
Alberta 55 plus Military Whist Rules

General Information

The rules listed in this section shall be the official rules for any **Alberta 55 plus** event. All Alberta 55 plus Rules are located on our web site at: www.alberta55plus.ca. If there is a discrepancy between any printed rules, the version available on our web site shall prevail.

Entry Procedures: Check with your Zone Activity Director for playoff information and date. Contact information is listed on our website at www.alberta55plus.ca

Game Courtesies

Rules are made to be followed by all players to make games happen. But often there are unwritten “rules” or courtesies which will make the game much better with fewer problems for all. Whether the game is a friendly recreational event among friends or part of an important tournament, participants should practice good sportsmanship and respect for their competitors.

Rules for many of the activities that 55 plus play are contained in rules books written by provincial, national or international governing bodies. These rules are often referred to but any adaptations to these rules will be listed within each rule.

Common to all card games, there are a few courtesies:

1. There will be a time limit of 25 minutes per game.
2. Do not pick up a dealt hand and say, “That’s a poor deal.” Or “You’re a bad dealer.”
3. Do not pick up cards as they are dealt. More misdeals are caused by hands moving on the table than any other cause.
4. There should be no lead-directing comments and gestures are not good card manners.
5. No rule book allows the throwing in of hands with “No ace, no face”.
6. Adequate time must be allowed to the opposition to see a trick or hand before it is placed away.

Note: Some localities have rules and games which are played by their own standards. We do not wish to interfere with these “house” situations but encourage all participants to practice the above-listed courtesies.

Dress Code

Avoid the use of strong perfumes, colognes or shaving lotion to prevent an opponent sneezing, being choked up or coughing at the wrong time. To keep Alberta 55 plus activities consistent, where there is no Dress Code Rule it is expected of each participant to reflect the professionalism of themselves and their sport.

Age Groups / Events

All participants must fall within the age group indicated by December 31 of the Event year. All participants in Zone Playoffs must be Active Members.

Age	Events	Participants Advancing to Provincial Games
55+	Open Teams of 4	8 (2 teams)
TOTAL NUMBER OF PARTICIPANTS PER ZONE = 8		

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1. The rules listed in this section shall be the official rules for all ALBERTA 55 PLUS sanctioned events.
2. Whist is one of the older games of cards in which the object of the game is to win tricks. Bridge developed from this game.
3. Preparations for the game:
 - a) Tables should be arranged and numbered from one to the last table needed in a circular pattern for ease of movement of players during the course of play.
 - b) A set of 12 small markers or flags should be prepared for each table to be used. (Suitable ones are actual tiny flags or ones made with cloth or crepe paper fastened to toothpicks.) These should be placed on a foam cup or small block of plastic foam.
 - c) A deck of cards should be placed on each table. No paper scoring is necessary.
4. One person should be designated as leader to control play and to render decisions on any aspect of the game rules, movement, awarding of prizes, setting up players at tables, etc.
5. The number of markers or flags should be checked by the players at each table before play begins and by the leader or his/her designated assistants at the end of play.
6. Tournament organizers at the Alberta 55 plus Provincial Games should make every effort to plan a competition that provides opportunity for play over two days. The winning table or team is the one that accumulates the most flags as a result of playing a pre-set pattern of play. When the tournament continues for more than one day, it is recommended that the number of flags won by each table be recorded at the end of each day. Then all flags are re-distributed so that each table commences the next day with 12 flags again. The number of flags at each table is then recorded at the conclusion of the tournament and the totals are added together. The table accumulating the most flags during the entire competition is declared the winner.
7. Should the players of one table lose all their flags in the course of play, the leader may loan that table one or more flags to keep the game going. A careful record of this must be kept for possible return of flags to the leader.
7. When play is necessary on two separate days, the scores will be noted and added together at the end of the second day.

9. BASIC POINTS OF THE GAME

- a) The game consists of trying to win tricks. Pairs play pairs and the tricks scored by a pair become their count for the hand.
- b) Prior to each hand, the dealer will shuffle the cards with the opposition player to the right of the dealer cutting the cards and completing the cut.
- c) Cutting must be done towards the dealer by the player on his right. Should any card be exposed before the cards are dealt, the dealer must shuffle and present the deck for another cut.
- d) The deal consists of the dealer giving out all of the cards in rotation starting with the player on his left. Cards shall not be picked up until the deal is complete.
- e) It is a misdeal and must be dealt again if any card is faced in the pack, too many cards are dealt to one player, any card is exposed during the deal, anyone deals out of turn, or anyone interferes with the dealer.
- f) A card led or played out of turn is returned to the offender's hand with no penalty other than that his partner, in his turn, may not lead that suit.
- g) Revoking (i.e. not following suit when you have card(s) of that suit in your hand) – penalty will be two tricks awarded to opponents at end of the hand. (Note that if error is discovered before completion of the trick, the card played may be returned to offender's hand with no penalty, and the correct suit played.)

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- h) If a card is dropped, the offending player must play that card once that suit comes up again. Every player plays 13 cards, and is not short a card on the last trick.
- i) In the event 2 cards are played by mistake at once by a player during play, thus resulting in one team being one card short on the last trick played, there will NOT be a misdeal. The winner of the last hand takes the trick. If the player who is short the last card takes the trick before, and therefore cannot lead out on the last trick, the partner shall lead out for No Trump High.

10. PLAY INFORMATION

- a) Four players of one table form a team to defend markers or flags at their own table or to win markers or flags at another table. Two go out as indicated below and two stay at home. For convenience sake, players call themselves A, B, X, and Y. For example A and B go out to win a marker or flag. X and Y stay at home and play as partners to defend their flags. Tables are in numbered sequence.
- b) Play follows the pre-set plan and is controlled by the leader. He is the final authority on any point of play.
- c) Only a visiting team can win a marker by taking 7 or more tricks. To keep the markers at home, the defenders must win 7 or more tricks. Should the visiting team win 10 or more tricks, they take away 2 markers. Visitors return to their home tables after each hand and wait for instructions to move for the next hand.
- d) Play ends at the conclusion of the pre-set pattern or at the direction of the leader. The winning team is the one with the most markers.
- e) A person from the home team will hand out the flags.

11. COMMON COURTESY

Requires good sportsmanship and disclosure of any special signals to opponents. Movement of body parts to indicate a special lead is considered cheating and is not good sportsmanship.

AREA LEVEL - all teams welcomed. Play 30 hands - 15 in the morning, 15 in the afternoon. Two teams from area advance to zones.

ZONE LEVEL (2 teams per area) play 30 hands – 15 in the morning, 15 in the afternoon. Two teams from each zone will advance to the Provincial Games.

PROVINCIAL GAMES - 16 teams - play 50 hands. First Day: 15 hands in the morning, 15 hands in afternoon; Second Day: remaining 20 hands. Tournament format: 16 tables - players will be assigned to tables in zone order (1st teams from zones on Tables 1 to 8, second teams from zones on Tables 9 to 16), and move in sequence to complete 50 hands. Winners will be determined by the most flags won. Each table will commence the tournament with 12 flags. At the conclusion of Day 1, the number of flags at each table is recorded. Then all flags are re-distributed so that each table commences Day 2 with 12 flags again. The number of flags at each table is then recorded at the conclusion of Day 2 and the two totals are added together. The table accumulating the most flags over the two days of competition is declared the winner.

TIE BREAKERS

- If 2-way tie exists after all hands played, one more hand will be played by “A” and “B” players of tied teams. Trump for this hand will be determined by a cut of the deck by the director of the competition. To determine who deals the extra hand, all players are to cut one card from the deck. Highest card becomes the dealer.
- If a 3-way tie exists after all hands played, additional playoff hands will be played by “A” and “B” players of the tied teams. “A” players from each tied team draws a card from deck,

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with player drawing lowest card to receive a “bye” in the first playoff hand. The other two teams play an extra single hand, with the winners of this hand going on to play an additional single hand against the team who received the “bye”. The team winning this hand receives the higher standing.

- Trumps for all additional hands will be determined by a cut of the deck by the director of the competition.
- To determine who deals each extra hand, all players are to cut one card from the deck before each extra hand. Highest card becomes the dealer for each respective hand.

SAMPLE 30-HAND ROTATION

N.B. NT Low is giveaway, count opponent's tricks.

<u>HAND</u>	<u>WHO</u>	<u>MOVE TO</u>	<u>TRUMP</u>	<u>DEALER</u>
1	A&B	_____	H	B
2	X&Y	_____	S	X
3	A&X	_____	D	A
4	B&Y	_____	C	Y
5	A&Y	_____	NT Low	A
6	B&X	_____	H	X
7	A&B	_____	S	B
8	X&Y	_____	D	Y
9	A&X	_____	C	A
10	B&Y	_____	NT High	B
11	A&Y	_____	H	Y
12	B&X	_____	S	X
13	A&B	_____	D	B
14	X&Y	_____	C	X
15	A&X	_____	NT Low	A
16	B&Y	_____	H	Y
17	A&Y	_____	S	A
18	B&X	_____	D	X
19	A&B	_____	C	B
20	X&Y	_____	NT High	Y
21	A&X	_____	H	A
22	B&Y	_____	S	B
23	A&Y	_____	D	Y
24	B&X	_____	C	X
25	A&B	_____	NT Low	B
26	X&Y	_____	H	X
27	A&X	_____	S	A
28	B&Y	_____	D	Y
29	A&Y	_____	C	A
30	B&X	_____	NT High	X

At end of designated number of hands, place markers in fives on table. Wait for check by verifiers.