

Bid Whist (4p) ØØØ

About

A popular game in parts of North America. Players bid to take the greatest number of tricks with trumps or no-trumps and with the cards ranking high or low. The role of the jokers in play depends on the contract bid.

Players

Four players in fixed partnerships. Partners collect their tricks together and win or lose points as a team.

Cards

54 (2 – A) (♥♦♣♠) + 2 Jokers
One joker is red (or marked red)
One joker is black (or marked black)

Deal

- 12 cards to each player.
- 6 cards dealt face down to the centre.
- Deal passes to the left after each hand.

Jokers

If trump is announced... jokers win tricks
 They are the two highest cards in the trump suit.

If no trump is announced... jokers cannot win tricks
 They can only be played if you can't follow suit.
 If they are led to a trick the suit others must follow is the suit of the first card played that is not a joker.

Card Rank in different contracts	Uptown (High) with a trump:	Trump suit	Jk(black)	Jk (red)	A	K	Q	J	10	9	8	7	6	5	4	3	2
		Other suits			A	K	Q	J	10	9	8	7	6	5	4	3	2
	Downtown (Low) with a trump:	Trump suit	Jk(black)	Jk (red)	A	2	3	4	5	6	7	8	9	10	J	Q	K
		Other suits			A	2	3	4	5	6	7	8	9	10	J	Q	K
	No trump (High):	All suits	<i>Jk's have no value...</i>		A	K	Q	J	10	9	8	7	6	5	4	3	2
	No trump (Low):	All suits	<i>Jk's have no value...</i>		A	2	3	4	5	6	7	8	9	10	J	Q	K

Bidding

There is one round of bidding, begun by the player left of the dealer. At their turn, players must either bid higher than the current highest bid, or pass. Note that if the bid is 'uptown' or 'downtown', the trump suit is only announced after winning the bid. If the bid is no trump, then the direction 'high' or 'low' is only announced after winning the bid. The bid winner makes the appropriate announcement and then adds the centre cards to their hand. Next, they discard any 6 (including any picked up) face down to their left (this counts as the first trick won by the partnership).

Bid <i>no-trump outbids high / low at each level</i>	Aim	Succeed	Fail
3 High (uptown) or 3 Low (downtown)	9 tricks	3 points + 1 per extra trick	– 3 points
3 No trump	9 tricks	6 points + 2 per extra trick	– 6 points
4 High (uptown) or 4 Low (downtown)	10 tricks	4 points + 1 per extra trick	– 4 points
4 No trump	10 tricks	8 points + 2 per extra trick	– 8 points
5 High (uptown) or 5 Low (downtown)	11 tricks	5 points + 1 per extra trick	– 5 points
5 No trump	11 tricks	10 points + 2 per extra trick	– 10 points

...pattern continues up to 7 no-trump

Play

The player who won the bid leads. Follow suit. If unable to follow suit, play any card.

Finish

Agree a time, a number of deals (divisible by 4) or a target for points e.g. one team either reaches +21 points or –21 points.

Variations

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

These include:

'Sport' the kitty	If the winning bid is one with a trump suit, the centre cards must be exposed for all to see before being picked up.
Joker in No-trump	In a no-trump hand the jokers may be played at any time even if you have a card of the suit led, though the joker still can't win a trick.
Joker in No-trump	In a no-trump hand the jokers <u>must</u> be played when you have no cards of the suit led.

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

A further note

Some people might not like it that there is only one round of bidding. For a 4 player plain trick game, but with multiple rounds of bidding, try the game named five hundred (500).

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 etc.