

Whist

1. **Age Categories:** Men and Women 55 +
2. **Events:** Pairs Event only.
3. **Participation:**
 - (a) Six (6) Pairs per zone plus isolation zone.
 - (i) Pairs may consist of two men, two women, or a man and a woman.
 - (ii) All pairs must have the same partner throughout the Games including Zone playoffs.
 - (iii) If one member of a pair is unable to continue after qualifying, the remaining player may select another partner who must have participated in the zone playoffs.
 - (iv) (In an effort to eliminate byes) All pairs (including isolation zone) will be placed in flights by way of a draw. This draw will be conducted by the Host Whist Chair at the games, just prior to the start of competition.
4. **Competition:**
 - (a) Format:
 - (i) The playing rules, format, to be read out by the Whist Coordinator before the first round is played. There will be a time limit of 25 minutes per game with the intention that all games be finished. The Coordinator will blow a whistle at start and at 25 minutes. If a game is not finished the scores should be totalled. No-one should move until the 25 minute whistle has blown.
 - (ii) There will be a Score Recorder for each flight. Score Recorder to collect score sheets from players.
 - (iii) All flights will play sufficient Round Robins (i.e., each pair will play all other pairs in their flight in a Round Robin) to guarantee each team a minimum of 20 games (five (5) hands per game) over two days.
 - (iv) Draw for deal, ACE is high. Deal progress clockwise. Dealer shuffles and player to right of the dealer to cut the deck before the deal.
 - (v) Five Deals – first deal Hearts are trumps then Clubs, Diamonds, Spades, and No Trump in sequence. If a player does not follow suit...”revoking is failing to follow suit when able to do so. A player is not penalized if he corrects his error before the trick is turned over, and the partner of the player who fails to follow suit may caution him by asking if he does not have any card of the suit led. Once the trick has been turned over, but before play to the next trick has begun, the opposing partnership may challenge and claim a revoke. A partnership can win a game in any hand in which it revokes.” For a non-established revoke, i.e. a revoke corrected before the trick is turned over, there is no penalty. For an established revoke, i.e. one that is detected later in the hand, there will be a two-trick penalty.
 - (vi) A laid card is a played card.

- (vii) Scoring is for tricks taken and totalled for the five deals. (Six tricks, six points.)
- (viii) Score sheets – one for each pair and signed by a member of the opposition will be collected after five deals have been completed. (See sample of Whist Score Sheet to be completed by each team after each five-deal game.)
- (ix) Scores will be posted on Master Score Sheet on flip chart or wall after each five-deal game and be on display during playing times.
- (x) Score recorder to direct flight by informing players of their next opponents.
- (xi) A team gets 35 points for a game not played due to a forfeit.
- (xii) A team gets 33 points for a game not played due to a bye.
- (xiii) A team scheduled to play but does not show, receives 0 (zero) points.
- (xiv) All cards must be visible during play. Cards are to be held above table height.
- (xv) The language used during play must be understood by all players at the table.
- (xvi) All tricks must be turned over and remain visible (countable) until the hand is completed.

5. Medals:

- (a) Gold, Silver and Bronze medals will be awarded to the first, second and third pairs of each flight.
- (b) All Gold medal winners will compete in an additional playoff for Gold, Silver, and Bronze medals.

6. Zone Playoffs:

- (a) Zone playoffs should be a Round Robin or broken into flights if the entries so indicate, with the first, second, third, fourth, fifth, and sixth place finishers qualifying for the Games.
- (b) The Zone Whist Coordinators are encouraged to limit the playoff games to twenty-five (25) minutes with the intention that all games be finished.

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Sample of Whist Score Sheet

- one for each pair.
- must be signed by a member of the opposition after each five-deal game has been completed and prior to being collected by the scorekeeper.

WHIST SCORE SHEET			
Names		Zone	
Opponents' Names		Zone	
5 Deals	Your Score	Opponents Score	Initials
Deal 1 – <i>Hearts</i>			
Deal 2 – <i>Clubs</i>			
Deal 3 – <i>Diamonds</i>			
Deal 4 – <i>Spades</i>			
Deal 5 – No Trump			
Totals			

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Names		Zone	
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<i>Deal 3 – Diamonds</i>			
Deal 4 – <i>Spades</i>			
Deal 5 – No Trump			
Totals			