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# POPULAR CARD GAMES

How to Play & Win

By F. R. Ings.

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BRAG EUCHRE

SOLO-WHIST  
BRIDGE & AUCTION  
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NAP : WHIST : CRIB : POKER  
BRAG : BACCARAT : EUCHRE  
SOLO WHIST : BRIDGE AND  
AUCTION : VINGT-UN

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NEW AND REVISED EDITION

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## PREFACE TO REVISED EDITION

THIS little book has achieved a wide and deserved success. It was originally designed, not for the expert but essentially for the beginner; nevertheless, many keen card players have appreciated it, particularly in that it covers a wide range and serves as an introduction, and key, to several games not very commonly played yet well worth playing.

These lesser-known games provide a welcome and interesting change to those who have become a little tired of the regular Nap, Bridge, or Whist. Several instances have come to my notice wherein the new love—first encountered in these pages—has quite permanently displaced the old.

In the absence of the author in Australia, the publishers have asked me to undertake the task of revising the information herein contained, with a view to clearing up some obscure points, and bringing the hints for play up to date and in accordance with the latest accepted theories.

In doing this I have been considerably assisted by various correspondents, who have raised good points and made many useful suggestions. To these enthusiasts, as much as to anyone, is due the credit for the improvements which it is hoped that this new edition contains.

CHAS. ROBERTS.



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## INTRODUCTION

SOME games, like chess, possess an ancestry that goes back for thousands of years. Other games, like those of cards, are more modest, and have only been played for a few hundreds of years. But chess appeals only to the few who have a great deal of leisure to study and practise. Card games, on the other hand, may be easily learned, and can be played at odd times. Another great advantage that cards possess is that the number of players may be varied and that several members of a party may join in. This little book gives instructions in playing many games, some for two players, but mostly for more. It will be assumed that little is known of cards, so that anyone reading this may be enabled to play though they may never have tried before.

An ordinary pack of cards consists of fifty-two cards, arrayed in a series of four suits, thirteen of each. The suits are spades ♠, clubs ♣, diamonds ♦, and hearts ♥. The best card is the ace, the unit; following which, in this order, come the king, queen, jack, ten, nine, and so on, down to the deuce (or two) which is the lowest value in the cards. For some games there are additions made to the pack, for other games some of the cards are taken out. For example: the poker pack has a joker, a fifty-third card added, usually an imp or devil. This is the most valuable card, as it can be made to represent anything, an ace or a king, or an extra ten or jack, or whatever may be wanted. For euchre the joker is used, but

all the small cards, below the seven, are thrown out. Usually the various suits are all of the same value—the ace of hearts is of no more worth than the ace of spades. But in some games (poker, bridge, and auction-bridge) the suits rank in value in the order of spades, clubs, diamonds, and hearts—the last-named being the highest. These points will be explained fully as we go on.

Cards are generally dealt one by one to each player, after being shuffled (that is, well mixed together) by one player, and cut (some taken from the top and placed underneath) by another player. The dealer deals the first card to the player on his left, and so on, in the way that the hands of a clock go; the last card then falls to the dealer. The first player is generally the one to receive the first card. A trick is a round of cards in which all the players play one. The winner of the trick is the player who plays the best card, the ace being the highest, the king the next best, and so on. The trick winner is usually the player who leads for the next trick. An important rule is that if a suit is led all players, with cards of that suit, say diamonds, must play diamonds. There are penalties if a player does not do this.

In some card games there are “trump” suits. One suit is chosen, the particular game decides how this is to be done, and any card of that trump suit will beat any card of any of the other suits; that is, if clubs are trumps, and the king of diamonds is played, the two or three of clubs will beat it. But a trump can, of course, be beaten by a larger trump. No player must trump a suit—diamonds, for example—if he holds a diamond. He must follow suit. If he has no diamonds he *may* trump, but if he wishes may throw away a card of another suit; discard, as it is called.

Many games are played for points, which are scored either on a board or a tablet, whilst the game is being

played, and then counted at the finish. The value of the points in money, if a little gamble is on, is arranged before starting. In other games counters or chips, as our American cousins call them, are used, for which a value is also agreed. The counters or chips are bought at the start, so many for a shilling, or a penny, as the case may be. When the game is finished the counters are exchanged again for cash. This saves the bother of changing money as each trick is played. In other cases the stakes are played for and paid over in cash as each game is finished. In some of the more important games—whist, bridge and auction, for example—the first two games won by the same players out of three games are called a rubber. For winning the rubber there are usually extra points or stakes, as may be agreed.

## THE FOUR SUITS

Jack  
SpadesQueen  
ClubsKing  
DiamondsAce  
Hearts

Ranking in this order

## INTRODUCTION

## A NAP HAND



THE FIVE HONOURS IN BRIDGE  
On a Heart Declaration



## NAP OR NAPOLEON

NAP is a good, fast game, for three or more players up to seven. Five makes the best number, as then the cards which are being used make about half the pack, five cards being dealt, singly, to each player. It is usually played for so much a trick, a penny, or less or more, as may be agreed amongst the players. Counters or "chips" may be conveniently used, bought from time to time from one player acting as banker, and "cashed" with him at the end of the game.

With five cards dealt in turn, one at a time to each player, it is seen that the most tricks that can be made by any player is five. To make five tricks is something of an achievement. This is called making "Nap," or "getting the lot." Because it is difficult to do the player is allowed odds of two to one. That is, if he makes "Nap" (all five tricks) he is paid, by each player, twice the stake for each trick. Making five counts ten. Generally it is agreed to count "Nap" as twelve. Thus, if the stakes are a penny a trick, the player who makes "Nap" gets a shilling from each of the others. If he loses he pays out sixpence each. This is the essence of the game of "Nap": each player, for each hand either "pays out" or "receives." The player who tries to make the tricks is the caller. All the others combine to beat him.

To determine the "call" is the first procedure. The dealer calls last, the player to his left calls first. The call then goes round the board. If the first player does not



want to call, if he thinks he cannot with his five cards, playing against all the other players, make two, or more tricks, he says "pass." It is then the next player's turn to call. We will suppose that he holds cards that he thinks will make three tricks—he calls "three."

The next player, unless he can make a higher call, must say "pass." We will suppose he does so, but that the dealer, whose turn now comes, calls "four." As the highest caller, he is entitled to lead. The lead in Nap is doubly advantageous, because the *first card led always indicates the trump suit.*

Now we will assume that there are five players in this instance. Twenty-five cards will have been dealt. There are then twenty-seven, to make up the fifty-two, left in the pack. It is, therefore, just a little more than an even chance that any given card will be left in the pack and not actually dealt out. If our dealer, who has called "four," for example, has in his hand the king, queen, ten and five of diamonds and the ace of clubs, it is about an even chance that the ace of diamonds will be in the pack and not dealt. As it is his own lead he plays the king of diamonds. Diamonds then become trumps. The ace has been dealt out, and the next player to the dealer puts it on the caller's king. The first trick then goes against the caller. He has to make all the others—he is "top-weight." Each player lays down his card in front of him, the winning card being turned over. The winner of the first trick now plays a heart. As the caller has no hearts he may trump. He is now the last player, and if the trick comes in to him without being trumped previously he can take it with his five of diamonds. He then plays again, this time the queen of diamonds; the queen draws, on this second lead of trumps, the jack of diamonds. The caller has now made two tricks. His ten of trumps is bound "to make" for his third trick. He has now one

more trick to make, and he leads the ace of clubs. This card can only be beaten by a trump, but as no trumps were played to the ten which he led, he knows that he is safe. The caller has made "four," and each of the other players pays him four stakes. If there had been a small trump left in one of the hands to beat the caller's ace of clubs he would have "gone down," and would have had to pay each of the other players four stakes.

An absolutely sure hand at Nap is ace, king, queen, jack, ten, as these are the highest cards in order. But Nap is often called, and made, on hands of much less value. It depends largely upon the number of players. If only three are playing there will be fifteen cards dealt, with thirty-seven remaining in the pack. It is now just about two and a half to one that a given card will be in the pack, and not dealt. On the law of averages this means that in seven hands the trump ace or king will be in the pack five times, whilst it is only twice dealt out. *The smaller the number of players the greater will be the value of the cards that are held.* With seven players considerably more than half the cards will be dealt. It is then evident that the odds are in favour of the particular card being dealt. It would be foolish to risk a Nap, with seven playing, if the king was the best card in the hand.

But when there are a number of players the caller has the advantage in the splitting up of the trumps. Let us take five players again. There are twenty-five cards dealt, rather less than one-half; there will also be, on the average, about one-half the trump suit dealt, say six or seven at most—thirteen cards to the suit. If the caller has three trumps this leaves four amongst the other four players. If two are without trumps this means two each to the others. If, then, the caller can win the two first tricks, any trump will make a third trick. If the caller still has the lead an ace is as good as a trump. From

this it will be seen that a good "three" hand is ace and king of trumps, and an ace of another suit, or a small trump.

One kind of "four" hand has been illustrated. Another would be, say an ace and four small trumps. The ace being led would make. The second, the smallest trump, would be beaten, but it would draw the remaining trumps from the other player's hands, and the caller would make his three last tricks. It must not be taken from this that there are never three trumps out against a hand, with five players; there are sometimes even four trumps. But generally one can reckon on two trumps against the caller only in any particular hand. Any four small trumps will usually make two tricks for this reason. Two leads of trumps are given and lost to the caller and the others "make." Now, as we usually only expect to get two, or at most three, trumps against a call, an ace, king, ten, one other small trump and another ace will usually make Nap. The jack and queen of trumps, if dealt to other hands, will perhaps fall to the first two tricks, and if there be a third trump against the caller it is beaten by the ten on the third round. If the first three rounds are trumps, an ace and a king of another suit will complete a Nap. An ace and queen make a good run for the double stakes, and even an ace and jack are always worth a run with five players.

It should not be forgotten that small cards may be made trumps, by a first lead, and big ones of other suits used to take tricks. Thus, a hand may consist of the five, seven and nine of clubs, and two other aces, or an ace-king. This is a "three" hand by making the clubs trumps. The first club is led and lost. The next lead is up to one of the aces. This makes. Another trump is led and lost; this clears all the trumps, leaving two winning cards in the caller's hand. If the ace or king