



## Starter Trump Whist

by Liz Dale

YOUR little ones should now be able to sort into suits, and hold comfortably, seven cards or more. But for this, their very first introduction to Starter Trump Whist, we are starting off with no more than seven cards being held by each player as we introduce them to a 'trump trick' based winning game, identifying the 'special powers' of a trump suit. With only seven cards each, a short, sharp, quick, pacey action game should take place.

### Game No. 3

**Suggested age:** 7+ years.

**Name of Game:** Starter Trump Whist.

**Time:** 8 – 10 minutes for one game.

**No. of players:** Minimum two.

**Equipment:** One pack of playing cards; one table; a chair for each player; pen/pencil and paper for recording the score.

**Aim of the Game:** Each player is trying to win the trick by playing the highest card in the suit led and if not able to follow suit will try to win the trick with a trump card.

**Introducing a trump suit:** A trump suit is designated by the dealer picking a card at random from the pack before dealing the seven cards to each player. That card is then placed face upwards on the table for everyone to see, so that all players know exactly which suit has the 'special powers'. All the other cards are set aside – they will not be needed again for this game. All players pick up their seven cards and arrange them in suit order but alternating colours (black, red, black, red), noting particularly their cards in the trump suit. However, it may be that they have no cards in the designated trump suit.

The player to the left of the dealer plays a card from hand. It may or may not be a trump. All players must follow suit if possible, and as in Starter Whist, the highest card played captures the trick. If, however, a player cannot follow suit, but has a card in the trump suit, and he plays it, this card wins the trick. So, for example, a player may not be able to follow suit, but can win the trick with a small trump! E.g. if clubs is the designated trump suit, then the two of clubs can capture the king of spades if the player playing the club has no spades left (this concept may need explaining several times!)

The winner is the player winning the most tricks. Three games to be played and scores recorded. i.e. 2-1, 1-2, etc.

**Variations:** Replace seven cards with the number of cards the young person can comfortably hold, (seven through to thirteen). As before, three games to be played and scores recorded.

There is real value in teaching young players the 'special power' of trumps. Before moving on to the next step you have to be convinced that your little ones are ready to move on. Otherwise just keep playing Starter Whist, without designated trumps (see article in the last issue), and Starter Trump Whist practice sessions in ten minute slots over several weeks. Only when you are sure they are ready for the next step will it be right for you to introduce it. □



### Wendy & David Lewis

*Congratulations on your  
50th Wedding Anniversary  
on 10th October 2014.*

*Sorry we can't be with you,  
all our love*

*Caroline & Bry xxx*

