

Ruff and Honors



Background

A 16th and 17th century English trick taking game that developed into Whist in the 18th century and is described in “*The Compleat Gamester*”, by Charles Cotton (London, 1674).

Use a standard 52 card deck (commonly called a French deck) and is played by 4 players paired at partners.

The ranking of the cards during play is – A-K-Q-J-10-9-8-7-6-5-4-3-2 and no suit is higher than any other.

Dealing

Choosing the dealer is not specified, so any method may be used. The dealer deals 12 cards to each player beginning with the player to the dealer's left and continuing in a clockwise motion. The remaining 4 cards become the stock. As in most other games, the deal passes to the left after each play.

Establishing the Trump Suit

After each player has 12 cards, the dealer turns up the next card. The suit of that card becomes the trump suit.

Ruff

The player who has the Ace of trump "ruffs." That means he/she takes the 4 stock cards including the turned up trump card, and discards any 4 cards in his/her hand. If the turned up card is an Ace, the dealer ruffs.

Playing the trick

The player to the left of the dealer leads the first card and thereafter, the winner of the trick leads the next. The other players must follow suit. Each in turn play one card following the suit of the lead card. A player cannot follow suit may play any other card or may choose to play a trump card. The highest card of the suit led takes the trick unless a trump card is played. In this case, the highest trump card played takes the trick.

Scoring

The first team to score 9 points wins the game. 1 point is given to a team for every trick they have taken over 6 tricks. After the tricks are scored, the honors are scored. Honors are the Ace, King, Queen, and Jack of trump. All the tricks of the two partners are examined and additional points are awarded as follows:

- ❖ 2 points for three honor cards.**
- ❖ 3 points for four honor cards.**