

# Whist

4 players

52 cards

Difficulty: Medium

Duration: Medium

Win more tricks than the opposing partnership to score points.

## SETUP

- 4 players in 2 partnerships sit opposite each other.
- Deal all 52 cards evenly (13 per player).
- Last card dealt face-up determines the trump suit.

## SCORING

- Each trick won beyond the first 6 earns 1 point.
- Game continues to a predetermined score or number of hands.

*Tip: Lead with your strong suits early to draw out opponents' trump cards.*

## ON YOUR TURN

- Player to dealer's left leads the first trick.
- Follow suit if possible; otherwise play any card.
- Highest card of led suit or highest trump wins the trick.

Whist is a classic trick-taking card game for four players. The objective is to win tricks containing certain cards or to win the most tricks overall. It's a game of strategy, communication, and careful observation.

## Setup

- Whist is traditionally played with a standard 52-card deck.
- Players form two partnerships, with partners sitting opposite each other to facilitate communication.
- Determine the first dealer randomly. Subsequently, the deal passes to the left after each hand.
- The dealer shuffles the deck thoroughly and offers it to the player on their right to cut, ensuring fairness.

## Dealing

- The dealer distributes the entire deck of cards, one at a time, in a clockwise direction, starting with the player to their immediate left.
- Each player receives 13 cards, resulting in a total of 52 cards dealt.
- The final card dealt is placed face up on the table to indicate the trump suit for the hand.

## Gameplay

- The player to the dealer's left leads to the first trick by playing any card from their hand.
- Following suit is mandatory if possible. If not, players may play any card from their hand.
- The highest card of the suit led wins the trick, unless a trump card is played. In that case, the highest trump card wins the trick.
- The winner of each trick leads to the next trick, continuing until all 13 tricks are played.
- Players keep track of the number of tricks won by each partnership, often by stacking won tricks in front of one partner.

## Scoring

Each trick won beyond the initial six is worth one point. So, if a partnership wins eight tricks, they score two points for that hand.

## Winning

- The game typically continues until a predetermined score is reached or for a set number of hands.
- The partnership with the highest cumulative score at the end of the game is declared the winner.

## Tips & Strategy

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Effective card management, communication with your partner, and observation of opponents' plays are crucial for success in Whist. Explore variations such as Bid Whist or Solo Whist to add new dimensions to the game.

Strategic card management, effective communication with your partner, and careful observation of opponents' plays are key to success in Whist. Coordinate with your partner to optimize your strategy and maximize your chances of winning tricks.