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**The young man's book of amusement**

**Halifax, 1848**

At the Game of Whist [...]

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be necessary but to remember, while you are forming the heaps the third time, the card which is the middle one of each. Suppose, for example, that the middle card of the first heap is the ace of spades; that the second is the king of hearts, and that the third is the knave of hearts; if you are told that the heap containing the required card is the third, that card must be the knave of hearts. You may therefore have the cards shuffled, without touching them any more, and then, looking them over for form's sake, may name the knave of hearts when it occurs.

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*At the Game of Whist, what probability is there, that the four Honours will be in the hands of any two Partners.*

Dé Moire, in his Doctrine of Chances, shews that the chance is nearly 27 to 2 that the partners, one of whom deals, will not have the four honours. That it is about 23 to 1 that the other two partners will not have them. That it is nearly 8 to 1 that they will not be found on any one side. That one may bet about 13 to 7, without disadvantage, that the partners who are first in hand will not count honours. That about 20 to 7 may be betted, that the other two will not count them. And in the last place, that it is 25 to 16, that one of the two sides will count honours, or that they will not be equally divided.