





WALTER B.
GIBSON



HOYLE'S
ENCYCLOPEDIA
OF
CARD
GAMES



RULES OF ALL
THE BASIC GAMES
AND POPULAR
VARIATIONS



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CARD GAMES

Rules of All the Basic Games
and Popular Variations

BY WALTER B. GIBSON

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Glossary-Index

This concise encyclopedia of modern card games and their variations is arranged alphabetically according to the name of each specific game. To assist the reader further, all games and their variations are cross-referenced so that complete explanations may be found easily and quickly. Illustrations of certain games and hands are also provided in their appropriate places.

All variations of any particular game may be found in this general alphabetical listing excepting those included under the broad headings of pinochle, poker, and solitaire. Since these three categories encompass such a wide variety of variations, all are listed alphabetically under the general divisions of pinochle, poker, and solitaire in an effort to ensure utmost organization in the book.

For even further assistance in locating a game or other information, a complete Glossary-Index featuring definitions and page references is found in the back of the book.

INTRODUCTION: FACTS ABOUT CARD GAMES

Including General Rules and Procedure

The term “Hoyle” has been used to signify a rule book of card games ever since the first such volume written by Edmond Hoyle appeared in 1746. There were only five games described in that modest work, but although the total has increased a hundredfold and more during the intervening years, many of them follow the old original patterns, and distinct traces of earlier games are found in most of the rest. Hence a preliminary description of playing cards and features applicable to games in general will prove valuable when discussing them under individual heads.

Today's standard pack remains unchanged since the time of the original Hoyle. It consists of fifty-two cards, composed of four suits, spades (♠), hearts (♥), diamonds (♦), clubs (♣), each with thirteen values, ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three (or trey), two (or deuce). They are usually ranked in descending order: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2; but in a few games, the order runs: K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A, with ace low instead of high. There are also a few games in which the ace is either high or low.

In other games, most notably solitaires or one-person games, an ascending sequence is common: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K. In some of the time-honored games, certain cards are given special valuation, and such rules may apply to suits, or even to colors; namely, red (♥ and ♦) or black (♠ and ♣). All these variations are covered in descriptions of the games in which they occur.

Modern packs, or "decks," as they are frequently called, contain two extra cards known as "jokers." For many years, a single joker has been used in certain games, commonly ranking higher than the other cards; and there are now games, most notably canasta, in which both jokers are used. This makes a quota of fifty-four cards for a single pack, 108 for a double pack, and 162 for a triple pack. Here, again, individual rules apply in evaluation of the cards.

Worthy of mention is a special sixty-three-card pack, including a single joker, which is used in the game of five hundred when six players are involved. This pack includes four elevens, four twelves, and two thirteens (in red suits only), which rank higher than the tens of their respective suits.

In various games, the size of the pack is reduced by removing some of the cards beforehand. Such instances are cited in descriptions of the games themselves, along with the reasons for using a depleted pack. There are, however, certain famous games in which less than fifty-two cards represent the standard pack, hence they deserve preliminary descriptions as follows:

The Piquet Pack: Used in the French game of the same name, this pack consists of thirty-two cards ranking A, K, Q, J, 10, 9, 8, 7 in each of the four suits. The same pack is used in the now outmoded game of *ecarte*, but with the curious ranking of K, Q, J, A, 10, 9, 8, 7. Games of the *skat* family also use the thirty-two-card pack; and it is standard in most forms of *euchre*, so other peculiarities in ranking will be found under those heads. French packs of only thirty-two cards are available, but in America it is customary to use a standard fifty-two-card pack and simply remove the cards of lower values. In two-handed *euchre*, the pack is further reduced to twenty-four cards by removing the eights and sevens.

In the game of bezique, played extensively in Europe, two piquet packs are combined to form a total of sixty-four cards, with those of each suit ranking A, A, 10, 10, K, K, Q, Q, J, J, 9, 9, 8, 8, 7. In America, such a pack is made up from two standard fifty-two-card packs, from which all cards below the sevens have been discarded. However, bezique is seldom played in the United States, as it has been heavily overshadowed by the kindred game of pinochle, which uses a pack reduced to forty-eight cards: A, A, 10, 10, K, K, Q, Q, J, J, 9, 9. Such packs are sold extensively and are very desirable for special forms of pinochle in which two or more packs are combined.

Various types of playing cards have enjoyed brief periods of popularity. One innovation was a five-suit pack of sixty-five cards, the fifth suit either being termed "royals" and represented by a crown, or "eagles," with a bird. Special games or variants of existing games were devised for such packs, but none took permanent hold. More important to the average card player are the sizes of the standard packs. For years, the accepted measurement of an American playing card was three and one half by two and one half inches; and packs of those dimensions are sometimes sold as "poker" decks, as they are preferred by poker players. Since bridge players like narrower cards, other packs have been reduced to three and one half by two and one fourth inches and are popularly known as "bridge" decks. But the two styles have the same component of fifty-two cards plus two jokers, so all the usual games can be played with either pack.

The first cards to be printed with indexes in the upper left and lower right corners were advertised as "squeezers," because they could be identified by spreading them very slightly apart. Today, all American cards have such indexes and some English cards have them in all four corners, though that is generally superfluous. More practical are cards with "jumbo" indexes which are oversized and therefore easier to read, making them excellent on television programs.

The term "jumbo" was originally applied to oversized cards, four times as large as the common variety and proportionately thicker, which made them suitable for outdoor play, where breezes might blow away ordinary cards. In striking contrast, there are miniature cards, half the size of standard packs. These are specially adapted to games of solitaire, in which a lone player spreads a pack over a limited area, where space is at a premium.

The opening procedure in most card games is the shuffling or mixing of the pack. This may be done in various ways. One is to divide the pack and bend the ends of each section upward, with each thumb, then release them gradually so that they interweave as they fall. This is called the “riffle” or “dovetail” shuffle. The sections are then pushed together, the pack is squared, divided and the process is repeated.

Less spectacular, but equally effective is the “overhand shuffle” in which the right hand holds the pack lengthwise, with the fingers at the outer end, the thumb at the inner. The left thumb then pulls away clusters of cards from the top of the face-down pack, letting them fall on those already drawn away, until the shuffle is completed. It can then be repeated in the same fashion as often as desired.

Before starting a game, anyone may shuffle the pack and spread it face down on the table. Players then draw cards from the spread to determine who will be the first dealer in the game. Whoever draws the highest card becomes the dealer, unless the participants specify that the lowest card should decide. Another way is for anyone to shuffle the pack, then start dealing cards face up to each player in turn, saying, “The first jack will be the dealer.” Or some other value may be named at random, rather than the jack.

The dealer then shuffles the pack for himself and then allows another player to cut the cards. This consists of lifting off an upper portion of the pack and placing the lower portion upon it. In a two-player game, the dealer’s opponent naturally is called upon to cut the pack; with more players the privilege is customarily assigned to the player on the dealer’s right, though others may demand and exert the same privilege.

Usually, in dealing, the pack is held face down in the left hand and the left thumb pushes cards toward the right so that the right thumb and fingers can draw them off and place them on the table in front of the players, beginning at the dealer’s left and continuing to the right in clockwise fashion, finishing with himself. Always, the cards are dealt face down unless otherwise specified. In some games of foreign origin, cards are dealt counterclockwise, but those are comparatively rare. Cards may be dealt singly or in clusters; any accepted procedure is specified with individual games.

This distribution of the cards is termed a “deal.” When a player picks up his cards and holds their faces toward himself, they become his “hand.” Each hand is then “played” by showing its cards, according to the rules of the particular game, though in some cases, hands may be simply discarded, or “thrown in” as worthless or unplayable.

The entire process from start to finish is known as a “deal,” since it is not really finished until another deal supplants it. However, as it involves the play of the hands, it is also called a “hand,” the two terms being interchangeable. In most games, each new deal moves to the player on the left and after all have dealt and played out the hands, it is termed a “round.”

In certain games, extra cards are dealt face down as a “widow,” which may be claimed later by one of the players. A similar type of hand is known as the “crib” in the game of cribbage. Sometimes the extras represent “dead cards” or a “dead hand” that is out of play. In a few instances, an extra hand may be dealt to an imaginary player, or “dummy.” In cassino extra cards are dealt face up as a “layout” in the center of the table. All these factors are discussed under game headings.

In dealing, any violation of an accepted pattern constitutes a misdeal. It is also a misdeal if the face of a card is exposed during the deal, except in games where certain cards are dealt face up, with the central layout in cassino, or in blackjack and stud poker. However, if the dealer can correct that by dealing another card face down, he may do so if the other players agree. It is a misdeal to give too few or too many cards to a player, or to deal the wrong number of hands. Here, too, corrections are allowable; and if the mistake is ignored, the deal stands.

When a misdeal is confirmed, the cards are gathered, shuffled, and dealt again, usually by the same dealer, except in cases where dealing gives a player a definite advantage, in which case the others may insist that it move along to the next player. In social play, this presents few problems, if any; but players who take their card games seriously should decide beforehand how misdeals should be handled. If the pack itself is found to be incomplete, the deal should be immediately nullified, regardless of how far play has progressed.

In certain popular games involving three or more players, as whist, bridge, pinochle, and heart, the entire pack is dealt in every hand. In a multitude of others, including poker, cribbage, euchre, and pitch, only a limited number of cards are dealt; hence these are known as “short” games. Most games involving only two players fall into the “short” category, because if the entire pack were divided between them, each would know exactly what the other held.

However, some games begin with a “short” deal, and during the play more cards are dealt drawn from the pack, so that one player is not aware of his opponent’s exact holdings until near the end of the hand. This applies to two-handed forms of cassino, pinochle, and rummy. But short games are not limited to two players; many may include three, four, five, or even more participants. Games in which three or more players operate strictly on their own are known as “round games,” but here, circumstances frequently introduce the new element of partnership play. For example:

When playing for score, whereby a player gaining a specified total becomes the winner (as 500 in the game of five hundred), a player in a three-handed game will naturally favor an opponent with a lower score rather than one whose score is higher. So keen can the competition become that these are commonly termed “cutthroat” games. In other three-handed games, where one player, as a bidder, stands to win or lose a big amount in a single hand, his opponents openly team against him, sharing whatever they make. Hence they become actual partners for that deal only.

In full-fledged partnership games, four players are usually involved and maintain their partnership throughout. Terming players *A*, *B*, *C*, and *D* in rotation, those seated opposite are usually partners, so that Team *A–C* would oppose Team *B–D*. In bridge, the players are designated South, West, North, East, with North and South forming one side or partnership, East and West the other. In such games, each team scores as a unit, so it becomes the equivalent of a two-player game, with opposing sides instead of individuals.

Occasionally, six players may participate in a partnership game. Terming the players *A*, *B*, *C*, *D*, *E*, *F*, two plans are available. Alternate players may form two teams of three each, *A–C–E* versus *B–D–F*, playing accordingly; or those seated opposite, *A–D*, *B–E*, *C–F* may form three teams of two each, so that it becomes practically a three-player game, in terms of sides or teams. (*Note:* This is specially applicable to five hundred, which even has a five-handed version involving temporary partnerships, as described under that head.)

By far the largest category of card games is those in which each player, in turn, takes a card from his hand and lays it face up in the center of the table. The card of highest value wins all the rest, and the fortunate player gathers them, turns them face down in front of him, and is credited with a “trick.” Usually that gives him the privilege of leading to the next trick, by being the first to place a card face up while the other players follow in order, as before.

In games like bridge, whist, euchre, and many others, the whole aim is to take tricks, as they go toward the score of the player or team. In games like pinochle, taking tricks is important only when they contain “counters” in the form of cards that alone count toward the player’s score (aces, tens, and kings). In pitch and its offshoots, there are premium cards that players go after, while the game of hearts is so named because cards of that suit count against a player who takes them in his tricks.

These factors are covered in detail under the headings of the various games, but there is another vital feature that characterizes practically all trick-taking games, with the notable exception of hearts. That is the inclusion of a “trump suit,” which takes precedence over the three other suits during play. The name was derived from the old and now obsolete French game of triomphe, which later became anglicized as “trumps,” but although the pattern has persisted, the modern derivations have striking points of individuality, which explains why each has its own coterie of enthusiastic followers.

Among modern card games, whist dates back to the triomphe era, and therefore has the simplest of rules where a trump is concerned. Since bridge, the most popular game today, follows practically the same rules, they make the best introduction to the trump games. Prior to play, one suit—say, spades—is named as trump; in whist, this is done by turning up the final card of the dealer's hand. Play then proceeds thus:

The player to the dealer's left leads any card to the first trick; and the others must play cards of the same suit if they can. This is called "following suit" and if all players comply, the one who played the highest card wins the trick. If a player is unable to follow suit, he may play a card from any nontrump suit—these are called "plain" or "ordinary" suits—and a card thus discarded or "thrown off" has no taking power, hence it simply goes to the winner of the trick.

That rule applies when any suit—including trumps—is led. However, if an ordinary suit is led and a player is out of it, he has an added privilege. Instead of discarding from a plain suit, he may play a card of the trump suit, which is called "trumping the trick," thereby winning it, since a trump is higher than a card of a plain suit; unless another player "overtrumps" by playing a higher trump card; in which case, he naturally wins the trick.

A few simple examples will clarify all this. Assuming that spades are the trump suit, with players *A, B, C, D*:

Example 1: *A* leads ♡ Q; *B* plays ♡ 7; *C* discards ♦ 3; *D* plays ♡ K. Player *D* wins with ♡ K.

Example 2: *D* leads ♣ A; *A* plays ♣ J; *B* plays ♣ 10; *C* trumps with ♠ 2. *C* wins with ♠ 2.

Example 3: *C* leads with ♡ 8; *D* trumps with ♠ J; *A* discards ♦ 10; *B* overtrumps with ♠ K and wins.

In bridge, players bid for the privilege of naming trumps; and "no-trump" is allowable, which simply means that there will be no-trump suit during that hand; otherwise, the play is the same with cards in each suit ranking in the customary order: A, K, Q, J, 10, 9, 8, 7, 6; 5, 4, 3, 2.

In euchre, the highest trump is the jack, hence with spades as trumps, the ♠ J, as top card, termed the "right bower." Next in value is the other jack of the same color, in this case the ♣ J, known as the "left bower," followed by the remaining cards of the trump suit, from ace down. Play follows the same rules as in whist. In five hundred, there are bowers, as in euchre; but the joker is also used and ranks as the highest card, or "best bower," no matter what suit is trumps.

In pitch, whatever card the bidder leads to the first trick represents the trump suit. Players must follow suit when a trump is led; but when a plain suit is led, he may trump it instead of following suit. If out of the suit, he may either discard or trump. In skat, the four jacks are the highest trumps, in the order ♣, ♠, ♡, ♦, regardless of what suit is named as trumps.

In pinochle, with its duplicated values, A, A, 10, 10, K, K, Q, Q, J, J, 9, 9, the first of two identical cards played on a trick takes precedence over the next. Players must follow suit when able, but when out of suit, a player must trump the trick if he can. Whenever a trump is led, a player must play a higher trump if he has one. Other games have special rules regarding trumps and trumping, which should be carefully checked by the participants, as they have important bearing on the play of the hand.

Along with misdeals, which have already been discussed, there are other irregularities that can mar the smooth progress of a card game. In social play, these are generally condoned, unless they give a player or a team an unfair advantage, which naturally should be offset. In betting or bidding games, each player should await his turn; otherwise, his opponents may decide whether it should be nullified or forced to stand. In bidding, this applies strictly to team play, as an irregular bid may tip off facts to the player's partner; but in round games, such bids can be ignored.

Similarly, if a player shows a card that would be helpful to his partner, it must be placed face up on the table and the opponents can call upon its owner to play it at the first opportunity. In the case of two or more exposed cards, the opponents may choose between them when all are playable. In bridge, these are termed "penalty cards," and the rule is often rigidly enforced; but only against the defending team, as the high bidder, or declarer, plays a lone hand and therefore can gain nothing by showing a card. Hence the same should apply in any game where a similar situation arises.

In trump games, failure to follow suit may cause complications. This is termed a "revoke," and the offender can correct it before the next trick is played by taking back the wrong card and replacing it with a proper card. The wrong card is then treated as an exposed or "penalty" card. The other players may take back any cards played following the revoke, as it may have had a bearing on their play. In bridge, when a revoke has been established, there is a penalty of two tricks, which are transferred from the offender's team to the opponents, provided those tricks were taken following the revoke. If the offending team took only one such trick, it is transferred; if none, there is no transfer.

In most trump games, if the bidding player or team revokes, the penalty is the loss of the bid or the full score that the hand might have brought. Conversely, if a defending player or team revokes, the bidder scores the full amount that he might have made if he had played the hand successfully. In games where there is no bidding, the offender is generally charged with a full loss; for example, in hearts, where every card of that suit counts against the player who takes it, a player who revoked would be saddled with all such points, just as though he had actually taken the tricks containing them.

In social play, an established revoke may be disregarded if it has no real bearing on the outcome. This sometimes happens when a player is throwing worthless cards on tricks toward the end of a deal. Similarly, if a revoke occurs during the last few tricks, when play is almost automatic, it is often easy to reconstruct those tricks as they should have been played and score them accordingly. This is generally the preferable procedure, as friendly card players seldom care to win hands by default.

However, an early revoke sometimes goes undetected until the play is practically completed, thus making it impossible to go back trick by trick to learn what might have happened, as some of those tricks might have been played differently except for the revoke. In that case, the penalty is the only answer. A revoke is not limited just to failure to follow suit. In games where a player is forced to trump when out of suit, or to "head" a trick by playing a higher card than the one led, an infraction of such rules is also a revoke.

The term "renege" is similar to "revoke" but was formerly applied in games like spoil five where specific high trumps do not have to be played when a lower trump is led. A player was said to renege when he exerted that privilege, so a renege, though actually a revoke, was legitimate. But

the term soon was used in connection with more popular games that had no such privilege, and ~~renege became synonymous with revoke. The term "renounce" has also been given the same~~ connotation, though originally it meant "to disclaim having a card of the suit led by playing a card of another suit." That is quite legitimate, if the player actually has no card of the suit led.

Other irregularities are mostly of a minor nature, or the sort that rarely occur. When they do, they can usually be decided by good judgment; and the average circle of friendly card players can often agree beforehand as to the penalties to be invoked when such rules are infringed. Indeed, the real decision makers in the great majority of card games are the local groups whose time-tested modes of play spread so rapidly and widely that they become innovations elsewhere.

In a strict sense, there are no absolute rules for card games; if there were, very few new games would be developed, yet the number of variants and offshoots is legion and shows a continuous increase. Often, some new trend takes such strong or rapid hold that some of the most time-honored customs become obsolete. Hence the rules listed in the games that follow may be regarded chiefly as accepted procedures that players are free to modify or amend as they see fit, even if it means coining an identifying name for what is practically a new game. That has been happening constantly with poker and canasta, which accounts for the ever-increasing popularity of those games.

Hence, being rule makers in their own right, social players should not hesitate to settle irregularities and other minor problems as they deem best. By concentrating on the most important features of a game, they will qualify for more serious circles, where players are already familiar with special procedures and conventions. Thus the newcomers can acquaint themselves with the finer or exacting points that can properly be learned only through actual experience.

When a game becomes so established that it is widely played in clubs or tournaments, special rules are adopted for such purposes and are sometimes codified under the more definitive title of "laws." Inveterate card players frequently refer to these as their guides for regular play.

ACCORDION: A type of *Solitaire*. See [this page](#).

ACEPOTS: In *Draw Poker*, a game with a pair of aces or better as an opening requirement. See [this page](#).

ACES UP: A type of *Solitaire*. See [this page](#).

AIRPLANE: A form of *Partnership Pinochle* (described under that head, [this page](#)), in which four cards are exchanged by partners winning the bid. Also termed *Racehorse*.

ALL FIVES: A two-player variant of *All Fours* (see below), in which extra points are scored during play by the player taking the following trump cards: ace, 4; king, 3; queen, 2; jack, 1; ten, 10; five, 5. The usual scores of 1 each for high, low, jack, and game are added at the conclusion of the hand, but in the usual “count” for “game” involving honor cards of all suits (A, 4; K, 3; Q, 2; J, 1; 10, 10) the five of trumps is valued as 5. The *All Fives* method of scoring is also adapted to various forms of *Pitch*, most notably *California Jack* and *Shasta Sam*, in which the entire pack is played out during each hand. For convenience, such scores may be pegged on a cribbage board, with 61 points the winning total.

ALL FOURS: Known variously as *Seven Up*, *Old Sledge*, and *High-Low Jack*, this is preferably a two-player game, so will first be described as such. With more players, a modern version, *Pitch*, is more popular. A fifty-two-card pack is used, with each suit ranking A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 in descending order, with a trump suit taking precedence. The term “all fours” originally used in England, refers directly to the principal points that can be scored: high, for holding the highest trump; low, for holding the lowest trump; jack, for turning up or taking the jack of trump; and game, for taking, during play, the greatest total in certain cards, which counts as follows: An ace, 4; king, 3; queen, 2; jack, 1; ten, 10.

Six cards are dealt to each player, and the next is turned up as a trump. If a jack, the dealer scores 1 point. The opponent, after examining his hand, decides whether or not he wants that suit for trump. If he does, he states, “I stand,” and play begins. If not, he says, “I beg,” and puts the next step up to the dealer, who also has two choices: to accept the turned-up trump by telling the opponent, “I give you one”—this being a special point for the opponent—or to state, “I refuse the gift.”

In that case, he lays the turned-up card aside and deals three cards to his opponent and three more to himself, turning up the next card as a trump. If it is the suit already rejected, he turns it down and deals three more cards to his opponent and three more to himself until a new suit is turned up and is definitely established, with the dealer scoring 1 point if it is a jack. If no new suit turns up, the cards are gathered and shuffled, and the dealer deals again. Such deals are called “running the cards,” and if they prove futile, the cards are “bunched” for the new deal. Indeed, if neither the opponent nor the dealer likes a new trump that turns up, they can agree to “bunch” the cards and start all over. Generally, however, either the original trump or the next is accepted; and play proceeds as follows:

The opponent leads any card he wants. If a trump, the dealer must follow suit if he can; otherwise, he must play from another suit. If an ordinary suit is led by the opponent, the dealer can follow suit or trump, as he prefers; if he can do neither, he may discard from a side suit. The

higher card of the suit led wins the trick unless trumped, then trump wins. The winner of the trick leads to the next, and so on. After any preliminary scoring, points are scored in the order high, low, jack (if it appears in play), and game (unless the count is tied). The deal moves on, and the first player to score 7 points wins, though 11 or 12 are sometimes agreed upon.

With three or four players, only the first can “beg.” With three, each is on his own, and if two tie for “game,” that point is not counted. With four, those opposite are partners and pool whatever tricks they take. Other rules follow those of modern *Pitch*, [this page](#). See *All Fives*, [this page](#), for an older variant.

ALSOS: A game closely resembling *Klaberjass* or *Klob*, [this page](#).

AMBIGU: A French forerunner of *Poker*, with two to six players using a forty-card pack (each K, Q, J eliminated), with cards ranking in descending order, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. Each player antes a set number of chips and is dealt two cards face down. He may keep them or reject either or both, drawing the needed replacement. Two more cards are then dealt to each player, making four in all. Each in turn passes or bets within a set limit, with successive players calling, raising, or dropping as in poker.

If no one calls the last raiser, he wins the pool or pot and shows his hand face up. If anyone calls, so that two or more players have equalized their bets, each has the privilege of another draw, replacing one to four cards, unless he prefers to stand pat. Hands are then shown and the highest takes the pool. In addition, he receives a bonus from each loser, according to the value of his hand, as follows:

Point: Total number of spots on two cards of one suit. If a tie, two cards in sequence win (example: ♥ 6, ♥ 5 wins over ♠ 9, ♠ 2). Bonus: 1 token.

Prime: Four cards of different suits. Bonus: 2 tokens.

Grand prime: Same, with more than thirty spots. Bonus: 3 tokens.

Sequence: Three cards of one suit in numerical order. Higher wins (as ♠ 6, 5, 4 over ♦ 4, 3, 2). Bonus: 3 tokens.

Tricon: Three of the same value (as 8, 8, 8). Bonus: 4 tokens.

Flush: Four of the same suit (as ♠ 9, 7, 5, 2). Bonus: 5 tokens.

Doublet: These are double combinations, each a prime or better, and are ranked accordingly as:

Prime and tricon (♠ 6, ♥ 6, ♣ 6, ♦ 2). Bonus: $2+4=6$ tokens.

With *grand prime* (♠ 9, ♥ 9, ♣ 9, ♦ 5). Bonus: $3+4=7$ tokens.

Sequence and flush (♣ 9, 8, 7, 3). Bonus: $3+5=8$ tokens.

Fredon: Four of a kind (♠ 4, ♣ 4, ♥ 4, ♦ 4). Bonus: $2+8=10$ tokens.

With *grand prime* (♥ 10, ♠ 10, ♣ 10, ♦ 3). Bonus: $2+9=11$ tokens.

There can be no ties in ambigu because when identical hands occur (as ♠ 9, ♣ 7, ♦ 5, ♥ A vs. ♠ 9, ♦ 7, ♥ 5, ♠ A) the player nearest to the dealer's right becomes the winner. That is because in ambigu, as in other French games, hands are dealt counterclockwise, to the right instead of left.

AMERICAN BRAG: See *Brag*, [this page](#).

AMERICAN PINOCHLE: Another name for modern forty-eight-card *Pinochle*, [this page](#).

AMERICAN SKAT: A modernized form of the old German game. See [this page](#).

AMERICAN WHIST: *Whist* with 7 points for game, no other points being scored. See [this page](#).

ANACONDA: *Poker*, a form of *Dealer's Choice*, [this page](#).

ANIMALS: See *Menagerie*, [this page](#).

ANY CARD WILD: *Poker*, [this page](#).

ANY SUIT WILD: *Poker*, [this page](#).

ANYTHING OPENS: *Poker*, [this page](#).

ANY VALUE WILD: *Poker*, [this page](#).

ARLINGTON: An advanced form of *Rummy*, also known as *Oklahoma*, but the term *Arlington* preferable, as it avoids confusion between this game and *Oklahoma Gin*. It is played with a double pack of 104 cards, or 105 if a joker is included. The cards rank: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A, the ace being either high or low, while a deuce ranks either as itself (2) or as a wild card, representing any card in the pack. The joker, when used, is wild.

The game is played by two, three, four, or five persons, each being dealt thirteen cards, with the next turned up beside the pack as starter for a discard pile. Each player in turn has the option of taking the upcard into his hand and discarding another in its stead; but after it has been taken up by one or refused by all, the next player may draw from the top of the pack if he prefers. Play continues thus, but from then on, anyone taking the upcard must pick up the entire discard pile with it.

Before discarding, a player may meld sets of three or four cards of the same value (as J–J–J or 9–9–9–9) regardless of suit; or sequences of three or more cards of the same suit, which thanks to the double pack, can be extended to fourteen cards, with an ace at each end. Odd cards can be laid off on a player's own melds; not on melds of others. If a deuce is melded as a wild card, its value must be stated, as with ♡ 2, ♠ 2, ♠ 9, which could represent 9–9–9 or ♠ J 10. Once specified, the deuce's value must stand, and the same applies to a wild joker. However, the joker can be reclaimed by a player who melded it by replacing it with a card that it represents, which then leaves him free to use the joker in another meld. The player can take the upcard for that purpose, also picking up the discard pile with it, as usual. In all other cases, a player taking the discard pile must use the upcard in a meld or layoff.

The ♠ Q plays a special part in *Arlington*, in that it cannot be discarded unless it is the only card left in the player's hand. He can, however, meld the ♠ Q or lay it off on one of his previous melds. Play ends when a player "goes rummy" by disposing of all his cards by melding them, either with or without the need of discarding his final card. Melds are then reckoned thus:

Joker	100 points	Any eight or above	10 points
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Spade queen	50	Any seven or below	5
Each ace	20	Bonus for going out	100

Each deuce is valued according to the card it represents.

From the total of his meld, each player then deducts for each unmelded card remaining in his hand, but the joker and ♠ Q count double against him (200 and 100 respectively) and each deuce counts 20 points against him. If play ends with no one going rummy, there is no bonus score. Scores of each deal are added, and the first player to go over 1000 with a higher total than any other gets a bonus of 200 points. If two tie above 1000, they split the bonus.

If a player goes out in one meld, keeping his hand concealed until then, he gains a special 250 bonus, which does not count in his running score but is added to his total after the game. This rule applies to each deal.

ARMY AND NAVY PINOCHLE: A popular name for *Double Pack Pinochle*, described in the next section on *Pinochle*. See *Army and Navy Pinochle*, [this page](#).

AROUND THE WORLD: *Poker*. See [this page](#).

AS or AS NAS: A Persian progenitor of *Poker*.

AUCTION BID WHIST: A form of *Bid Whist*, described under *Whist*. See [this page](#).

AUCTION BRIDGE: The predecessor of *Contract Bridge*, [this page](#), this game is played by the same rules but with a different scoring schedule, which runs:

	♣	♦	♥	♠	No-trump
For each trick won over six	6	7	8	9	10
The same, if doubled	12	14	16	18	20
The same, if redoubled	24	28	32	36	40

A team making its bid scores for all tricks it takes. These are entered “below the line,” which runs across the score sheet, and count toward game, which is 30 points. A new game is then started, and when a team wins two, it wins the rubber and scores 250 bonus points, which go “above the line,” as do the following:

Winning contract when doubled	50	When redoubled	100
Each extra trick when doubled	50	When redoubled	100
For each trick under contract, the opposing team scores	50		
If doubled	100	If redoubled	200
Small slam (taking 12 tricks)	50	Grand slam (13)	100

A team also scores a bonus for holding a majority of honors—A K Q J 10 of trump or A A A A A no-trump—above the line:

For 3 honors (trump or no-trump)	30
For 4 honors divided by partners	40
For 5 trump honors, divided	50

For 4 trump honors in one hand	80
Same with fifth in partner's	90

All honors in one hand 100

At the conclusion of a rubber, each team's points are added (both above and below the line) and the lower score is subtracted from the higher to determine the latter's margin of victory. In an auction, bidding is much less exacting than in contract, as strong hands often win bids at low levels. Hence a team also scores a is still a good game for beginners.

AUCTION CINCH: Also called *Razzle Dazzle*. See [this page](#).

AUCTION EUCHRE: An elaboration of *Euchre*, described in that section. See [this page](#).

AUCTION FORTY-FIVE: See *Forty-five*, [this page](#).

AUCTION HEARTS: A game similar to *Hearts*, in which the players bid for the privilege of naming the suit whose cards are to be avoided during play. See *Hearts*, [this page](#).

AUCTION HIGH FIVE: Another name for *Auction Cinch*. See [this page](#).

AUCTION PINOCHLE: A three-handed form of *Pinochle* with a widow, long the most popular form of the game. See [this page](#).

AUCTION PITCH: Commonly termed *Pitch*, as it is the most popular form of that game, which in turn is derived from *All Fours* or *High-Low Jack*. Known also as *Setback*, *Auction Pitch* is described in the section on *Pitch*, [this page](#).

AUCTION SHEEPSHEAD: See [this page](#).

AUCTION SIXTY-SIX: See [this page](#).

AULD LANG SYNE: A type of *Solitaire*. See [this page](#).

AUSTRALIAN POKER: Another term for *English Poker* and *Blind Opening*. See latter under *Poker*, [this page](#).

AUTHORS: A card-matching game in which the fifty-two cards of a standard pack are dealt singly to any number of players from three to seven, in clockwise fashion. Player on dealer's left notes a card in his hand (say the $\diamond 5$) and asks another player for a specific card of that same value, say the $\clubsuit 5$. Thus with five players, Alf, Bob, Cal, Don, and Ed, assume that Alf put the request to Don. If Don has the $\clubsuit 5$, he must give it to Alf, who then can ask for another card (provided he has one of its value) from any player. But as soon as Alf misses, the calling privilege moves along to Bob on the same basis, and continues thus around the board. Upon completing any set of cards (as all four jacks) a player lays it face up in front of him as a book, and calls for another card to match any that he holds. When a player runs out of cards, the call moves along until all cards are gone.

The player with the most books wins unless a specific number of deals has been agreed upon ~~or a grand total of books has been set (say ten, twelve, or more) to constitute the game.~~ In any case, each new deal moves to the left. The title “authors” comes from a proprietary game in which each set of specially printed cards is represented by four works of some famous author.

AUTOMATIC LOWBALL: A form of *Draw Poker*, [this page](#).

AUXILIARY SEQUENCES: An early form of *Storehouse*. See [this page](#).

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