Whist:

**Players**

There are four players in two fixed partnerships. Partners sit facing each other. The game is played clockwise.

### Deal

Reveal one card to determine which suit is Trump for the round. The cards are then shuffled. Deal out all the cards one at a time so that each player has 13.

### Play

The player to the dealer's left leads to the first trick. 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.