

Whist

Deal

The cards are shuffled by the dealer and cut by the player to the dealer's right. The dealer deals out all the cards by 4, 5 and finally 4 cards so that each player has 13 in total.

The betting

Rules for the betting phase:

- Every player has the chance to bet, clockwise, starting with the player to the dealer's left.
- Each bet has to be higher than the previous bet (points of bets are listed in the chart below)
- The colors of the cards have different strengths, hearts being the strongest, followed by diamonds, clubs the spades.
- Once a player passes he is out of the betting round.
- The betting continues until every player has passed, the last strongest bet is then played.
- If nobody does a bet, the cards are reshuffled and redealt.

Bet called „Trou“

Before the betting begins, every player checks if he has exactly 3 Aces in their hand. If this is the case, he has to announce "trou". Otherwise he says "Pass-Trou".

If "Trou" is announced, the other players may announce a higher bet. If no higher bet is called, then the player with the remaining Ace in his hand will be the forced partner in this team game. He can however decide the trump color and lead the first trick.

The first betting round

The player to the dealers left has the privilege to wait if he wants by declaring "I wait". After this, he can however only team up with another player, he cannot announce a bet himself. "Abondance" and "Chelem" have to be announced during the first betting round.

Raising the bet

If it is the players turn, he has 4 different choices:

- Either he calls a suit
- Or he teams up with a player that called a suit,
- Or he announces a bet which is played alone



- Or he passes

The next player follows by raising the bet or team up (but always with a higher bet) and so on.

A player can only call a suit when there is another player left after him which could team up with him.

In order to team up, you have to have at least one card of the suit that was announced. After that only the player who teamed up can continue raising the bet of their team. If that player doesn't want to raise the bet, the initial player can then still call a higher ranked solo game.

If nobody raises the bet anymore, the last called bet is then played.

Possible bets:

Suit: Team play. The team has to make the number of trick announced (from 8 to 13). With trump.

Solo: Solo play. The solo-player has to make the number of trick announced (from 6 to 8). With trump

Abondance: Solo play. The solo-player has to make the number of trick announced (from 9 to 11). With trump. The Solo player leads the first trick

Chelem: Solo play. The solo-player has to make the number of trick announced (from 12 small Chelem to 13 big Chelem (all the tricks)). With or without trump. The Solo player leads the first trick

Big Misère: Solo play. The solo-player has to make no trick at all. Without trump

Small Misère: Solo play. The solo-player has to make no trick at all. Without trump. Before playing the first trick every player can discard one card.

Big Misère Open: Solo play. The solo-player has to make no trick at all. Without trump. After the 2 trick is taken, the player has to show his cards and play the remaining game with his cards face up.

Piccolo: Solo play. The solo-player has to make one and only one trick. Without trump

Trou: Team Play. The team has to make at least 9 tricks, With trump determined by the player with the 4. Ace

The game



The player playing “Abondance” , “Chelem”, or with the 4. Ace with “Trou” leads the first trick. Otherwise it’s the player at the dealers left starting.

Any card may be led. The other players, in clockwise order, each play a card to the trick. Players must follow suit by playing a card of the same suit as the card led if they can; a player with no card of the suit led may play any card. The trick is won by the highest trump in it - or if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

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Scoring

When all 13 tricks have been played, comes the scoring.

The game is won if the announcer (solo or team) succeeded in fulfilling their bet. They receive the points accordingly (see table below) . The opponents get no points

Otherwise the opponents win and get points, the challengers lose points.

The game ends with the first player getting 100 points

Points

Bet	Won	Lost	
		Challenger	Opponent
Suit 8	+7, +10, +13, +16, +19, +30	-10, -13, -16 ...	+10, +13, +16, ...
Suit 9	+10, +13, +16, +19, +30	-13, -16 , -19 ...	+13, +16, +19 ...
Solo 6	+12, +15, +18	-15, -18, -21 ...	+10, +12, +14 ...
Suit 10	+13, +16, +19, +30	-16 , -19, -22 ...	+16, +19, +22 ...
Solo 7	+15, +18	-18, -21, -24 ...	+12, +14, +16 ...
Suit 11	+16, +19, +30	-19, -22, -25 ...	+19, +22, +25 ...
Petite misère	+18	-18	+12
Suit 12	+19, +30	-22, -25, -28 ...	+22, +25, +28 ...
Solo 8	+21	-24, -27, -30 ...	+16, +18, +20 ...
Piccolo	+24	-24	+16
Suit 13	+30	-30	+30
Abondance 9	+32	-32	+21



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Trou	+16	0	+16
Big misère	+36	-36	+24
Abondance 10	+42	-42	+25
Abondance 11	+60	-60	+27
Big misère open	+75	-75	+32
Small chelem	+100	-100	+33
Big chelem	+200	-200	+66

