

Whist was a popular card game played by soldiers in the 18th Century. Cut out the illustrated cards to follow along with the Battle of Sullivan's Island: play 'tricks' of four cards onto the battle map, and discuss the strengths of each to determine the winner.

Watch a video lecture on
Battle of Sullivan's
Island Whist:



a printable copy of this activity is available at schistory.org/education/resources

WHIST

To play Whist, you will need 4 Players and a standard deck of cards.



TRICK

A Trick is a set of 4 cards, 1 played by each Player.

ROUND

13 Tricks are played each Round.

TRUMP SUIT

Each Round has a different Trump Suit whose cards are valued higher than other suits: Hearts, Spades, Diamonds, Clubs, and No Trump.

SCORE

At the end of each Round, Teams add up the number of Tricks taken. For every Trick beyond 6, 1 point is awarded. Rounds continue until a Team wins by earning 7 points.

GAMEPLAY

Divide Players into 2 Teams of 2.

Deal 13 cards to each Player to begin the Round.

Player 1 may lay any card from their hand.

Players 2-4 must lay a card of the same suit if they have one in their hand, otherwise they may lay any card from their hand.

Once all 4 cards are laid, the Trick is taken by the Player who laid the highest card of the initial suit. If 1 or more cards of the Trump Suit were played, the Player who laid the highest Trump Card takes the Trick.

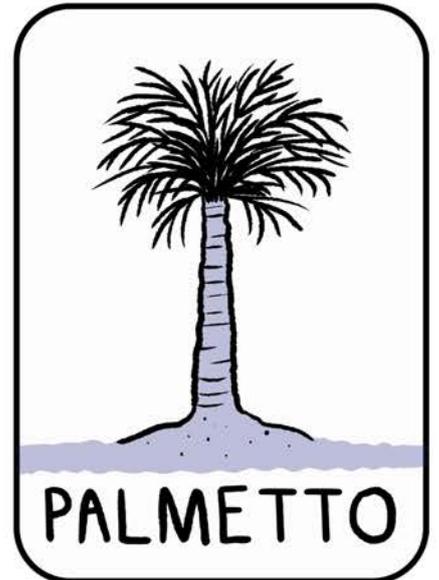
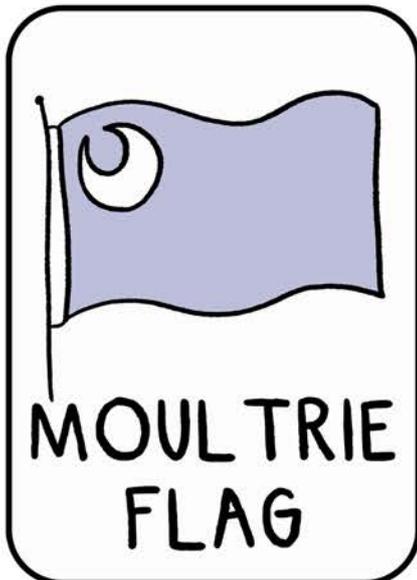
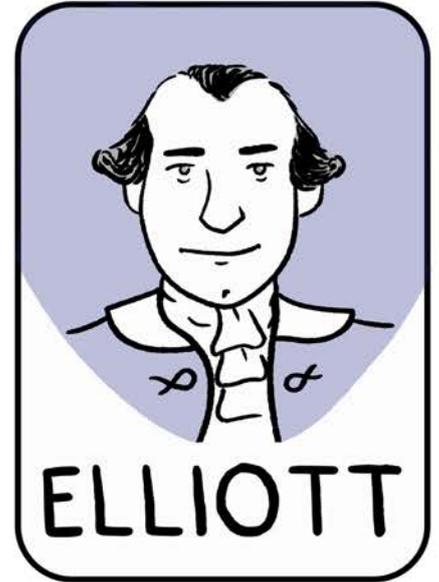
The Player who took the Trick lays the first card for the next Trick.

The Round continues for 12 more Tricks, until all cards have been laid.

Total up the points for each Team.

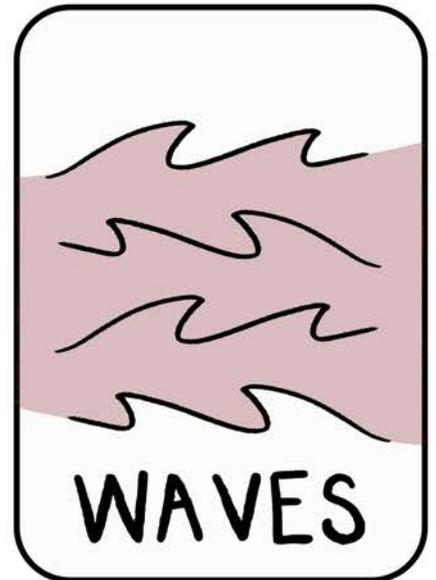
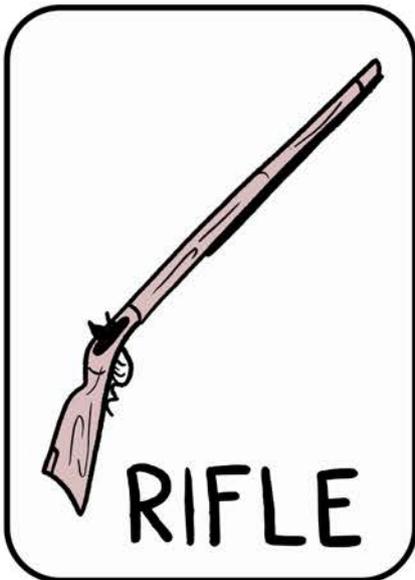
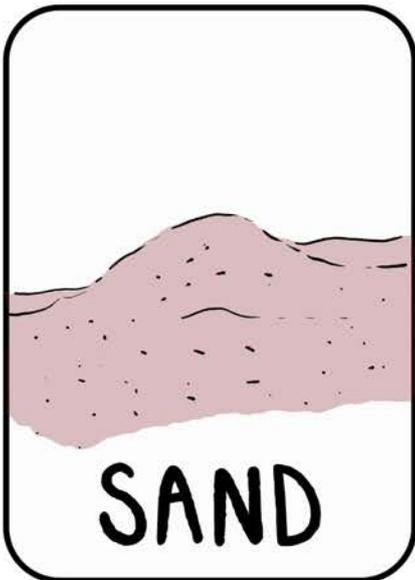
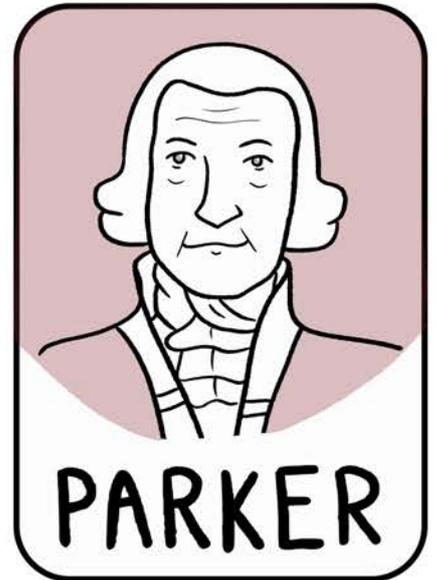
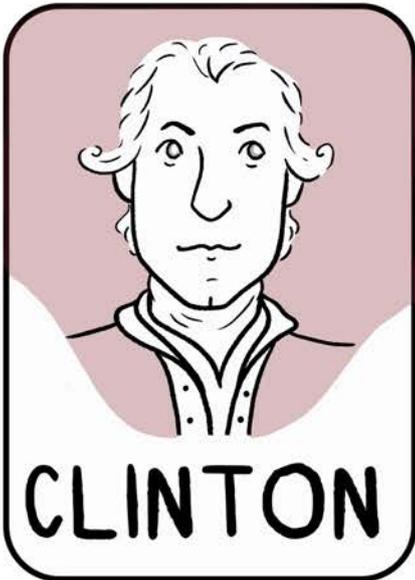
Rounds continue until a Team earns 7 points. The Trump Suit changes each round.

UNITED STATES OF AMERICA

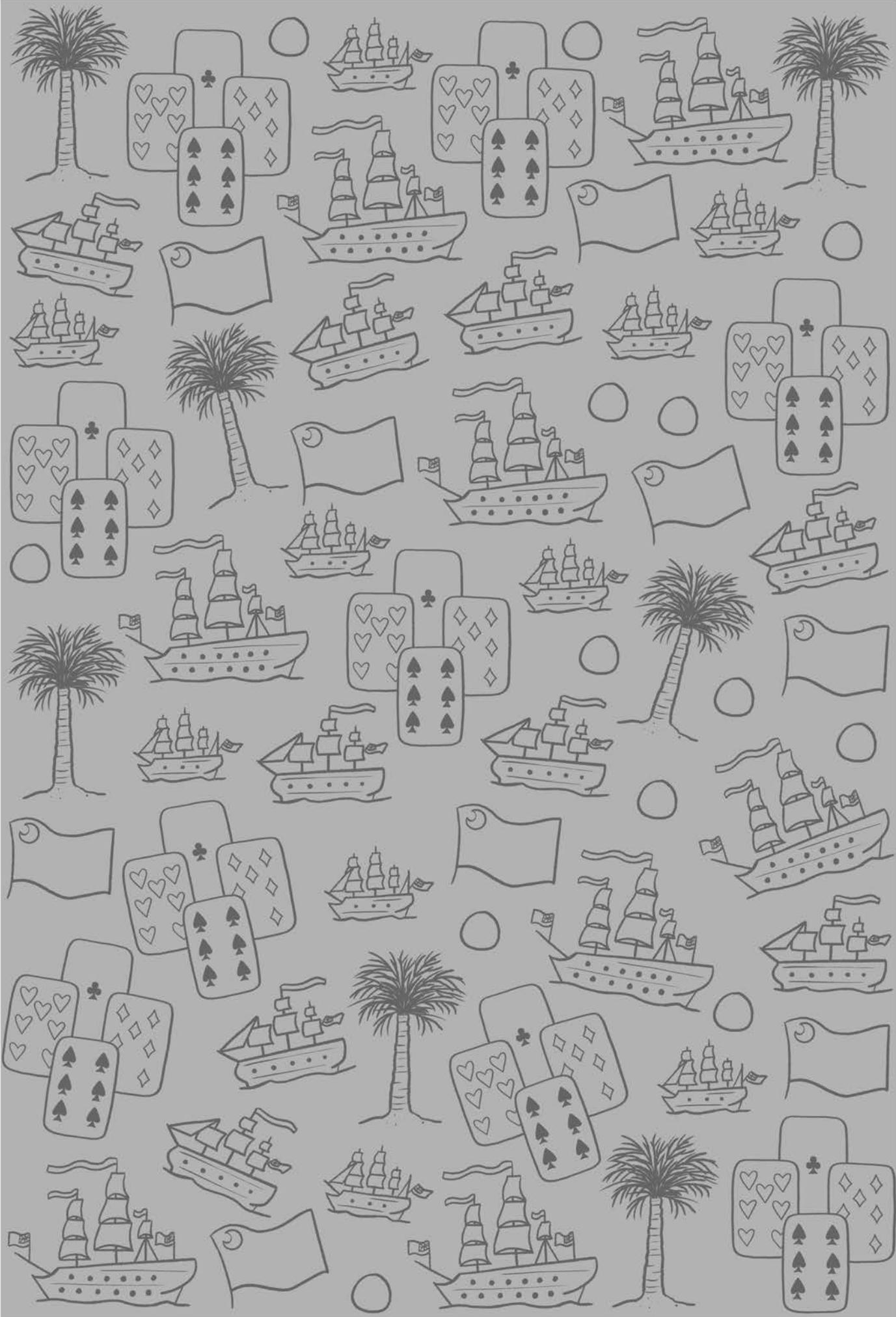




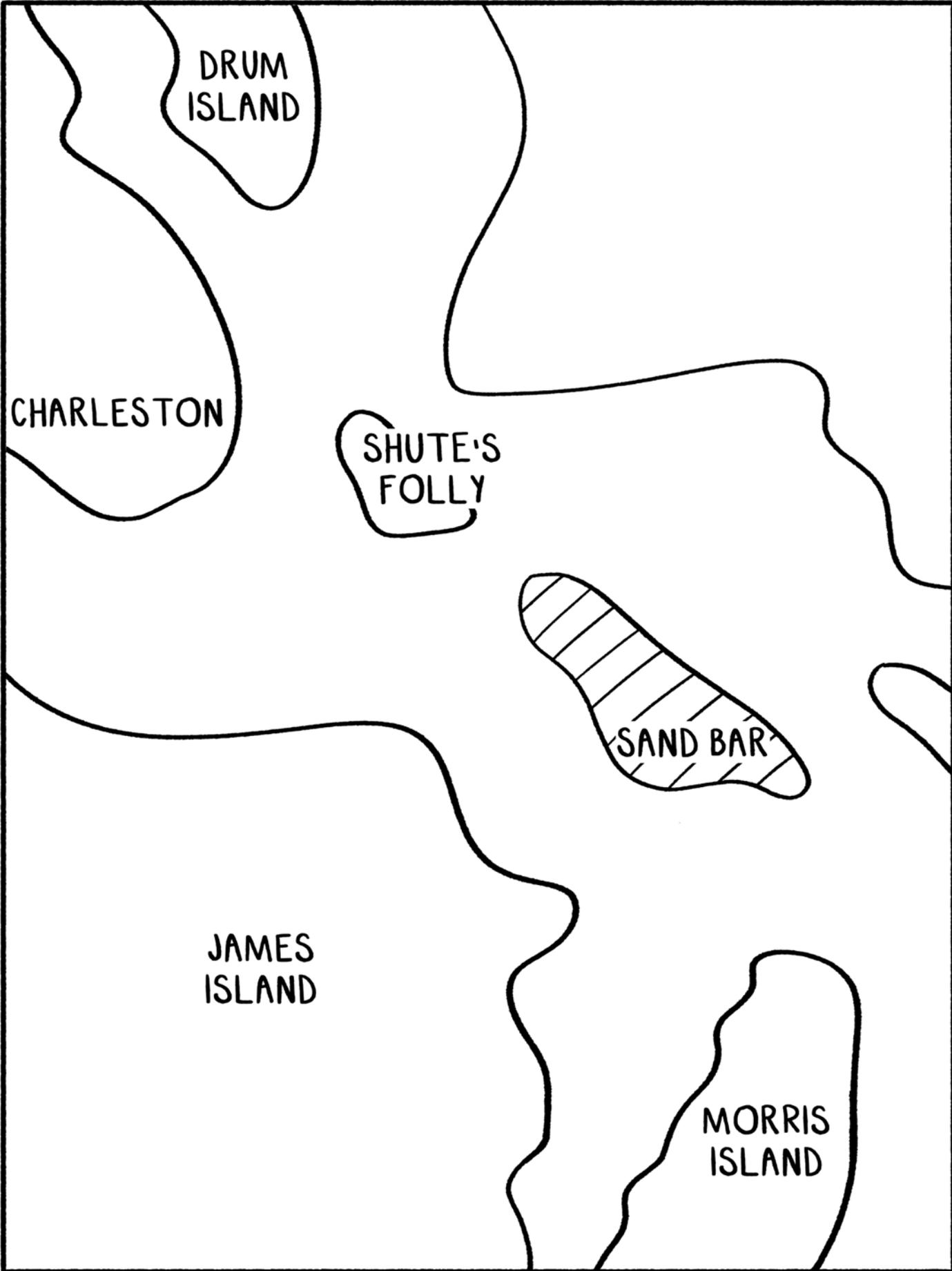
GREAT BRITAIN







Charleston Harbor, 1776



MOUNT
PLEASANT

LONG-
ISLAND

SULLIVAN'S ISLAND

SHOAL

