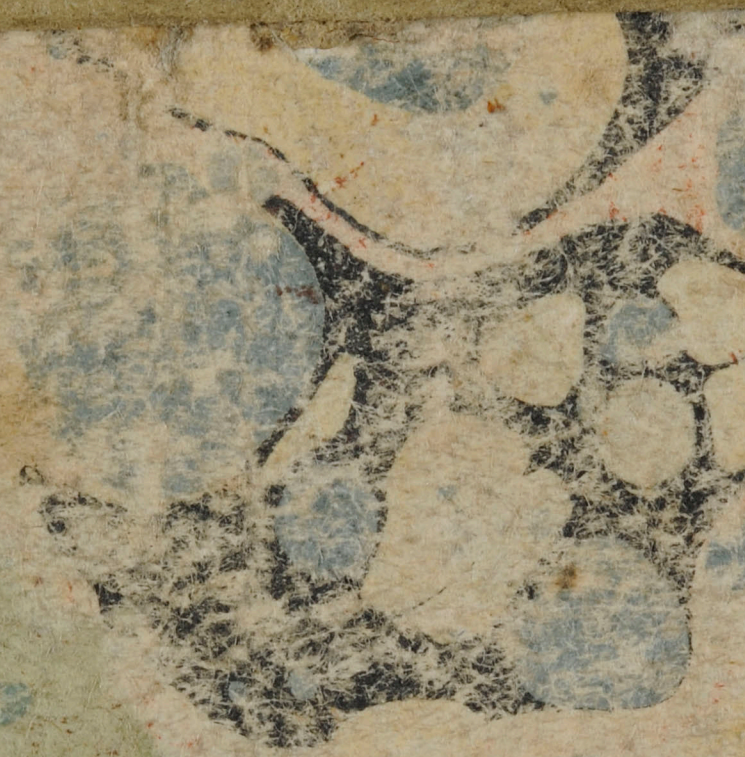

HOYLE ABRIDGED:

OR

SHORT RULES

FOR

SHORT MEMORIES

AT THE

GAME of WHIST.

WITH THE

LAWS OF THE GAME, *&c.*

Adapted either for the Head or Pocket,

By BOB SHORT.

Printed for the Benefit of Families, to prevent Scolding:

And sold by the AUTHOR, at Baker's Coffee-house, Exchange Alley; Nicol, St. Paul's Church Yard; Ryall, Lombard Street; Bell, Strand; Fourdrinier, Charing Cross; and Debrett, Piccadilly. 1793. [*Price 6d.*]

(Entered at Stationers' Hall.)

TO THE PUBLIC.

YOUR favourable reception of the former editions of this trifle in its rude ſtate, has induced the Author to endeavour to make it more worthy your indulgence, and he flatters himſelf that not only the learner will find every thing neceſſary to inſtruct him to play the GAME of WHIST tolerably, but that the moderate proficient will alſo find aſſiſtance:—which is all that can be reaſonably expected or deſired from

BOB SHORT.

ROBERT WITHY,

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DEDICATION.

TO THE FOUR KINGS.

MOST POTENT SIRES!

YOUR reign is unbounded. While the dominions of the lesser monarchs of the earth extend not beyond the boundaries of certain rivers, mountains, or ideal lines, your empire is as wide as the known limits of the globe: it is likewise more absolute than that of any human despot, as it subjugates the reason and carries captive the mind.

To address myself to you particularly, would wear the appearance of *flattery*, which I disdain to use even to Kings. Though your smiles are more

aſſiduouſly courted by the fair, the gay, the grave, the old, the young, the high, the low, the rich, the poor, and in ſhort by all ranks and deſcriptions of human beings, than thoſe of any potentate on earth, yet I never wiſhed to gain your favour but by *fair dealing*, a virtue but little practiſed in courts.

Were I to liken you to the leſs powerful princes of the earth, I would ſay that the empire of the KING OF HEARTS is eſtabliſhed in *Great Britain*; for there the monarch holds his reign in the *hearts* of his people.

The King of Diamonds I would compare to the monarch of France; but in that country monarchy and jewels have loſt at leaſt fifty per cent. of their value.

I am at a loſs to fix upon an earthly repreſentative for the

King

King of Clubs. The king of Spain ſeemed ambitious of the title; but he has been *out-tricked*. The king of Pruſſia may lay ſome claim to the *honour*; but *Ace Queen* are both againſt him; and it is doubtful whether he will venture to *play* the *game* he ſome time ago *put in* for, unleſs he is certain of having the King of Hearts to help out the *rubber*. Thus diſpoſed, I ſhall leave *Clubs* to the chance of the deal.

The King of Spades is in *faith* a *grave* king. I know not how to addreſs him. His power is greater than that of all the reſt; for whatever chances and changes may happen in the *game* of *life*, it is *odds* that, playing the *laſt trick*, he proves himſelf *trump* at laſt.

Thus convinced of your ſovereign power over the fortunes and happineſs of men, I

conclude with the earneſt wiſh that my labours in your ſervice may never contribute to the advancement of a *knave*.

With every reſpectful acknowledgment of your power, and gratitude for your favours, I have the honour to ſubſcribe myſelf

Your devoted Slave,

BOB SHORT.

Baker's Coffee-houſe,
Exchange Alley,
Jan. 1, 1793.

THE

GAME OF WHIST.

THIS game is played by four persons, who cut the cards for partners. The two highest are against the two lowest. The person who cuts the lowest is entitled to the deal. In cutting, the ace is lowest.

Each person has a right to shuffle the cards before the deal; but it is usual for the elder hand only, and the dealer after.

The deal is made by having the pack cut by the right-hand adversary; and the dealer distributing the cards, one at a time, to each, beginning with the left-hand adversary, till he comes to the last card, which he turns up, being the trump, and leaves it on the table till the first trick is played.

No intimations of any kind during the play of the cards between the partners are to be admitted. The mistake of one party is the game of the adversary, except in a revoke, when the partner, may inquire if he has any of the suit in his hand.

The tricks belonging to each party ſhould be turned and collected by thoſe who win the firſt trick in every hand.

The ace, king, queen, and knave of trumps are called honours; and when either of the partners have three ſeparately or between them, they count two points towards the game; and in caſe they have four honours, they count four points.

Ten points are the game.

TERMS USED IN THE GAME.

Fineſſing, is when a card is led and you have the beſt and third of that ſuit, you put the third beſt on that lead, and run the riſk of your adverſary having the ſecond beſt of it, which if he has not, you gain a trick.

Forcing, means the obliging your partner or adverſary to trump a ſuit.

Long trump, means having one or more when the reſt are out.

Looſe card, means a card in hand of no value, and the propereſt to throw away.

Points. Ten make the game: as many as are gained by tricks or honours, ſo many points are ſet up to the ſcore of the game.

See-

See-saw, is when each partner trumps a suit.

Score, is the number of points, which are set up in the following manner:

One	*Two*	*Three*	*Four*	*Five*
				O
O	OO	OOO	OOOO	OO

Six	*Seven*	*Eight*	*Nine*
O			
OOO	OO	OOO	O
			O
	O	O	O

Slam, is where either party win every trick.

Tenace, is having the first and third best cards, and being last player you catch the adversary when that suit is played.

Terce, is a sequence of any three cards in a suit.

Quart, is a sequence of four, *Quint* of five.

SHORT
STANDING RULES,
&c. &c.

I.

LEAD from your ſtrong ſuit, and be cautious how you change ſuits, and keep a commanding card to bring it in again.

II.

Lead through the ſtrong ſuit and up to the weak, but not in trumps, unleſs very ſtrong in them.

III.

Having ace, king, and two or three ſmall cards, lead ace and king if weak in trumps, but a ſmall one if ſtrong in them.

IV.

Lead the higheſt of a ſequence, but if you have quart or cinque to a king, lead the loweſt.

V.

Lead through an honour, particularly if the game is much againſt you.

VI.

VI.

If you have the laſt trump, with ſome winning cards, and one loſing card only, lead the loſing card.

VII.

Lead a trump if you have four or five, or a ſtrong hand; but not, if weak.

VIII.

Lead your beſt trump if the adverſaries are eight, and you have no honour, but not if you have four trumps, unleſs you have a ſequence.

IX.

Return your partner's lead, not the adverſary's; and if you have only three originally, play the beſt, but you need not return it immediately when you win with the king, queen, or knave, and have only ſmall ones, or when you hold a good ſequence, have a ſtrong ſuit, or have five trumps.

X.

Do not lead from ace queen or ace knave.

XI.

Do not lead an ace, unleſs you have a king.

XII.

Do not lead a thirteenth card, unleſs trumps are out.

XIII.

Do not trump a thirteenth card unleſs you are laſt player or want the lead.

XIV.

Keep a ſmall card to return your partner's lead.

XV.

Be cautious of trumping a card when ſtrong in trumps, particularly if you have a ſtrong ſuit.

XVI.

Having only a few ſmall trumps, make them when you can.

XVII.

If your partner refuſes to trump a ſuit of which he knows you have not the beſt, lead your beſt trump.

XVIII.

When you hold all the remaining trumps, play one, and then try to put the lead in your partner's hand.

XIX.

Remember how many of each ſuit are out, and what is the beſt card left in each hand.

XX.

Never force your partner if you are weak in trumps, unleſs you have a renounce or want the odd trick.

XXI.

XXI.

When playing for the odd trick be cautious of trumping out, eſpecially if your partner is likely to trump a ſuit; and make all the tricks you can early and avoid fineſſing.

XXII.

If you take a trick and have a ſequence, win it with the loweſt.

SECOND HAND.

XXIII.

Having ace, king, and ſmall ones, play a ſmall one if ſtrong in trumps, but the king if weak; and having ace, king, queen, or knave only, with one ſmall one, play the ſmall one.

THIRD HAND.

XXIV.

Having ace and queen, play the queen, and if it wins return the ace, and in all other caſes play the beſt if your partner leads a ſmall one.

XXV.

Neglect not to make the odd trick when in your power.

XXVI.

Attend to the ſcore, and play your game accordingly.

XXVII.

XXVII.

Do not part with the card turned up till the laſt.

XXVIII.

When in doubt win the trick; and be ſure to.

XXIX.

KEEP YOUR TEMPER.

RULES FOR BETTING THE ODDS WITH THE CHANCES OF WINNING.

AT any ſcore of the game, except eight and nine, the odds are nearly in proportion to the points wanted, viz.

Suppoſing *A* wants four, and *B* ſix of the game, the odds are ſix to four in favour of *A*; and if *A* wants three, and *B* wants five, it is ſeven to five in favovr of *A*.

At the beginning a game it is ten and a half to ten in favour of the dealer.

CHANCES
FOR
LAYING WAGERS.
WITH THE DEAL,

1	love is	11	to	10	
2	- - -	5	--	4	
3	- - -	3	--	2	
4	- - -	7	--	4	
5	- - -	2	--	1	
6	- - -	5	--	2	
7	- - -	7	--	2	
8	- - -	5	--	1	
9	- - -	9	--	2	

2	to	1	is	9	to 8
3	--	1	--	9	-- 7
4	--	1	--	9	-- 6
5	--	1	--	9	-- 5
6	--	1	--	9	-- 4
7	--	1	--	3	-- 1
8	--	1	--	9	-- 2
9	--	1	--	4	-- 1

3	to	2	is	8	to 7
4	--	2	--	4	-- 3
5	--	2	--	8	-- 5
6	--	2	--	2	-- 1
7	--	2	--	8	-- 3
8	--	2	--	4	-- 1
9	--	2	--	7	-- 2

4	to	3	is	7	to 6
5	--	3	--	7	-- 5
6	--	3	--	7	-- 4
7	--	3	--	7	-- 3
8	--	3	--	7	-- 2
9	--	3	--	3	-- 1

5	to	4	is	6	to 5
6	--	4	--	6	-- 4
7	--	4	--	2	-- 1
8	--	4	--	3	-- 1
9	--	4	--	5	-- 2

6	to	5	is	5	to 4
7	--	5	--	5	-- 3
8	--	5	--	5	-- 2
9	--	5	--	2	-- 1

7	to	6	is	4	to 3
8	--	6	--	2	-- 1
9	--	6	--	7	-- 4

8	to	7	is	3	to 2
9	--	7	--	12	-- 8

8 to 9 is a ſmall odds in favor of the deal; about 4 in 100 only.

CALCULATIONS.

I.

IT is about five to four that your partner holds one card out of any two.

II.

It is about five to two that he holds one card out of three.

III.

It is about four to one that he holds one card out of any four.

IV.

It is two to one that he does not hold a certain card.

V.

It is about three to one that he does not hold two cards out of any three.

VI.

It is about three to two that he does not hold two cards out of any four.

THE

LAWS OF THE GAME,

As played at Bath, &c.

OF DEALING.

I.

If a card is turned up in dealing, it is in the option of the adverſe party to call a new deal, unleſs they have been the cauſe; then the dealer has the option.

II.

If a card is faced in the deal, muſt deal again, unleſs the laſt card.

III.

If any one plays with twelve cards, and the reſt have thirteen, the deal ſtands good, and the player puniſhed for each revoke; but if any have fourteen cards, the deal is loſt.

IV.

The dealer to leave the trump card on the table till his turn to play; after which none may aſk what card is turned up, only what is trumps.

V.

V.

None to take up cards while dealing if the dealer in that caſe ſhould mi deal, to deal again; unleſs his partner fault; and if a card is turned up dealing, no new deal, unleſs the par ner's fault.

VI.

If the dealer puts the trump card c the reſt with the face downwards, is to loſe the deal.

OF PLAYING OUT OF TURN

VII.

If any play out of turn, the ac verſary may call the card played at an time, if it does not make him revoke or if either of the adverſe party is t lead, may deſire his partner to nam the ſuit which muſt be played.

VIII.

If a perſon ſuppoſes he has won th trick, and leads again before his partne has played, the adverſary may oblig his partner to win it if he can.

IX.

If a perſon leads, and his partne plays before his turn, the adverſary' partner may do the ſame.

X.

If the ace or any other card of a ſuit is led, and any perſon plays out o

turn

turn, whether his partner has any of the ſuit led or not, he is neither to trump it nor win it, provided he does not revoke.

OF REVOKING.

XI.

In a revoke the adverſary may add three to their ſcore, or take three tricks from them, or take down three from their ſcore, and if up muſt remain at nine.

XII.

If any perſon revokes, and before the cards are turned diſcovers it, the adverſary may call the higheſt or loweſt of the ſuit led, or call the card then played at any time, when it does not cauſe a revoke.

XIII.

No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

XIV.

If any perſon claims a revoke, the adverſe party are not to mix their cards, upon forfeiting the revoke.

XV.

No revoke can be claimed after the cards are cut for a new deal.

OF CALLING HONOURS.

XVI.

If any perſon calls except at point of eight, the adverſe party n consult and have a new deal.

XVII.

After the trump card is turned no perſon may remind his partner call, on penalty of loſing one poin

XVIII.

If the trump card is turned up, honours can be ſet up unleſs befo claimed; and ſcoring honours not ha ing them, to be ſcored againſt then

XIX.

If any perſon calls at eight and anſwered, and the oppoſite parties ha thrown down their cards, and it a pears they have not the honours, th may conſult, and have a new deal not.

XX.

If any perſon anſwer without a honour, the adverſary may conſult an ſtand the deal or not.

XXI.

If any perſon calls at eight after h has played, the adverſaries may call new deal.

OF SEPARATING AND SHEWING THE CARDS.

XXII.

If any perſon ſeparates a card from the reſt, the adverſe party may call it if he names it, but if he calls a wrong card, he or his partner are liable for once to have the higheſt or loweſt card called in any ſuit led during that deal.

XXIII.

If any perſon throws his cards on the table, ſuppoſing the game loſt, he may not take them up, and the adverſaries may call them, provided he does not revoke.

XXIV.

If any perſon is ſure of winning every trick in his hand, he may ſhew his cards, but is liable to have them called.

XXV.

If any perſon omits playing to a trick, and it appears he has one card more than the reſt, it is in the option of the adverſary to have a new deal.

XXVI.

Each perſon ought to lay his card before him, and if either of the adverſaries mix their card with his, his partner

ner may demand each perſon to lay h
card before him, but not to inqui
who played any particular card.

Theſe LAWS are agreed to by t
beſt judges.

BOB SHORT

AS many cauſes of diſpu
and caſes ariſe, which the
LAWS cannot determine, t
Author attends daily at B
KER's Coffee-houſe, to gi
his opinion, and decide ther
on, to any perſon producin
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THE END.