

3 Handed Whist (3p) ØØØ

About

A variant of whist that can be played by three. Four hands of 13 cards are dealt, with one of these hands placed to the side. This 'dummy' hand can be picked up by any player in exchange for the hand they were originally dealt.

Players

Three players. All playing for themselves in each hand.

Cards

52 (2 – A) (♥♦♣♠)

Deal

- Deal 13 cards into four piles.
- Deal passes to the left after each hand.

Exchange

The player left of the dealer has the first opportunity to exchange their hand for the dummy, followed by the other players in turn. If a player takes the dummy, then their original cards are now available for successive players to pick up in place of their own hands.

Rank & Trumps

Card rank is the same in all suits: A K Q J 10 9 8 7 6 5 4 3 2

The trump suit is always clubs (♣)

Targets

- A player who exchanges their hand for the original dummy has a target of 4 tricks for the hand.
- Other players have a target of 3 tricks.
- A player who exchanges their hand for one already discarded by another player still only has to make 3 tricks.

Scoring

Players score 1 point for every trick they make in excess of their target.

Players who hit their target exactly score zero points.

Players who do not make their target, subtract 1 point for every trick they are short.

e.g. player A took dummy and made 5 tricks... score +1 point
 player B took 6 tricks.....score +3 points
 player C took 1 trick.....score –2 points

Play

Players must follow suit if they can.

If unable to follow suit, play any card.

The trump suit is always clubs.

Finish

Agree on a number of deals (divisible by 3), or a length of time, or a target score e.g. 21 points.

Variations

We play the game as described above, but there are many variations.

These include:

Scoring	There are different ways of scoring.
Dummy	There are different rules around the target for players who take the dummy or other players discarded hands.

You can find out more about the many variations for the game of *3 Handed Whist* by going on-line.

A further note

Seargent Major or Eight-Five-Three is another game you can play with three people which follows the basic ideas of whist and has a similar 'target' number of tricks for each player, but also involves the exchanging of strong and weak cards between players based on the outcome of the previous hand.

How we put our house rules together

We gather and read information from different sources when developing the house rules for the games that we play. These sources include:

- Websites such as Britannica, Wikipedia and Pagat.com.
- Books on card games from local libraries.
- International associations where these exist e.g. International Skat Players Association.
- Selected apps on iOS or Android
- Expert playing groups associated with existing clubs e.g. the German Club, the Swiss Society, the Dutch Club etc.