1 - PARTNERSHIP WHIST

A game for four players playing as two pairs.

Getting started

Designate one player as the first dealer. Dealer will move clockwise round the table for subsequent deals.

Deal the complete pack - 13 cards to each player.
Each player should look at their cards and sort them into suits, but should not show them to any other player.

The player on dealer's left starts the play by leading any card from his hand. He does this by placing it face up in the centre of the table.

Following suit

Each player then plays a card in turn, clockwise round the table, until each player has played to the trick.
The card must be in the same suit as the suit lead, if possible.
If he does not hold a card in that suit then he may play any card from his hand.

If all four players 'follow suit' then the highest card wins the trick. (Ace beats King beats Queen beats Jack beats 10 etc.)
Whoever played the winning card will collect the four cards as one trick won by the partnership, and will lead to the next trick.

Trumps

A suit is designated as 'trumps' for each deal.
The sequence is Hearts (hand 1), Clubs (hand 2), Diamonds (hand 3), spades (hand 4) and the cycle continues.

On any trick on which a player cannot follow suit he may choose to play a trump.
Any trump will beat any card in the suit lead.
If more than one player plays a trump then the highest trump will win.

Aim

The aim is for the partnership to win as many tricks as possible.
Anything over six means that you have made more than half of the tricks.
Score 1 point for every trick over 6 (This is not proper whist scoring but it will lead us in to bridge).

Tactics

<u>Opening lead</u>

Top of a sequence such as QJT or a broken sequence such as QJ9 is usually a good lead. It might 'set up' a trick for later.
Against a trump contract a singleton is frequently a good lead - you might get to 'trump in' later.

<u>Opener's partner</u>

Whenever you are on lead it is often a good play to return the suit which partner lead. It might help to set up a trick, or he might be able to ruff.

Remember it is a partnership game - you don't both have to win the trick.

An excellent rule of thumb is -
second player plays low (don't waste a high card which is going to be beaten anyway),
third player plays high (try to win the trick).