

PLAYIRO

How to Play Whist (Complete Rules)

Whist is a classic trick-taking card game played in partnerships. Strategy, teamwork, and memory are essential to win more tricks than your opponents and reach the target score first.

Game Overview

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| Players | 4 (2 fixed partnerships) |
| Deck | Standard 52-card deck |
| Objective | Win more than 6 tricks per round |
| Trump Suit | Determined by last card dealt |
| Winning Goal | First team to agreed score (5, 7, or 9) |

Basic Trick Rules

- Player left of dealer leads first trick
- Players must follow suit if possible
- If unable to follow suit, play any card or a trump
- Highest card in led suit wins unless trump is played
- Winner of trick leads next trick

Scoring

Only tricks above six count for points. Each trick over six equals one point. The first team to reach the agreed total score wins the match.

Strategy Tips

- Coordinate with your partner — avoid unnecessary trick stealing
- Track played suits and especially trump cards
- Use trump cards wisely and strategically
- Save high cards for later tricks when they matter most