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|---|----|
| Prop and Cop (partnership; Eight in) | 1 |
| Five in (alone; Five in turned-up suit) ... | 2 |
| Six out (alone; Six in another suit) | 3 |
| Six no-trumps | 4 |
| Six in | 4 |
| Seven out | 5 |
| Seven no-trumps | 6 |
| Seven in | 6 |
| Triste (one trick won; 3-handed only) ... | 7 |
| Eight out | 7 |
| Eight no-trumps | 8 |
| Eight in | 8 |
| Misere (no tricks won) | 9 |
| Nine out | 10 |
| Nine no-trumps | 11 |
| Nine in | 11 |
| Ten out | 12 |
| Ten in | 13 |
| Eleven out | 14 |
| Eleven in | 15 |
| Twelve out | 16 |
| Twelve in | 17 |
| Open Misere | 18 |
| Thirteen in or out | 19 |

Rank => **Spades, Hearts, Diamonds, Clubs**

No wild cards. Ace high: A, K, Q, J, 10, 9, ...

- Minimum bid: 5 tricks in the turned-up suit, on your own, against the others as a team.
- **Collaboration among defence is the key.** Reveal your strategies. Share the tips.
- Four people play at a time.
- For Six-handed: old dealer and previous dealer sit out. See Three-handed below.
- Play with two packs to speed the game (left of dealer is ready to go for the next round).
- Left-of-dealer is the hot seat: Shuffles while dealer deals, and then turns up the trump indicator card. First to bid, first to lead, next to deal.
- After shuffling, place new deck directly in front of you to remind your responsibilities.
- To deal, cut the deck (or just conceal the trump indicator card) then deal. The pack has already been shuffled.
- Thirteen cards in each hand. Deal cards in groups (e.g. 4,3,3,3) in any order.
- Three-handed game has no Clubs suit.
- Allotted 50 chips to start.
- A chip to *Pot* for participation in each game.
- Each game takes about five minutes.

- Once you have passed, cannot bid again. The Hot Seat does get a second chance (but only to *Cop*).
- The trump indicator card needs to be changed to match final bid suit. Hot Seat responsibility.
- *Prop and Cop* (Proposal and Co-operation) is a minor bid (and only in the initial turned-up trump suit) to get 8 tricks as a partnership. To *Prop* means not quite able to go Five-in solo, so need help.
- A winner (not *Prop and Cop*) also gets the pot, as well as their payment from the other players.
- If you win more tricks than you bid, then you are underbid and miss out on bigger winnings.
- If you go down, then you pay the value of your bid to the other players. The pot remains.
- Rank of suits is as for Bridge (Spades highest, Hearts, Diamonds, Clubs). For example, if Hearts was turned up trumps and the current bid is *Six In Hearts*, then a bid of *Seven Clubs* would beat that, and a bid of *Seven Diamonds* would beat that. Note that a bid of *Six Spades* does not beat *Six In*, because in this example Hearts are trumps and so are automatically at the top.
- The “No-trumps” bid can be utilised all the way up to and including the “grand slam”.
- In the six-handed game, two players sit out (the old dealer and the one to their right). You may miss out on the pot, but then again, you may be lucky and not need to pay out.
- In the three-handed game, simply remove the entire Clubs suit. Adjust your rules-of-thumb for hand assessment and play. Misere is difficult and often does not occur. Add the “Triste” bid below 8-out, allowing one trick to be won.
- *Nash Whist* evolved from *Solo Whist*.

See www.indexgeo.net/nash-whist for the complete rule-set, strategies, tips, and other resources.

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“Players are in Nash Equilibrium if each one is making the best decision that he or she can, taking into account the decisions of the others.”
[wikipedia.org/wiki/Nash_equilibrium]