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BOB SHORT'S RULES

FOR

SHORT MEMORIES

AT THE

*Game of Whist.*

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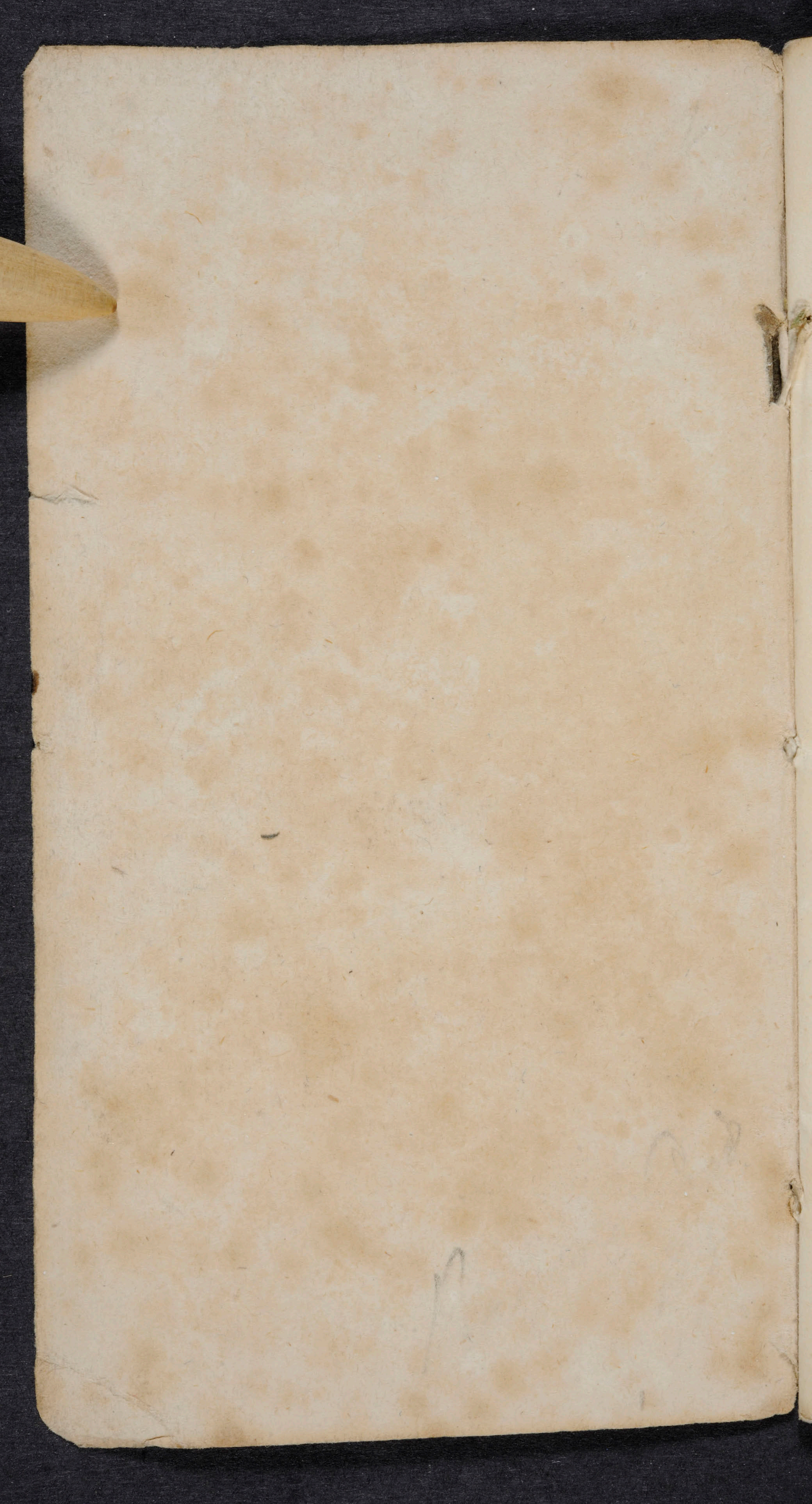
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PRICE SIXPENCE.

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# HOYLE ABRIDGED.

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SHORT RULES FOR SHORT MEMORIES  
AT THE  
**GAME OF WHIST,**  
WITH THE  
LAWS OF THE GAME.

Adapted either for the Head or Pocket.

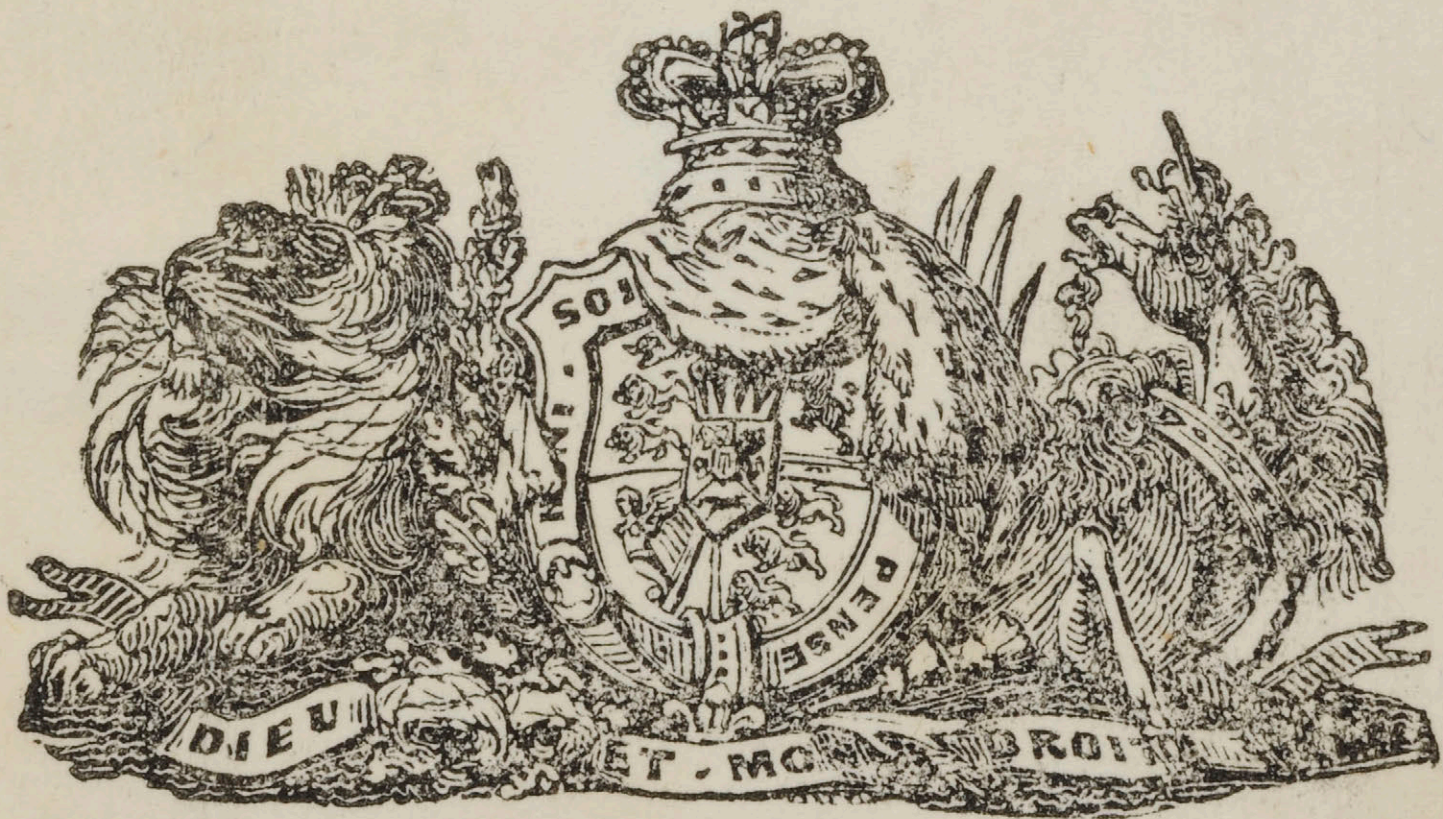
BY BOB SHORT.

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A NEW EDITION,  
REVISED AND CORRECTED THROUGHOUT,  
WITH THE LAST NEW RULES AS  
ESTABLISHED AT BATH AND LONDON.

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Printed for the Benefit of Families, to  
prevent Scolding.



LONDON :

PRINTED FOR THE BOOKSELLERS,  
BY J. STACY, NORWICH.



GEORGE W. WATSON

1850

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THE PRESENT IMPROVED AND  
ENLARGED EDITION OF THIS LITTLE  
WORK, IS MOST RESPECTFULLY DEDI-  
CATED TO THE PUBLIC,

BY THEIR

VERY OBLIGED, OBEDIENT,

AND HUMBLE SERVANT,

BOB SHORT, JUN,

LONG'S HOTEL,  
MAY, 1821.



## TO THE PUBLIC.

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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.



## DEDICATION.

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### *TO THE FOUR KINGS.*

MOST POTENT SIRE!

**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 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 *cut in* for, unless he is certain of having the King of Hearts to help out the *rubber*. Thus posed, 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 or 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.**

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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 eldest 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 enquire 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.

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#### 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 trumps*, means 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 and honours, so



many points are set up to the score of the game.

*See-Saw*, is when each partner trumps a suit.

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

<i>One</i>	<i>Two</i>	<i>Three</i>	<i>Four</i>	<i>Five</i>
				0
0	00	000	0000	00
<i>Six</i>	<i>Seven</i>	<i>Eight</i>	<i>Nine.</i>	
0			0	
000	00	000	0	
	0	0	0	

*Slam*, is when either party wins every trick.

*Tenance*, 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,**

&amp;c. &amp;c.



1.

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

2.

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

3.

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

4.

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

5.

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.



6.

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

7.

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.

8.

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

9.

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.

10.

Do not lead from ace queen or ace knave.

11.

Do not lead an ace unless you have a king.

12.

Do not lead a thirteenth card unless trumps are out.



14

13.

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

14.

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

15

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

16.

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

17:

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

18.

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

19.

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

20.

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



21.

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.

21.

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

## SECOND HAND.

23.

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 a small one, play the small one.

## THIRD HAND.

24.

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:

25.

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

26.

Attend to the score, and play the game accordingly.



16

27.

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

28.

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

29.

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 favour of A.

At the beginning of 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	4 to 3 is 7 to 6
2 . . 5 . 4	5 . 3 . 7 . 5
3 . . 3 . 2	6 . 3 . 7 . 4
4 . . 7 . 4	7 . 3 . 7 . 3
5 . . 2 . 1	8 . 3 . 7 . 2
6 . . 5 . 2	9 . 3 . 3 . 1
7 . . 7 . 2	5 to 4 is 6 to 5
8 . . 5 . 2	6 . 4 . 6 . 4
9 . . 9 . 2	7 . 4 . 2 . 1
2 to 1 is 9 to 8	8 . 3 . 3 . 1
3 . 1 . 9 . 7	9 . 4 . 5 . 2
4 . 1 . 9 . 6	6 to 5 is 5 to 4
5 . 1 . 9 . 5	7 . 5 . 5 . 3
6 . 1 . 9 . 4	8 . 6 . 5 . 2
7 . 1 . 3 . 1	9 . 5 . 2 . 1
8 . 1 . 9 . 2	7 to 6 is 4 to 3
9 . 1 . 4 . 1	8 . 6 . 2 . 1
3 to 2 is 8 to 7	9 . 6 . 7 . 4
4 . 2 . 4 . 3	8 to 7 is 3 to 2
5 . 2 . 8 . 5	9 . 7 . 12 . 8
6 . 2 . 2 . 1	8 to 9 is a small
7 . 2 . 3 . 3	odds in favour of
8 . 2 . 4 . 1	the deal; about 4
9 . 2 . 7 . 2	in 100 only.



**CALCULATIONS.**

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1.

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

2.

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

3.

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

4.

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

5.

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

6.

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



## LAWS OF WHIST.

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1.

If a card is turned up in dealing, the *adverse* party, on naming it, may call a new deal, unless they have touched or looked at the card, so as have been the means of causing it.

2.

If any card, except the last is faced, it is undoubtedly a new deal.

3.

Should any one play with twelve cards, and the others with their proper number, the deal is good, and he who has the twelve cards is punished for any revoke he may have made; but if either of the other have fourteen cards, the deal is lost.

4.

If the dealer does not turn up the last card it is a lost deal.



## 5.

The dealer to leave the last, or trump card, on the table, till he has played; after which, none may ask what card was turned up, although they may enquire what suit is trumps at any time. Should he leave it on the table *after* the first round, it may be called, as if shewn by accident.

## 6.

Any one has a right, before he plays, to call on the players to place their cards before them; which is, in other words, to ask who played them. It is therefore, a quibble to say, they have no right to make that demand.

## 7.

If any one omits playing to a trick, and remains with a card too many, the adversaries, at their option, may call a fresh deal.

## 8.

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

## 9.

If any one plays out of his turn, the *adversaries* have the option to call *that* card at any time, or direct the player,



whose turn it was, to play any suit they choose.

## 10.

If a person, supposing that he has won a trick, leads again before his partner has played to it, the adversaries may oblige his partner to win it if he can.

## 11.

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

## 12.

The partner who reminds his partner to call *after* the trump card is turned up, forfeits a point.

## 13.

Mistakes relative to tricks may be rectified at any time during the game, whether called or not. Also honours, if proved to have been *called* in time, though not scored; but they cannot be claimed after the trump is turned up.



## 14.

If any one calls, except at the point of eight, the adverse party may consult together, and call a new deal.

## 15.

If any person calls, *after* he has played, the adversaries may call a new deal, but not consult together.

## 16.

If any person answers without an honour, the adversaries may consult, and stand the deal or not.

OF SEPARATING OR SHEWING THE  
CARDS.

## 17.

Any player may call a card from his adversary, if he names it, and proves the separation. Should he name a wrong one, he may have his best or worst card called of any suit played during the deal.

## 18.

Cards thrown down cannot be resumed, but may be called by the adversaries. They may be shewn down by the player, if sure of every trick.



## REVOKING.

## 19.

There are four penalties on a revoke, which take place every other score, The adversaries may make three tricks from the party revoking, or three from their score, or add three to their own; and if there still should remain enough to make the party revoking win the game, they cannot win it, but remain at nine.

## 20.

If any person revokes, and before the party revoking has played again, or the trick been turned or quitted, it may be recalled; but the adversaries, at their option, may call from the highest or the lowest of the suit at the time, or the card shewn at the time during the deal.

## 21.

If a revoke is claimed, the adversaries forfeit the penalty of a revoke, if they mix the cards before it is determined.

## 22.

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

## 23.

Whoever shall, by word or gesture, manifestly discover his approval or dis-



approbation of his partner's mode of play during the deal, or ask any questions but such as are specially allowed by the existing Laws of Whist, the adversary shall either add a point to his own score, or deduct one from the party so transgressing, at his option.

\* \* \* This law, of course, does not affect the privilege of talking over the hands *between* the deals.

FINIS.

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Stacy, Printer, Market-Place, Norwich.

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