

# Hearts

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## HEARTS.

Hearts is supposed by some persons to be an entirely new game; but its leading principle, losing instead of winning tricks, is to be found in many other card games, some of which are quite old. Slobberhannes, Enflé, Schwellen, Polignac, and The Four Jacks, all belong to the same family, but most of them have given way to the more popular game of Hearts.

There are several varieties of Hearts, but the principal arrangements are the same in all, and the chief differences are in the manner of settling at the end of the hand.

**CARDS.** Hearts is played with a full pack of fifty-two cards, which rank A K Q J 10 9 8 7 6 5 4 3 2: the ace is the highest in play, but in cutting it ranks below the deuce. There is no trump suit.

When three persons play, the deuce of spades is thrown out of the pack; when five play, both the black deuces are laid aside, and when six play, all four deuces are discarded. It is usual to play with two packs, one being shuffled while the other is dealt.

**COUNTERS.** Every deal is a game in itself, and must be settled for in counters immediately. It is usual for each player to begin with fifty counters, which are purchased from some person who is agreed upon to act as banker. When only two play, the game may be scored on a pull-up cribbage board, and settled for at the end.

**PLAYERS.** Any number from two to six persons may play, but four is the usual number, each playing for himself against all the others. The players on the dealer's right and left are known as the **pone** and the **eldest hand**, respectively.

**STAKES.** The value of the counters must be agreed upon before play begins, and the method of settling should also be understood, Sweepstake Hearts and Howell's Settling being entirely different games, and requiring totally different methods of play.

**CUTTING.** If seven players assemble, it is usual to make up a table in which the dealer takes no cards. If there are more than seven candidates for play, two tables must be formed.

Players draw from an outspread pack for the choice of seats and cards, the lowest cut having the first choice, and the others following in their order. The player cutting the lowest card takes the first deal, which afterward passes in regular rotation to the left.

In cutting, the ace is low. Any player exposing more than one card must cut again.

**TIES.** If the first cut does not decide, those tying must cut again, but the new cut decides nothing but the tie.

**DEALING.** Any player has the right to shuffle the pack, the dealer last. The cards are then presented to the pone to be cut, who must leave at least four in each packet. The cards are dealt from left to right, one at a time to each player in rotation until the pack is exhausted. No trump is turned. In Two-handed Hearts, the dealer stops when each player has received thirteen cards. The deal passes to the left.

**Misdealing.** It is a misdeal if the dealer omits to have the pack cut, and the error is discovered before the last card is dealt; if he deals a card incorrectly, and does not remedy the error before dealing another; or if he counts the cards on the table, or those remaining in the pack; or if it is discovered before all have played to the first trick that any player has too many or too few cards. A misdeal loses the deal unless one of the other players has touched the cards, or has in any way interrupted the dealer.

If any card is exposed by the dealer, the player to whom it is dealt may demand a new deal, provided he has not touched any of his cards. Any one dealing out of turn, or with the wrong cards, may be stopped before the last card is dealt. After that the deal stands good, and the packs, if changed, must so remain.

**IRREGULAR HANDS.** If, after the first trick has been played to, any two players are found to have more or less than their correct number of cards, the pack being perfect, the one having less must draw, face downward, from the hand of the one having more; and each must pay five counters into the pool.

**OBJECTS OF THE GAME.** As a general proposition, the object of each player is to avoid getting any hearts in the tricks he takes in. In some varieties of the game his object must be to take no hearts; in others it will be to take less than his adversaries; while in others it will be to take less than four. After a person has taken in one or more hearts, his object will be to **load** the others; that is, to see that they get some hearts also; or it may be to see that a given player takes at least one heart; or that no one but himself takes any. The manner in which a person must vary his play in accordance with these different objects will be discussed when we come to the suggestions for good play. In the meantime, it is necessary to bear in mind only the general principle that the object of the game is to avoid winning any tricks that contain hearts.

**METHOD OF PLAYING.** The cards dealt, the player to the left of the dealer begins by leading any card he pleases, and the others must follow suit if they can. The highest card played, if of the suit led, wins the trick. There is no trump suit. If a player has none of the suit led, he may discard anything he pleases. The winner of the trick takes it in and leads for the next trick, and so on until all the cards have been played. The tricks themselves have no value as such, and need not be kept separate.

**Irregularities in Play.** If any player omits to play to a trick, and plays to a following one, he is not allowed to correct his error, but is compelled to take the thirteenth or last trick, with whatever hearts it may contain. If a player is found, during or at the end of a hand, to be a card short, all others at the table having their right number, and all having played to the first trick, the player with the short hand is compelled to take the last trick, with whatever hearts it may contain.

**Exposed Cards.** Should a person lead or play two cards to one trick, he is allowed to indicate the one intended; but he must leave the other face upward on the table. All exposed cards are liable to be called by any player at the table, and should one player call such a card, his decision is binding on the others. A player with an exposed card in front of him must play it when called upon, provided he can do so without revoking; but he cannot be prevented from getting rid of the exposed card in the course of play, if the opportunity offers.

**Leading Out of Turn.** Should a player lead out of turn, he may be called upon to lead or not to lead a heart when it is next his turn to lead. This penalty can be enforced only by the player on his right. If all have played to the false lead the error cannot be rectified; but if all have not played, their cards must be taken back, and are not liable to be called.

If any person plays out of turn in any trick, the player on his left, not having played, may demand that the card be taken back, and after the proper player has played the player in error may be called upon to play his highest or lowest of the suit led, or not to discard a heart. If the person on the left of the player in error was the leader in the trick, either he or the player whose proper turn it was to play may demand the penalty.

**Revoking.** Any player failing to follow suit, when able to do so, may amend his error if he discovers his mistake before the trick in which it occurs has been turned and quitted. The card played in error then becomes an exposed card. Those who have played after him have the privilege

of withdrawing their cards and substituting others, without penalty. Should the revoking player not discover his error in time, the hand must be played out, and if the revoke is detected and claimed the player in error must pay all the losses on that hand. Should the revoking player win the pool himself, he must pay the thirteen counters to the pool, and leave them for a **Jack**. Should he divide the pool with another player, he must pay his co-winner six counters, and put up the other seven for a Jack.

If two or more players revoke in the same hand, each must pay the entire losses in that hand as if he were alone in error; so that if two should revoke and a third win the pool, the latter would receive twenty-six counters instead of thirteen. In Auction Hearts, the revoking player must also refund the amount put up by the bidder. A revoke must be claimed and proved before the pool is divided. Non-compliance with a performable penalty is the same as a revoke.

**SETTLING.** After the last card has been played, each player turns over his tricks, counts the number of hearts he has taken in, and announces it. Players should be careful not to gather or mix the cards until all thirteen hearts have been accounted for. Each player then pays into the pool for the number of hearts he has taken in, according to the system of settlement agreed upon before play began. The pool is then taken down by the player or players winning it, and the deal passes to the left. The game is at an end any time the players wish to stop, after a hand has been settled for; but it is usual to agree upon some definite hour.

There are two ways of settling at the end of the hand, each of which has its good points.

**SWEEPSTAKE HEARTS.** After the hand has been played, each player announces the number of hearts he has taken in, and pays into the pool one counter for each. All thirteen hearts having been paid for, any player having taken no hearts wins the entire pool; two having taken none, divide it. If all the players have taken hearts, or if one player has taken all thirteen, the pool remains, and forms a **Jack**. This can be won only by a single player in some subsequent deal taking no hearts, all the others having taken at least one. These jack pools are of course increased thirteen counters every deal until some player wins the whole amount. Some clubs make it a Jack after two players have divided a pool, using the odd counter as a starter. It will be found that natural Jacks occur quite frequently enough without resorting to this expedient.

**HOWELL'S SETTLING.** The great objection to the method of settling at Sweepstake Hearts is that it makes the game almost entirely one of chance. No matter how good a player one may be, good luck alone will bring success. In a four-handed game it is possible for one player to take in only 58 hearts in 60 deals, and still to be 46 counters behind; while another player may take in 500 hearts in 60 deals and be 46 counters ahead. It may be claimed that the player who has 46 counters ahead at the end was the better player, because he won; but most persons will agree that a player who takes in only 58 hearts in 60 deals is a much better player than one who has taken in 500 hearts in the same time.

It was to remedy this defect, and to give skill its proper percentage of value, that Mr. E. C. Howell of Boston proposed the manner of contributing to and dividing the pools which is now known as Howell's Settling.

Each player begins with an equal number of counters, usually 100. At the end of the hand, after the hearts have been counted and announced, each player pays into the pool, for every heart he holds, as many counters as there are players besides himself. For instance: A, B, C and D play. A takes three hearts; B and C five each, and D none. There being three players besides himself, A puts up three times three, or 9 counters. B and C put up 15 each, and D none; so that there are 39 in the pool. Each player then takes out of the pool 1 counter for every heart he did **not** hold when the hearts were announced. D, having taken no hearts, gets 13 counters. A, having taken three

hearts only, is entitled to 10 counters for the 10 hearts he did not hold, while B and C get 8 each. This exhausts the pool. There are no Jacks in this way of settling.

Matters may be facilitated by having counters of different colours, the white being the unit, and the red representing the number which it will be necessary to pay for one heart. Practice will make the players so familiar with the amount of the various profits or losses that they simply pay or take what is due to them.

The first time this is played it looks like a pretty severe game for a player who takes in a large number of hearts on one deal; but it will be found that he rapidly recovers. During a sitting of any length the player who takes in the smallest number of hearts must be the winner. In the case mentioned in connection with Sweepstake Hearts, in which one player lost 46 counters while another won 46, in 60 deals, the result at Howell's Settling would have been that the player who took in only 58 hearts would be 548 counters ahead instead of losing 46; while the one who took in 500 hearts would lose 1220 counters, instead of winning 46.

**METHODS OF CHEATING.** Under the rule for dealing the cards one at a time, the greek must be very skilful to secure any advantage at Hearts. But when it is the practice to deal the cards three at a time, and four on the last round, it is an easy matter to get four small hearts together on the bottom of the pack. Any person who is observed to hold three or four small hearts every time he deals, should be carefully watched, and it will usually be found that he gathers the small hearts from the hands of the other players while the pool is being divided. Marked cards are of little use to the greek at hearts, because so much depends on what a player holds, and so little on his play.

## VARIETIES OF HEARTS.

Before proceeding to suggestions for good play, it will be better to describe some of the variations of the game in common use, because what would be good play in one variation would not be in another.

**TWO-HANDED HEARTS.** The two players having cut for the deal, thirteen cards are given to each, one at a time, and the remainder of the pack is left on the table, face down. The dealer's adversary, usually called the pone, begins by leading any card he pleases, and the dealer must follow suit if he can, as in the ordinary game. The winner of the trick takes it in, but before leading for the next trick he draws one card from the top of the pack lying on the table, restoring the number of his cards to thirteen. His adversary then draws the next card, and the cards are played and drawn in this manner until the pack is exhausted. The thirteen cards remaining in the hands of the two adversaries are then played, and after the last trick has been won, each turns over his cards and counts the number of hearts he has taken in. The object of the game is to take fewer hearts than your opponent, and the method of settling is either for the greater number to pay the lesser the difference; or, for the first six hearts taken by the loser to count nothing, but all above six to be paid for. The most popular way is to peg up the difference on a cribbage board, and to settle at the end of the sitting.

**THREE-HANDED HEARTS.** The deuce of spades is discarded, and seventeen cards are dealt to each player, one at a time, after which the game proceeds in the usual way. There are several methods of settling. Howell's method is undoubtedly the best, but Sweepstakes is very common. An excellent way is for the player who takes the largest number of hearts to pay the two others as many counters as he has hearts in excess of theirs. If two have an equal number, both pay the low man. There are no Jacks.

**AUCTION HEARTS.** This is usually played by four persons, although five or six may form a table. After the cards have been dealt in the usual way, the player to the left of the dealer examines his

cards, and determines which suit he would prefer to play to get clear of. It may be that if the game were to get rid of clubs instead of hearts, his hand would be a very good one, whereas if the suit were to remain hearts it would be a very bad hand. As the pool will contain thirteen counters to a certainty, he can afford to pay something for the better chance he will have to win it if he is allowed to make clubs the suit to be avoided, instead of hearts. He bids whatever amount he is willing to pay for the privilege of changing the suit, without naming the suit he prefers. The next player then has a bid, and so on in turn, the dealer bidding last. There are no second bids.

The player making the highest bid pays into the pool the amount he has bid. He then names the suit to be avoided, and leads for the first trick, regardless of his position with respect to the deal. The dealer's position is a great advantage, on account of its having the last bid.

After the hand is played, those who have taken in any cards of the suit announced to be avoided, pay one counter to the pool for each of them. If any one player gets clear, each of the others having at least one of the tabooed suit, he takes the entire pool. If two get clear, they divide the pool, leaving any odd counter to form the basis of a Jack, as at Sweepstakes. If one player takes all thirteen, it is a Jack; but instead of the next choice being sold to the highest bidder, the one who named the suit on the hand that made the pool a Jack has the choice of suits again for the next deal, and he must select some suit without paying anything further for it, until some player wins what he paid for the choice in the first place. That is, the pool must be won before the choice can be sold again.

The general principle of the game is for the players to combine against the successful bidder, and to spare no effort to prevent him from winning the pool.

**SPOT HEARTS.** In this variation, when the hearts are announced at the end of the hand, the spots on them are the units of value, the Jack being worth 11, the Queen 12, the King 13, and the Ace 14. This adds nothing to the interest or skill of the game; but rather tends to create confusion and delay, owing to the numerous disputes as to the correctness of the count.

The total to be accounted for in each deal is 104. In settling, the player with the smallest number collects from each of the others the amount they have in excess of his. If two or more players have an equal number, or none at all, they divide the amount collected from each of the others. For instance: Four play, A has 8 points, B 24, C 18, and D 54. As 8 points is the lowest, B pays A 16, C pays him 10, and D pays him 46. If A and B had 8 each, C 32, and D 56, C would pay 24, and D 48; and A-B would divide the amount between them.

The chief variation in play arises from the fact that one who must win a heart trick cannot always afford to play his highest heart as in the ordinary game.

**JOKER HEARTS.** In this variation, the heart deuce is discarded, and the Joker takes its place. The Joker occupies a position between the Jack and the Ten in value, with the added peculiarity that it cannot be discarded on a plain suit; for if it is, it wins the trick unless there is a higher heart in the same trick. If a player has the Joker dealt to him, his only chance to get rid of it is to play it on a trick in which hearts are led, or to discard it on a plain suit on which some other player has already discarded a higher heart than the Ten. Under such circumstances, the holder of the Joker is allowed to discard it, even if he has one of the suit led, and the Joker being in the trick compels the player who discarded the higher heart to take it in.

In settling, the Joker is worth five counters. If the player to whom it was dealt takes it in, he pays these five counters to the pool. If another player gets the Joker, he must pay the five counters to the player who got rid of it. The remainder of the pool is then divided in the usual way. This is a most exasperating game.

**DISCARD HEARTS.** This is sometimes called **Black Jack**, or **Black Lady**. If it is the Jack, it is worth ten hearts; if it is the Queen, it is worth thirteen hearts.

After the cards are dealt, each player in turn lays out three cards which he does not want, and the player on his left is obliged to take them, after having discarded himself. No player may look at what he is going to get until he has discarded himself.

The Black Jack or Lady holds its rank as a spade when spades are led; but the moment any other suit is led, of which the player is void, he can discard the Black Jack or Lady, just as he would get rid of a heart. If hearts are led and the player has no hearts, he can play the Black Jack or Lady to the trick, as it ranks below the deuce of hearts.

**PROGRESSIVE HEARTS.** The general arrangements for the players and their positions are exactly the same as those already described in connection with Progressive Euchre. The players at each table cut for the deal, and play begins with the tap of the bell at the head table. Only one deal is played at each table.

There are no counters. At the end of the hand the ladies compare their cards, and the one having the fewer hearts goes to the next higher table. The gentlemen then compare their cards in the same way, so that one lady and one gentleman go up from each table at the end of every hand. They take the seats vacated by those leaving the table they go to. All ties are determined by cutting, those cutting the lower cards going up. In cutting, the ace is low.

Each player is provided with a score card, to which the gold, red and green stars are attached as in Euchre. The gold stars are given to those at the head table who have the fewest hearts. Those moving from other tables receive red stars; and those taking in the most hearts at the booby table receive green stars. Prizes are given to the ladies and gentlemen having the greatest number of each variety of star; but the same player cannot win two prizes. If there is a tie in one class, the number of other stars must decide; equal numbers of gold being decided by the majority of red on the same card; red ties, by the greater number of gold; and green ties by the fewest number of gold stars.

**HEARTSETTE.** Heartsette differs from hearts only in the addition of a widow. When four play, the spade deuce is deleted; twelve cards are given to each player, and the three remaining form the widow, which is left face downward in the centre of the table. When any other number play, the full pack is used. If there are three players, three cards are left for the widow: two cards are left when five play, and four when six play. The player winning the first trick takes in the widow, with any hearts it may contain. He is entitled to look at these cards, but must not show or name them to any other player. The game then proceeds in the usual way. Payments are made to the pool for all hearts taken in, and the pool is then won, divided, or remains to form a Jack, just as at Sweepstake Hearts. The chief difference in the game is that the other players do not know whether the winner of the first trick is loaded or not, and he is the only player who knows how many or what hearts are still to be played.

**DOMINO HEARTS.** In this variation, six cards only are dealt to each player, the remainder of the pack being left face down on the table. When a player is unable to follow suit, he must draw cards from the stock, one at a time, until he can. The last player with any cards left in his hand must take what is left of the stock, if any. The hearts taken in are then counted as usual. Thirty-one points is game, and the winner is the player who has the least hearts scored when some other player reaches thirty-one.

## SUGGESTIONS FOR GOOD PLAY.

A good player, after sorting his hand, carefully estimates its possibilities. The hand may be such that it is evidently impossible to avoid taking some hearts. The player must then decide whether he will play to give each of the others hearts, or will take them all himself. If he succeeds in either object he has a chance to win back his money in the ensuing Jack. In deciding on his chances to get clear without taking a single heart, the player must first consider the advisability of beginning with a heart, or with a plain suit. If hearts, he should know the probability of the heart he leads not winning the trick; if a plain suit, he should know the probability of the suit going round one or more times without hearts being discarded on it, especially if he intends to lead high cards. These chances must then be balanced one against the other and the more favourable selected.

**LEADING HEARTS ORIGINALLY.** When your hearts are so small as to be absolutely safe, such as the 7 5 3 2, it might be supposed that the best play would be to lead them at once, in order to get a large number of hearts out of your way. But with such cards it is usually much better play, unless you have a very dangerous hand in plain suits, to reserve these small hearts until you have a more definite idea, from the fall of the cards, to whom you are giving them. Such cards are particularly useful for getting rid of the lead at dangerous stages in the end-game.

When the plain-suit cards are high or dangerous, but the hearts are reasonably safe, it is usually better to lead the hearts, and to continue leading them every time you get in. By following these tactics it is quite possible for you to take almost every trick in the plain suits, and yet to win the pool by rapidly exhausting the hearts.

If you lead the ♥ 4, the only chance for it to win is that one player has no hearts, and that the 2 and 3 are divided. The odds against this combination of circumstances will vary with the number of hearts you hold with the 4, but may be generally stated on the average as about 50 to 1. It is usually considered a safer lead than a high card of a plain suit, even if you have only three of the suit.

If your only heart is the 5, and you propose to lead it, the chances that the 2, 3, and 4 are not each in separate hands are about 19 in 25, or 19 to 6 against it, which is about 3 to 1. If you lead the 5, the odds against your winning the trick decrease as the number of hearts you hold with the 5 increases. If you have four hearts, the 5 being the lowest, the odds against its winning the trick, if you lead it, are about 29 to 11. If you have eight hearts, the 5 being the lowest, it is about an even chance. If your only heart is the 6, it is about an even chance that it will win the trick; but the odds against you increase rapidly with the number of additional hearts that you hold. If you propose to lead the 7, the chances that it will win the trick are 2 to 1 under the most favourable circumstances, which are when it is your only heart. These odds against you increase rapidly with the number of additional hearts that you hold.

**LEADING PLAIN SUITS ORIGINALLY.** It will often happen that you will have to decide between the lead of a comparatively dangerous heart and a risky plain suit. Your knowledge of probabilities should enable you to select the safer course. The odds against getting a heart on the first round of a plain suit depend upon how many cards of the suit you hold. If you lead an Ace, or any card which is sure to win the trick, the odds against your getting a heart on it are as the following:--

If you have 4 cards of the suit, 22 to 1. " 5 " 15 to 1. " 6 " 7 to 1. " 7 " 4 to 1. " 8 " 2 to 1.

These odds may be slightly increased by taking into account the fact that players who cannot follow suit do not always discard hearts, having perhaps more dangerous cards to get rid of.

The odds against a suit going round a second time may be influenced by the cards played to the first round; but it sometimes happens that you have to calculate in advance for two rounds of a



suit, regardless of the cards that may be played by others. This is especially the case when you fear that the suit will be led to you, and you have such cards as must win two rounds. If you have 4 cards of the suit the odds *against* your getting a heart in two rounds are 2 to 1. The odds *in favour* of your getting a heart in two rounds are:--

If you have 5 cards of the suit, 4 to 3. " 6 " 2 to 1. " 7 " 6 to 1.

As an example of the value of a thorough knowledge of these odds to a careful player, suppose he had to win two rounds of a plain suit, of which he held six cards; or to lead the ♥7, having three higher. The suit would be the better play, because it takes in only one heart, while the lead of the heart might take in four.

The following table shows the exact number of times in 1,000 deals that a heart would probably be discarded on a plain suit led, according to the number of cards in the suit held by the leader, and the number of times the suit was led:

| Cards held by the leader.         | 1,2,3,4 | 5    | 6    | 7    | 8    |
|-----------------------------------|---------|------|------|------|------|
| -----+-----+-----+-----+-----     |         |      |      |      |      |
| Times hearts will be discarded:-- |         |      |      |      |      |
| On first round                    | 44      | 63   | 122  | 200  | 315  |
| On second round                   | 358     | 430  | 659  | 857  | 1000 |
| On third round                    | 842     | 1000 | 1000 | 1000 | 1000 |

This shows that 158 times in 1,000, when the leader has 1, 2, 3, or 4 cards of the suit, it will go round three times, because 158 is the balance necessary to bring our last figure, 842, up to 1,000. Reducing this to a small fraction, the odds are about 5½ to 1 that a suit will not go round three times without affording to some player the chance of discarding hearts on it. This calculation shows the hopeless nature of all hands that contain at least three cards of each suit, unless the smallest card in every suit is below a 6; for if any one of the suits is led three times, it is even betting that you will have to win the third round, and 5½ to 1 that you get a heart on it if you do.

**PLAIN-SUIT LEADS.** The favourite lead with most heart players is a singleton; or, failing that, a two-card suit. This is a mistake, unless the singleton is a high card; for if the adversaries are sharp players they will at once suspect the nature of the lead, and carefully avoid the suit. But if you wait until some other player opens the suit, it will very probably be led twice in succession. The best original plain-suit lead is one in which you are moderately long, but have small cards enough to be safe, and from which you can lead intermediate cards which probably will not win the first trick.

A very little experience at Hearts will convince any one that it is best, in plain suits, to play out the high cards first. This agrees with the theory of probabilities; for while the odds are 22 to 1 against your getting a heart on the first round of a plain suit of which you have 4 cards, the odds are only 2 to 1 against it on the second round, and on the third they are 5½ to 1 in favour of it. Accordingly, on the first round most players put up their highest card of the suit led, no matter what their position with regard to the leader; but in so doing, they often run needless risks. The object in Sweepstake Hearts is to take none, and the most successful players will be found to be those who play consistently with the greatest odds in their favour for taking none.

Suppose that you hold such a suit as A 10 9 7 4 2. This is a safe suit; because it is very improbable that you can be compelled to take a trick in it. The best lead from such a suit is the 10 or 9. If the suit is led by any other player, the same card should be played, unless you are fourth hand, and have no objection to the lead. This avoids the risk, however slight, of getting a heart on the first round, which would be entailed by playing the ace. In Sweepstake Hearts it is a great mistake to play the high cards of a suit in which you are safe; for no matter how small the risk, it is an unnecessary one. In the case we are considering, when you have six cards of the suit, the odds are

7 to 1 against your getting a heart if you play the ace first round. That is to say, you will probably lose one pool out of every eight if you play it. Take the greatest odds in your favour, when you have only four cards of a suit; they are 22 to 1 against your getting a heart the first round, so that you would lose by it only once in 23 times. But this is a heavy percentage against you if you are playing with those who do not run such risks, for you give up every chance you might otherwise have in 5 pools out of every 110.

When you have a dangerous hand in hearts, but one absolutely safe long suit, it is often good play to begin with your safe suit, retaining any high cards you may have in other suits in order to get the lead as often as possible for the purpose of continuing your safe suit, which will usually result in one or more of the other players getting loaded.

When you have at least three of each plain suit it is obvious that you cannot hope for any discards, and that you must take into account the probability of having to win the third round of one or more suits, with the accompanying possibility of getting hearts at the same time. If you have the lead, this probability must be taken into account before any of the other players show their hands, and as it may be set down as about  $5\frac{1}{8}$  to 1 that you will get a heart, any better chance that the hand affords should be taken advantage of.

It will often occur that a player's attention must be so concentrated on getting clear himself that he has no opportunity to scheme for "loading" the others. But if it unfortunately happens that he is compelled to take in one or more hearts, he should at once turn his attention to taking them all, or to loading the other players, with a view to making a Jack of the pool. Should he succeed in either object, he has another chance for his money.

It is usually bad policy to return the suit opened by the original leader. He has picked that out as his safest suit, and although he may be the only one safe in it, by continuing it you are reducing your chances to two players, when you might share them with all three.

**FOLLOWING SUIT.** When a player is not the original leader, his policy becomes defensive; for, as the first player is plotting to give hearts to every one but himself, each of the others must be a prospective victim, and should do his best to avoid the traps prepared by the one who plans the opening of the hand.

When you are second or third player, the first time a suit is led, it is usually best to play your highest card, unless you are safe in the suit, or have so many that there is danger of getting a heart, even on the first round. As fourth player, you should always play your highest card, unless there is already a heart in the trick, or some decided disadvantage in the lead. The risks you run in playing high cards while following suit must be judged by the same probabilities that we examined in considering the original lead. The fact that one or more players have already followed suit, and perhaps the cards they have played, may enable you to arrive at a still closer estimate of your chances. It is generally conceded, that the odds against a player who holds up on the first round are about 1 to 11. That is to say, in 12 pools, he will sacrifice his chances of one simply by holding up.

After one or two tricks have been played, the conditions may be such that it becomes necessary to hold up, in order to win the second round. This is especially the case after you have been loaded, and are anxious to keep a certain player out of the lead. For an example see Illustrative Hand No. 4. in which Y holds up the  $\diamond$  King to keep A from getting in and leading another round of hearts. In the same hand Z tries hard to make the pool a Jack by holding up the  $\clubsuit$  Q. Had not A been entirely safe in diamonds the stratagem would have succeeded.

In following suit it is important to keep count of the cards played, in order to avoid the unwitting lead of a suit of which the other players have none. The suits that need close watching are those in

which you have nothing smaller than a six or eight. You should be careful to note which player appears to have the smaller cards, after the suit has been led once or twice, and be on the watch to take the lead away from him in other suits if you can, or he may load you by leading the small cards of your dangerous suit, in which he is safe. When this danger is apparent, it is best to retain, until the second round, such high cards as Kings and Queens of the suits led. Even if you have four of the suit, you run only a 2 to 1 risk in winning the second round instead of the first, as against a certainty that you will be out of the pool at once if the dangerous player gets the lead. For an example of this, see B's play in Illustrative Hand No. 2.

Where you have a certain safe card, and others of another suit not absolutely safe, it is better to keep the safe card, in order to be sure of getting rid of the lead if you are put in on your dangerous suit.

In following suit, the most annoying hand that one can hold is one containing at least three cards of each suit, none of them below a 6. There is no hope of a discard, unless two players make a fight in some one suit, which they lead four or five times in order to load each other, regardless of the escape of the other players. This very seldom occurs, and never among good players. With such a hand escape is almost impossible, and it is usually best to make the losses as small as possible. Many good players, with such a hand, will deliberately take in hearts on the plain suits, hoping to escape with only one or two in each trick, instead of having to carry the whole load by getting into the lead at the end. It should never be forgotten that when you must inevitably take some hearts it is cheaper to take them in on plain suits than to win heart tricks.

**CONTROL OF THE LEAD.** One of the strongest points in good heart play is the proper control of the lead at certain times. A player whose hand contains no commanding cards, and who is unable to do anything but follow suit on the first two or three rounds, will often find himself compelled to win one of the later rounds with a small card, taking in one or two hearts with it; and this misfortune usually overtakes him because a certain player gets into the lead at a critical period of the hand. If he sees the impending danger, and has K, Q or J of a suit led, he will not give up his high card, even if the ace is played to the trick; but will retain it in order to prevent the possibility of the dangerous player getting into the lead on the second round of the suit. In doing this, he of course decreases the odds against his getting hearts, by deliberately winning the second round. But 2 to 1 in his favour is a much better chance than the certainty, almost, that he will be loaded if a particular player is allowed the opportunity to lead a certain suit again. See B's play in Illustrative Hand No 2, and Y's in No 4.

A player may have no desire to prevent any particular adversary from getting the lead; but may be anxious simply to carry out a certain line of play. In order to do this it may be essential that he should have some direction of the course of the hand. This is impossible if his play is confined to following suit helplessly, whatever is led. He must be able to assume the lead himself in order so to change the course of the play as to better suit his game.

Let us suppose that he has a dangerous hand in plain suits, but is safe in hearts, and decides that his best chance is to lead hearts at every opportunity; or that he has a certain safe suit which it is manifestly to his advantage to have led as often as possible. The other players, being the ones who are to suffer from this line of play, will of course prevent it if possible; and in order to carry out the plan in spite of their opposition, it will be necessary for the individual player to gain the lead a certain number of times, and so force his game upon them.

Again, a player may know that he can load a certain adversary if he can get in and lead a certain suit or card; or he may know that by giving one player the lead, that player can load another. In such cases commanding cards must be held or retained, in order to give the player a certain control of the lead.

When a player is attempting to take all thirteen hearts, the control of the lead, especially in the end game, is very important; because the design of each of the other players will be to get the lead into some other hand, in the hope that they may load the player having it, and so at least divide the pool.

**THE DISCARD.** One of the most important elements in heart play is the discard. The beginner is too apt to discard hearts at every opportunity; but a little experience will teach him that even a 3 in a plain suit may be a better card to part with.

The most important thing in discarding is to reduce the odds against your winning the pool. Let us suppose that you have the A K Q of a plain suit. It is  $5\frac{1}{8}$  to 1 that you get a heart if this suit is led a third time. If you can get a discard, the odds are at once reduced to 2 to 1 in your favour, that being the probability that you will escape, even if you have to win two rounds. This is a very large percentage, and should never be lost sight of. If you have a choice between two discards, one being from the K Q J 2 of hearts, and the other from the K Q J of a plain suit, select the plain suit. You can improve your chances little or none in the hearts, while you not only bring the odds to your side in the plain suit, but secure a chance of discarding on the third round of it.

Following the same principle, it is evidently good play to discard from a suit which has been led once or twice, if you have a dangerous card or cards in it. Even if you have a safe tenace in a suit, such as 4 and 2, the 5 and 3 being still out somewhere, it is better to discard from it if there is the slightest danger of your getting the lead. Tenaces are only safe when led up to.

In **Howell's settling**, the object is not so much to load the others as to escape yourself. It is never advisable to attempt to take all thirteen hearts, because there are no Jacks; but there are many cases in which it is better deliberately to take three or four, in order to avoid the chance of taking six or eight. For an example of these tactics adopted by two players, see Illustrative Hand, No. 3. On the same principle, there are often cases in which it is advisable to take a trick with one heart in it, in order to get rid of a dangerous card, which might bring you in several hearts later on. The general principles of leading and discarding are the same as in Sweepstake Hearts; but it is not necessary to take such desperate chances to escape entirely.

**THREE-HANDED HEARTS** is more difficult to play than any other form of the game, partly because there are so many rounds of each suit, and partly because the moment one player refuses, the exact cards of that suit in the two other players' hands are known to each of them.

There is usually a great deal of cross-fighting in the three-handed game, during which one player escapes by getting numerous discards. When all three have refused, each a different suit, the end game becomes a question of generalship, and the preservation of one or more commanding cards, with which to control and place the lead, is usually the key to the situation. A player who has no high cards for the end game, unless he is quite safe, is almost certain to be loaded in the last few tricks.

**TWO-HANDED HEARTS.** Before opening the hand, the player should carefully consider what suits are safe and what are dangerous. It is usually best to preserve the safe suits and to lead the dangerous ones, which you should clear your hand of, if possible. It is a great advantage to have a missing suit, and equally disadvantageous to have a number of a suit of which your adversary is probably clear. If a card of a missing suit is drawn, it is usually best to lead it at once, so as to keep the suit clear; but in so doing, be careful first to place the card among the others in the hand, or your adversary will detect that it is a missing suit.

The lead is a disadvantage if you have safe hearts; but toward the end of the stock, from which cards are drawn, it is an advantage to have commanding cards, with which you can assume the lead if necessary.

There is some finesse in determining whether or not to change the suit often in the leads. If you have a better memory than your adversary, it may be well to change often; but if not, it may assist you to keep at one suit until afraid to lead it again.

In Two-Handed Harts, keeping count of the cards is the most important matter, because the real play comes after the stock is exhausted, and the moment that occurs you should know every card in your adversary's hand. The exact number of each suit should be a certainty, if not the exact rank of the cards. Until you can depend on yourself for this, you are not a good player. The last thirteen tricks are usually a problem in double-dummy; but the advantage will always be found to be with the player who has carefully prepared himself for the final struggle by preserving certain safe suits, and getting rid of those in which it became evident that his adversary had the small and safe cards.

Some very pretty positions arise in the end game, it being often possible to foresee that four or five tricks must be played in a certain manner in order to ensure the lead being properly placed at the end, so that the odd harts may be avoided.

**AUCTION HARTS.** The cards having been cut and dealt, the player to the left of the dealer, whom we shall call A, examines his hand, and determines which suit he would prefer to play to get clear of. Let us suppose his hand to consist of the ♠ A K 8; ♣ J 6 5 4 3 2; ♦ K 4; and the ♥ 7 3. If the suit remains harts, he is almost certain to take in a number; but if it is changed to clubs, he is almost as certain of getting clear. The hand is not absolutely safe, as harts might be led two or three times before the clubs in the other hands were exhausted by the original leader, whose game would be to lead small clubs. As the pool will contain thirteen counters to a certainty, he can afford to bid in proportion to his chances of winning it for the privilege of making clubs the suit to be avoided, instead of harts.

It might be assumed, if the odds were 10 to 1 that the player would get clear if the suit were clubs, that therefore he could afford to bid ten times the amount of the pool, or 130, for his chance. Theoretically this is correct, but if he should lose one such pool, he would have to win ten others to get back his bid alone, to say nothing of the amounts he would lose by paying his share in pools won by others. Let us suppose him to win his share, one-fourth of all the pools. While he is winning the ten pools necessary to repair his single loss, he has to stand his share of the losses in the thirty others, which would average about 128 counters. This must show us that even if a player has a 10 to 1 chance in his favour, he must calculate not only on losing that chance once in eleven times, but must make provision for the amounts he will lose in other pools. Experience shows that a bid of 25 would be about the amount a good player would make on such a hand as we are considering, if the pool were not a Jack, and he had first say.

The next player, Y, now examines his hand. Let us suppose that he finds ♠ 6 4 3; ♣ A K 10; ♦ 8 7 5 3; ♥ 6 5 4. If the first bidder is offering on clubs, it is evident that he will lead them, as the successful bidder has the original lead in Auction Harts; and it is equally evident that if he does so, a player with A K 10 will have to pay for most of the pool. If any of the other suits is the one bid on, B has as good a chance for the pool as any one, at least to divide it. With two men still to bid, a good player would probably make himself safe by shutting out A's bid, probably offering 26.

Let us suppose B then to examine his hand, finding ♠ J 10; ♣ Q 9 8 7; ♦ A 10 9; ♥ 10 9 8 2. Being unsafe in everything, he passes, and practically submits to his fate, his only hope being that the pool will result in a Jack. Z then examines his hand, finding ♠ Q 9 7 5 2; ♣ none; ♦ Q J 6 2; ♥ A K Q J. He sees at once that on spades he would lose everything, and on diamonds he would have a very poor chance. On clubs the result would depend on how often spades were led. In harts, he has a very good hand, especially as he has a missing suit to discard in. As he is the last bidder he can make sure of the choice for 27, which he bids, and pays into the pool. The result of the play is

given in Illustrative Hand No. 4. (As the cards happen to lie, had A been the successful bidder and made it clubs, Z would have won the pool.)

## ILLUSTRATIVE HANDS.

|                                                              |     |     |     |    |                          |                                                              |     |     |     |  |
|--------------------------------------------------------------|-----|-----|-----|----|--------------------------|--------------------------------------------------------------|-----|-----|-----|--|
| <b>No. 1.</b> Sweepstake Hearts.<br>A leads for first trick. |     |     |     |    | T  <br>R  <br>I  <br>C + | <b>No. 2.</b> Sweepstake Hearts.<br>A leads for first trick. |     |     |     |  |
| A                                                            | Y   | B   | Z   | K  |                          | A                                                            | Y   | B   | Z   |  |
| 10♠                                                          | Q♠  | 8♠  | K♠  | 1  |                          | ♣A                                                           | ♣K  | ♣10 | ♣Q  |  |
| ♣J                                                           | ♣A  | ♣4  | ♣K  | 2  |                          | ♣5                                                           | ♣2  | ♣9  | ♣J  |  |
| 6♦                                                           | A♦  | J♦  | Q♦  | 3  |                          | 10♦                                                          | J♦  | 9♦  | A♦  |  |
| 5♦                                                           | K♦  | 10♦ | 9♦  | 4  |                          | Q♦                                                           | 8♦  | K♦  | 4♦  |  |
| 4♦                                                           | 3♦  | 2♦  | 8♦  | 5  |                          | 2♠                                                           | J♠  | A♠  | 9♠  |  |
| ♣9                                                           | ♣7  | ♣3  | ♣Q  | 6  |                          | Q♠                                                           | 10♠ | K♠  | 8♠  |  |
| ♣6                                                           | ♣5  | ♣2  | ♣10 | 7  |                          | ♥A                                                           | 7♦  | 3♦  | ♥Q  |  |
| 3♠                                                           | 6♠  | 4♠  | J♠  | 8  |                          | ♥10                                                          | ♥4  | ♥3  | ♥5  |  |
| 2♠                                                           | 5♠  | ♥K  | 9♠  | 9  |                          | ♣4                                                           | ♥K  | ♣6  | ♣7  |  |
| ♥A                                                           | ♥Q  | ♥10 | ♥5  | 10 |                          | ♥9                                                           | 7♠  | ♥J  | 5♠  |  |
| ♥7                                                           | ♥J  | ♥9  | 7♠  | 11 |                          | ♥7                                                           | ♥2  | ♣8  | ♥8  |  |
| ♥6                                                           | ♥8  | ♥4  | ♣8  | 12 |                          | ♥6                                                           | 6♠  | 6♦  | 4♠  |  |
| A♠                                                           | ♥2  | ♥3  | 7♦  | 13 |                          | ♣3                                                           | 5♦  | 2♦  | 3♠  |  |
| A 4                                                          | Y 6 | B 2 | Z 1 |    |                          | A 4                                                          | Y 5 | B 0 | Z 4 |  |
| Making it a Jack.                                            |     |     |     |    |                          | B wins the Pool.                                             |     |     |     |  |

**No. 1. 2nd Trick.** Z sees that with such a hand escape is impossible. As his chief danger is in being loaded with hearts at the end, he clears his hand as rapidly as possible. **9th Trick.** The ♠A being held up, it looks as if A were safe in that suit with A 5 2. If Z now leads the ♥ 5, and A gets into the lead, returning the spade, Z must take every other trick. **10th Trick.** If Z now leads ♠ 7, he loads A; but if his ♥ 5 should win the next trick he will take all the rest of the hearts, Y and B dividing the pool. If he leads the ♥ 5 first he cannot get more than four hearts, and the other players will inevitably make a Jack of it. **11th Trick.** Y sees that if he underplays the 7 led, B will win the pool, as he has nothing but hearts, A having only one more. He keeps A out of the lead by winning two rounds, so as to be sure of loading B, making it a Jack. The ending is very well played.

**No. 2.** A has an even chance to escape, and it is better for him to be third or fourth player in hearts than to lead them. **3rd Trick.** B sees from the fall of the clubs that Y has no more, and that A is safe in them and will lead them again; so he holds up ♦ K to keep A out of the lead. **7th Trick.** As A's hand can now be counted to contain either the 7 4 3 of clubs and four dangerous hearts, or the 4 3 of clubs and five hearts, B's game is clearly to lead diamonds, in order to load Y and Z. His only dangerous card, the ♥ J, will go on the next round of spades, which must be led again in the next two or three tricks.

|                                                                              |    |    |    |   |                          |                                                                             |    |    |     |  |
|------------------------------------------------------------------------------|----|----|----|---|--------------------------|-----------------------------------------------------------------------------|----|----|-----|--|
| <b>No. 3.</b> Howell's Settling.<br>Z dealt, and A leads for<br>first trick. |    |    |    |   | T  <br>R  <br>I  <br>C + | <b>No. 4.</b> Auction Hearts.<br>A, the successful<br>bidder, names Hearts. |    |    |     |  |
| A                                                                            | Y  | B  | Z  | K |                          | A                                                                           | Y  | B  | Z   |  |
| 10♦                                                                          | J♦ | 9♦ | K♦ | 1 |                          | ♥5                                                                          | ♥8 | ♥6 | ♥J  |  |
| 7♦                                                                           | 6♦ | 8♦ | Q♦ | 2 |                          | Q♦                                                                          | 4♦ | 8♦ | A♦  |  |
| ♣4                                                                           | ♣9 | ♣J | ♣A | 3 |                          | J♦                                                                          | K♦ | 7♦ | 10♦ |  |
| ♣2                                                                           | ♣8 | ♣5 | ♣K | 4 |                          | A♠                                                                          | 7♠ | 6♠ | 10♠ |  |

|                                                       |     |     |     |     |     |     |     |     |
|-------------------------------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| J♠                                                    | 8♠  | K♠  | A♠  | 5♥  | ♥7  | ♥A  | ♥4  | ♥10 |
| 5♠                                                    | 7♠  | Q♠  | 10♠ | 6♥  | K♠  | 3♠  | 5♠  | 9♠  |
| 4♠                                                    | 6♠  | 3♠  | 2♠  | 7♥  | ♥Q  | ♥K  | ♥3  | ♣9  |
| ♥5                                                    | ♥3  | ♥8  | ♥4  | 8♥  | ♥9  | ♣J  | ♣10 | ♣Q  |
| ♥A                                                    | ♥J  | ♥7  | 5♦  | 9♥  | Q♠  | ♣6  | 4♠  | 8♠  |
| ♥9                                                    | ♥2  | ♥K  | ♣Q  | 10♥ | J♠  | ♣5  | ♣A  | 2♠  |
| A♦                                                    | ♥10 | ♥6  | 9♠  | 11♥ | 6♦  | ♣4  | 5♦  | 9♦  |
| 4♦                                                    | ♣3  | ♥Q  | ♣10 | 12♥ | 2♦  | ♣3  | ♣K  | ♣8  |
| 2♦                                                    | ♣7  | 3♦  | ♣6  | 13♥ | ♥2  | ♣2  | 3♦  | ♣7  |
| -----+-----+-----+-----+-----+-----+-----+-----+----- |     |     |     |     |     |     |     |     |
| A 3                                                   | Y 2 | B 7 | Z 1 | A 0 | Y 7 | B 1 | Z 5 |     |

Z wins 9; Y 5; A 1; B loses 15. A wins the pool.

**No. 3.** A begins with the intermediate cards of his safe suit. **8th Trick.** Y is afraid to lead away from his club tenace, because it might be at once led back to him. **9th Trick.** Z seizes this opportunity to get rid of the very dangerous ♦5. If A does not play the ♥A now, it is quite possible that he will take every trick, except one in diamonds. **10th Trick.** If A leads the ♦2, and hearts are led again, he must take all the remaining hearts. By taking three at once he can escape the rest. B sees that if he passes this trick A will at once lead the ♦2, and he will take all the remaining hearts; so he takes these three and throws the lead to Y, who has no chance to injure him. **11th Trick.** Z keeps two clubs, hoping that if Y gets in and leads clubs, B may discard a diamond instead of a heart, in which case Z would get clear.

**No. 4.** A, with his dangerous suit of spades, clears up the hearts at once. **6th Trick.** The second round of spades betrays A's dangerous suit to the other players. **7th Trick.** A must risk the King and 3 being divided, for if they are in one hand nothing will save him. Z keeps ♦9 and ♣Q in order to be sure of getting a lead, as he is the only player who can load A by putting him in on spades at the end making him take in his own hearts. **8th Trick.** B cannot risk playing the high clubs while there is any chance for him to win the pool. He can count A to be safe in diamonds, with two hearts and two spades. **10th Trick.** A clears his hand of the very dangerous spade before leading his tenace in diamonds. **12th Trick.** A will not give up the heart until he is sure that B has not the ♣7.

**Text Books.** There are at present only two text-books on the game; *Foster on Hearts*, and *Hearts and Heartsette*.

## SLOBBERHANNES.

**Cards.** Slobberhannes is played with a Euchre pack, thirty-two cards, all below the Seven being deleted. The cards rank: A K Q J 10 9 8 7, the ace being the highest both in cutting and in play. There is no trump suit.

**Counters.** Each player is provided with ten counters, and points are marked by placing these counters in the pool. The player who first loses his ten counters also loses the game. If stakes are played for, counters of a different colour must be provided, and the player losing the game must pay as many counters to each of the others as they have points still in front of them. One player is usually the banker, and sells and redeems all money counters. The others are redistributed at the end of each game.

**Players.** Any number from four to seven may play; but the two black Sevens must be deleted if there are more than four players. When seven play, the dealer takes no cards. All the preliminaries of seats, cards and deal are settled as at Hearts.

**Dealing.** The entire pack is distributed, the dealer giving each player in rotation two or three cards in each round. No trump is turned. All irregularities in the deal are governed by the same laws as at Hearts; but a misdeal does not lose the deal under any circumstances. The same dealer must deal again.

**Objects of the Game.** The object in Slobberhannes is to avoid taking either the first or the last trick, or any trick containing the Queen of clubs. The player who wins any of these loses one point, and if he wins all three of them, he loses an extra point, or four altogether. The penalty for a revoke is also the loss of a point.

**Method of Playing.** The eldest hand begins by leading any card he pleases, and the others must follow suit if they can. The highest card played, if of the suit led, wins the trick, and the winner takes it in and leads for the next trick. The player winning the first trick must pay for it immediately, to avoid disputes. The tricks which are neither the first nor the last have no value, unless they contain the club Queen, which must be paid for as soon as it is taken in.

There is a good deal of play in manœuvring to get rid of cards which might win the last trick, or which would take in the club Queen. The Ace and King of clubs are of course dangerous cards, and unless the player holding them has small cards enough to make him safe in that suit, he should be on the alert for opportunities to discard.

## POLIGNAC. QUATRE-VALETS, OR FOUR JACKS.

**Cards and Players.** When Polignac is played by four persons, a Piquet pack is used, and eight cards are dealt to each player, 3-2-3 at a time. When five play, the two black Sevens are deleted, and six cards are given to each player. When six play, each receives five cards. When seven play, the dealer takes no cards. In France, the cards usually rank as in Écarté; K Q J A 10 9 8 7; but in England and America it is more usual to preserve the order in Piquet, A K Q J 10 9 8 7. There is no trump suit. All the preliminaries are settled as at Hearts or Slobberhannes.

**Counters.** Each player is provided with ten or twenty counters, as may be agreed upon, and the player first losing his counters loses the game, and pays to each of the others any stake that may have been previously agreed upon, usually a counter for each point they have still to go when he is decavé.

**Objects of the Game.** The object of the game is to avoid winning any trick containing a Jack, and especially the Jack of spades, which is called **Polignac**. The moment any player wins a trick containing a Jack, he pays one counter into the pool. If he takes in Polignac, he pays two counters. The eldest hand begins by leading any card he pleases, and the others must follow suit if they can. The highest card played, if of the suit led, wins the trick, and the winner leads for the next trick. If a player has none of the suit led he may discard anything he pleases.

The game is sometimes varied by adding a **general**, or **capot**. Any player who thinks he can win all the tricks announces capot before the first card is led. If he is successful he loses nothing; but each of the others must pay five counters into the pool, one for each Jack, and one extra for Polignac. If the capot player fails to win every trick, each player pays for whatever jacks he has taken in.

## ENFLÉ, OR SCHWELLEN.

When Enflé is played by four persons, the Piquet pack of thirty-two cards is used. If there are more than four players, sufficient cards are added to give eight to each person. The rank of the cards and all other preliminaries are the same as at Hearts. There is no trump suit.



The cards are dealt 3-2-3 at a time. The eldest hand leads any card he pleases, and the others must follow suit if they can. If all follow suit, the highest card played wins the trick, which is turned face down, and the cards in it are dead. The winner leads for the next trick, and so on. But if any player is unable to follow suit, he is not allowed to discard, but must immediately gather up the cards already played, and take them into his own hand with the cards originally dealt to him. The players following the one who renounces to the suit led do not play to the trick at all; but wait for him to lead for the next trick. Should any player fail to follow suit on the next trick, or on any subsequent trick, he gathers the cards already played, takes them into his hand and leads for the next trick. The play is continued in this manner until some player gets rid of all his cards, and so wins the game.

Enflé is usually played for a pool, to which each player contributes an equal amount before play begins. The game requires considerable skill and memory to play it well, it being very important to remember the cards taken in hand by certain players, and those which are in the tricks turned down.

## **THE LAWS OF HEARTS.**

1. Formation of table. Those first in the room have the preference. If more than the necessary number assemble, the choice shall be determined by cutting, those cutting the lowest cards having the right to play. Six persons is the largest number that can play at one table. The player cutting the lowest card has the deal.
2. In cutting, the Ace is low. Players cutting cards of equal value, cut again. All must cut from the same pack, and any person exposing more than one card must cut again. Drawing cards from an outspread pack is equivalent to cutting.
3. A complete Heart pack consists of fifty-two cards, which rank in the following order:--A K Q J 10 9 8 7 6 5 4 3 2, the Ace being highest in play. In Three-Handed Hearts, the spade deuce is thrown out. In Five-Handed, both the black deuces are laid aside. In Six-Handed, all four deuces are discarded. In Joker Hearts the heart deuce is replaced by the Joker.
4. When two packs are used, the player next but one on the dealer's left must collect and shuffle the cards for the next deal, placing them on his right. The dealer has the privilege of shuffling last.
5. The dealer must present the pack to his right-hand adversary to be cut. Not less than four cards shall constitute a cut.
6. In case of any confusion or exposure of the cards in cutting, or in reuniting them after cutting, the pack must be shuffled and cut again.
7. If the dealer reshuffles the cards after they have been properly cut, or looks at the bottom card, he loses his deal.
8. After the cards have been cut, the dealer must distribute them one at a time to each player in rotation, beginning at his left, and continuing until the pack is exhausted; or in Two-Handed Hearts, until each player has thirteen.
9. The deal passes to the left.
10. There must be a new deal by the same dealer if the pack is proved to be incorrect, either during the deal or during the play of a hand; or if any card is faced in the pack, or is found to be so marked or mutilated that it can be named. In the last case a new pack must be used.
11. If a card is exposed during the deal, the player to whom it is dealt may demand a new deal, provided he has not touched any of his cards. If the deal stands, the exposed card cannot be called.

12. Any one dealing out of turn may be stopped before the last card is dealt. After that the deal must stand, and the packs, if changed, must so remain.

13. It is a misdeal: If the dealer omits to have the pack cut, and the error is discovered before the last card is dealt; or if he deals a card incorrectly, and fails to remedy it before dealing another; or if he counts the cards on the table, or those remaining in the pack; or if it is discovered before all have played to the first trick that any player has not his proper number of cards, the pack being perfect.

14. A misdeal loses the deal unless one of the other players has touched his cards, or in any way interrupted the dealer.

15. If, after the first trick is played to, any two players are found to have more or less than their correct number of cards, the pack being perfect, the one having less shall draw from the hand of the one having more, and each shall pay a forfeit of five counters into the pool.

16. If a player omits to play to any trick, and plays to the following one, he shall not be allowed to correct the error; but shall be compelled to take in the last trick, with whatever hearts it may contain.

17. Should a player be found during or at the end of a hand to be a card short, all the others having the right number, and all having played to the first trick, he shall be compelled to take in the last trick.

18. If a player leads or plays two cards to a trick, he must indicate the one intended, and leave the other face up on the table. Any card exposed, except in the proper course of play, or any card named by the player holding it, must be left face up on the table.

19. A player must lead or play any exposed card when called upon to do so by any other player, provided he can do so without revoking. He cannot be prevented from playing an exposed card, and if he can so get rid of it, no penalty remains.

20. If a player leads out of turn, a suit may be called from him when it is next his proper turn to lead. This penalty can be enforced only by the player on his right. If he has none of the suit called, or if all have played to the false lead, no penalty can be enforced. If all have not played to the false lead, the cards can be taken back, and are not exposed cards.

21. If the third hand plays before the second, the fourth hand may demand that the card be taken back, and may call upon the third hand to play the highest card he has of the suit; or may call upon him not to discard hearts. If the fourth plays before the third, the second player may demand the penalty.

22. The first player to any trick having led, the others must follow suit if they can. Should a player revoke, and discover the error before the trick in which it occurs has been turned and quitted, he may amend his play, and the card played in error becomes an exposed card. Any who have played after him may withdraw their cards and substitute others, the cards first played not being exposed.

23. If the revoke is discovered during the play of the hand, the hand must be played out, and at the end the revoking player must pay all losses in that hand. Should the revoking player win the pool himself, he must pay to the pool thirteen counters and leave them for a Jack. Should he divide it, he must pay the other winner six counters, and leave up seven for a Jack.

24. Should two or more players revoke in the same hand, each must pay the entire losses in the hand, as if he were alone in error; so that if two should revoke, and a third win the pool, he would receive twenty-six counters, instead of thirteen. In Auction Hearts the revoking player must pay

the amount of the bid in addition.

25. The claimant of a revoke may search all the tricks at the end of a hand. The revoke is established if the accused player mixes the cards before the claimants have time to examine them.

26. A revoke must be claimed before the tricks have been mixed, preparatory to shuffling for the next deal.

27. If a player is lawfully called upon to lead a certain suit, or to play the highest of it, and unnecessarily fails to comply, he is liable to the penalties for a revoke.

28. Any trick once turned and quitted must not again be seen until the hand is played. Any player violating this rule is subject to the same penalties as for a lead out of turn.

29. In settling at the end of the hand, the player having taken no hearts, [each of the others having taken at least one,] wins the pool. Two players having taken none, the other two having each at least one, divide it, the odd counter remaining until the next pool. Three players having taken none, the thirteen counters remain in the pool, forming a Jack, which can be won only by one player taking no hearts, each of the others having taken at least one. During the time the Jack is played for, and until it is won, each player must add to the pool by paying for the hearts he takes in each hand.

30. In Auction Hearts, the player to the left of the dealer has the first bid, the dealer the last, and there is no second bid.