

PLAYING LIKE A PIONEER

HISTORY OF CARD GAMES

GET INSPIRED

People in Europe were playing cards by at least the 1300s and even older cards, from around 1100, have been found in China, India, and Persia.

As people began to travel more, cards were a suitable pastime because they were small and easy to tuck into a pocket. Sailors played cards aboard ships when they came to the New World and card games came to the Colonies. Soon, card games passed to Native Americans, too.

In 1742, Edmond Hoyle published a small book on card game rules. Called a Short Treatise on the Game of Whist, the booklet was a quick success and Hoyle published pamphlets on other games like backgammon. About sixty years later, when the land that is now West Georgia was opened up for settlement, cards were likely among the items the settlers brought with them on the wagon.

About sixty years later, when the land that is now West Georgia was opened up for settlement, cards were likely among the few frivolous belongings that a child, or even an adult brought with them on the wagon. make it at home.



Card games were so popular that they were often printed in newspapers and painted.

Starter Whist - How to Play

Items needed: One pack of playing cards
Pencil and Paper to record score
Clothes pin to help small hands manage the cards

Suggested Age: 6+ years

Number of players: minimum of two.

Requirements: The players should be able to sort cards into suits (clubs, diamonds, hearts, and spades) and comfortably hold at least four cards and up to seven cards in their hands.

Object of the game: Each player tries to win the trick by playing the highest card in the suit led.

Rules and Etiquette: The rules are how the game is played; the etiquette is how the players should behave while playing.

Rules:

1. Once the cards have been shuffled, four cards are dealt to each player, face down, one at a time and in a clockwise rotation. All the other cards are set aside - they will not be needed again for this game.
2. All players pick up their four cards and arrange them in suit order but alternating colors (black, red, black, red) in their hands.
3. The player on the dealer's left pulls out his/her highest card from hand (it doesn't matter which suit) and puts it in the center of the table, face upwards.

4. The next player (clockwise rotation) now looks at his/her hand and at the card that is on the table. If there are only two players, the second player will win the 'trick' if he/she has a higher card in the same suit as the one led. The card can only win if it is in the same suit as the card led.
5. If the second player has two cards in this suit, he/she should play only one of the two cards - the higher one if that is higher than the one on the table.
6. If the second player cannot follow suit, he/she discards the lowest card he/she has in any suit.
7. If there are more than two players, the 'trick' is won by the player who has played the highest card in the original suit led.
8. The winner of the trick chooses whichever card he/she wants to start off the next trick, following the same pattern as before.
9. When everyone has played all their cards, whoever has the most tricks is the winner.
10. Three games should be played and scores recorded.
11. It is against the etiquette to comment on the cards in any way. One may not comment upon the hand one was dealt nor about one's good fortune or bad fortune.

Whist: How to Play

Suggested Age: 8+ years

Time: 8 - 10 Minutes for one game.

Number of players: minimum of four

Requirements: The players should be able to sort cards into suits (clubs, diamonds, hearts, and spades) and comfortably hold thirteen cards in their hands. Clothes pins can be used to help small hands manage the cards.

Equipment: One pack of playing cards, one table, one chair for each player. Pencil and paper for recording the score. Perhaps a couple of clothespins to help hold the cards.

Object of the game: Each of the partnerships tries to score points by taking any trick in excess of six. The partnership with the most points at the end of play wins the game.



Rank of Cards: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. (In drawing for partners and deal, ace is low.)

Rules and etiquette:

1. The dealer gives each player one card at a time, face down, beginning with the player on his or her left, until they come to the last card. The last card is the trump card.
2. The dealer places the last card of the pack face up on the table, and every card of its suit becomes a trump.
3. When it is the dealer's turn to play the first trick, they pick up the trump card and it becomes part of the dealer's hand.
4. The turn to play is clockwise rotation.
5. The player on the dealer's left leads first and may play any card. Each player in turn plays a card, following suit if possible.
6. If one cannot follow suit, a player may play any card.
7. Four cards played constitute a trick.
8. A trick is won by the person who played the highest trump.
9. Any trick not containing a trump is won by the person who played the highest card of the suit led.
10. The winner of each trick leads next.
11. Each odd trick (a trick in excess of six) counts one point for the side winning it.