation pile (Aces start foundations, then 2, 3, 4... up to King), play it there. Suit does not matter.
3. **Play to waste:** If the card cannot or should not go to a foundation, place it face up on one of the four waste piles. You choose which pile.
4. **Waste pile restriction:** Only the top card of each waste pile is available. You may only play waste pile cards to foundations, not to other waste piles.
5. **No redeal:** Once the stock is exhausted, the game continues with only waste pile top cards playable to foundations.

Scoring

1. **Win:** All 52 cards are placed on the four foundation piles.
2. **Loss:** Stock is exhausted and no waste pile top cards can be placed on foundations.
3. **Progress:** Count total foundation cards as a score.

Variations

- **Strategy:** An easier variant where waste pile cards can be moved to other waste piles.
- **Calculation:** Uses the same 4 waste piles but foundations build by different intervals.
- **Puss in the Corner:** A variant where Aces are placed in corners and Kings are removed from the game.

Tips and Strategies

- Try to keep one waste pile for high cards (10s, Jacks, Queens, Kings) to prevent them from blocking lower cards.
- Spread low cards across different waste piles to avoid burying them.
- Play to foundations immediately when possible to simplify your waste pile management.
- Pay attention to which cards have already appeared to anticipate what is coming from the stock.

Tips & Strategy

Designate one waste pile for high cards to keep them from blocking lower ones. Play to foundations immediately whenever possible. Spread low cards across waste piles to maintain access to them.

With only four waste piles and no ability to move between them, every placement decision is critical. Think of each waste pile as a stack where you must plan what goes on top and what gets buried.