

When it's your deal, plan to

Putting Together The Perfect Whist Party.

win



A bid whist party can be one of the easiest, most enjoyable means of gathering friends.

Mary had a bid whist party. She invited sixteen card players who would rather play whist than eat. She had plenty of food, good liquor and a great collection of records. She had all the elements for a great boogie, but few of the ingredients for a great card party.

First, she only had one card table and two sets of used cards. This meant she had eight to twelve "whistologists" leaning over shoulders, trying to second-guess the game in progress and generally champing at the bit, waiting for their chance at the table. Even the game in progress was a flop. The 'recycled' cards stuck together, making it difficult to deal. There weren't enough ash trays, forcing smokers to douse cigarettes in empty glasses or crush them out on the floor.

Mary didn't do her "card party homework." A bid whist party can be one of the easiest, most enjoyable means of gathering friends. But, before you rush into anything, make sure you stack the deck for a winning party. Be sure the people you invite enjoy playing cards and know they're coming to a card party. The

number of guests depends on the number of games you can have going simultaneously. Try not to invite more than four people over the number that will actually play at any one time. And, have other games on hand -- backgammon, chess, checkers, Mandinka (an African stone game) or dominoes -- to keep the waiting players occupied.

Music is nice at a card party, but is secondary. Players need to concentrate on the game and talk to each other. Yelling over loud music is distracting and annoying. So keep it soft, with the foot-stompers coming up infrequently.

Establish the game rules up front. When the party's at your house, you're the boss. Once you've laid down the rules, insist that your guests stick to them. Don't let a know-it-all throw in a wild card somewhere down the line.

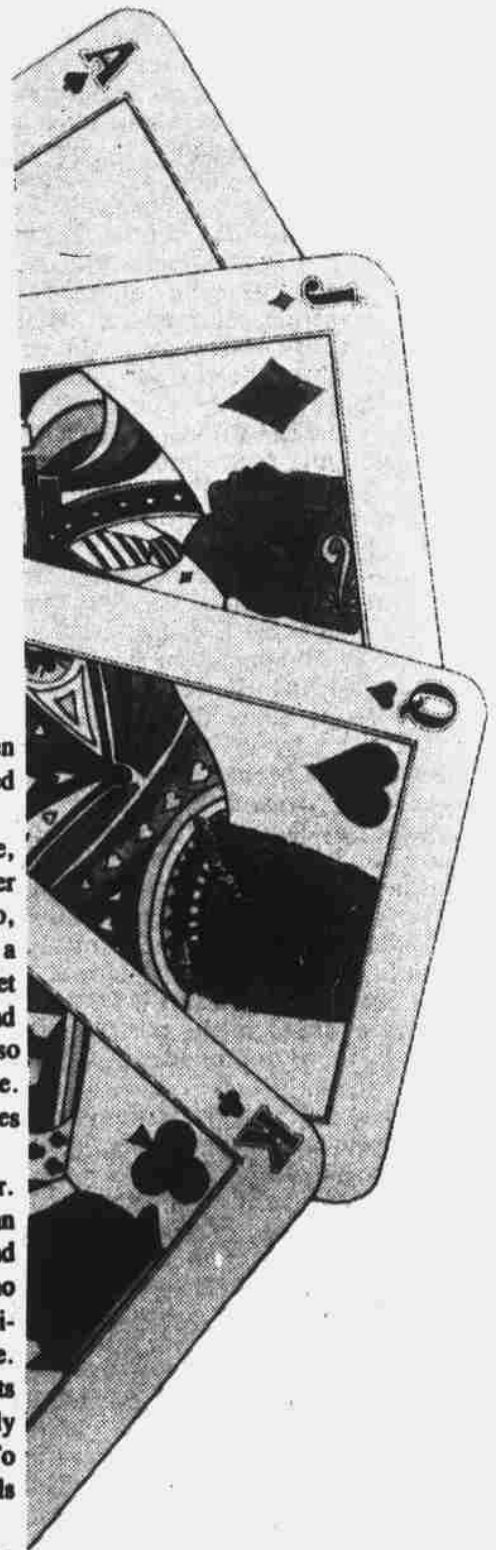
Little things are important at a card party. Ash trays placed conveniently on the playing tables are a must. Smokers don't have time to hunt down an ash tray whenever they light up. Most card party experts do not use expensive glasses for drinks. Remember, beverages are placed on the tables, where there'll be a lot of

activity. Many a delicate glass has bitten the dust during an exciting play or a heated debate.

When you're deciding what to serve, keep it simple and easy to eat. Chili over rice with French bread is great fare. Also, finger - chicken and potato salad make a quick, inexpensive meal. But, don't forget the napkins; greasy cards are a drag. And remember you want to play cards too--so serve food that can be left out on a table. Letting your guests help themselves leaves you free to enjoy the game.

Plan your bar in the same manner. You'll find your card players more than happy with Seagram's 7 Crown and Myers's Original Dark Rum. There's no time for mixing a drink any more complicated than a "7 & 7" or Rum and Coke. But, if you know that some of your guests prefer standard mixed drinks like Bloody Marys, prepare a batch beforehand. To keep things moving, have your bar tools handy at a convenient location.

Now, all you need are fresh playing cards -- two new decks for each table. Good planning is your ace in the hole for card party entertaining. So when it's your deal, be sure you have a winning hand.



Cut and Save

Special Whistologist House Rules:

- Deal 13 cards to each player, one at a time clockwise.
- No kitty, no wild cards.
- Bidding starts at one. To "make" the bid, you must turn six "tricks" (the "book") more than you bid. Each trick is worth one point, except when playing in "no trump". *Don't count first six tricks.*
- If the bid is missed the bidder is penalized one point for each trick missed.
- A no trump bid is the highest ranking bid in a number. If made, each trick scored over first six is worth two points. If the bid is missed, the bidder is penalized double the score of each trick missed. The bidder may go uptown or downtown.
- A low with trump bid is equal in rank to a regular hand (high with trump) and therefore, is not a higher bid. Single scoring applies.

- A renege costs the guilty party three tricks. The lost tricks are awarded to the other team.
- Five points (tricks) is the game and two sets is an automatic loss.
- "Rise 'n fly" on best two out of three games.
- A misdeal is considered a renege, if not caught before hand is completed. If caught before hand is finished, hand is voided. Deal again.

Junior Game

- This game differs from Whistologist game above in that there is:
- A five-card kitty with *only* the joker wild.
 - The game is seven and set backs are used only if there is an over-abundance of players.
 - Throwing too many cards away in the kitty is scored as a renege.



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