



# Rules of Whist

## Players

This version of Whist is always played by 4 players, playing as two partnerships of two players.

## Object

The object is to accumulate points by winning tricks. The game is ended when a partnership reaches or exceeds a set number of points (usually 5). Alternatively, a set number of deals can be played.

## Deal

A standard 52 card pack is used, with no jokers. The cards in each suit rank from ace (high) down to two (low). There are no trumps. All the cards are dealt out starting to the left of the dealer and then proceeding clockwise. Players take it in turn to deal, with the player to the left of the previous dealer becoming the dealer of the next trick.

## The Play of the Hand

The to the left of the dealer leads the first trick, and may play any card. The other players, in clockwise order, play a card following the suit of the card lead if they can. If they cannot follow suit, they may play any card. The person who played the highest card of the suit led wins the trick and leads the next trick.

## Scoring

At the end of each round the partnership with most tricks wins one point for every trick in excess of 6 tricks that they have won in that round.