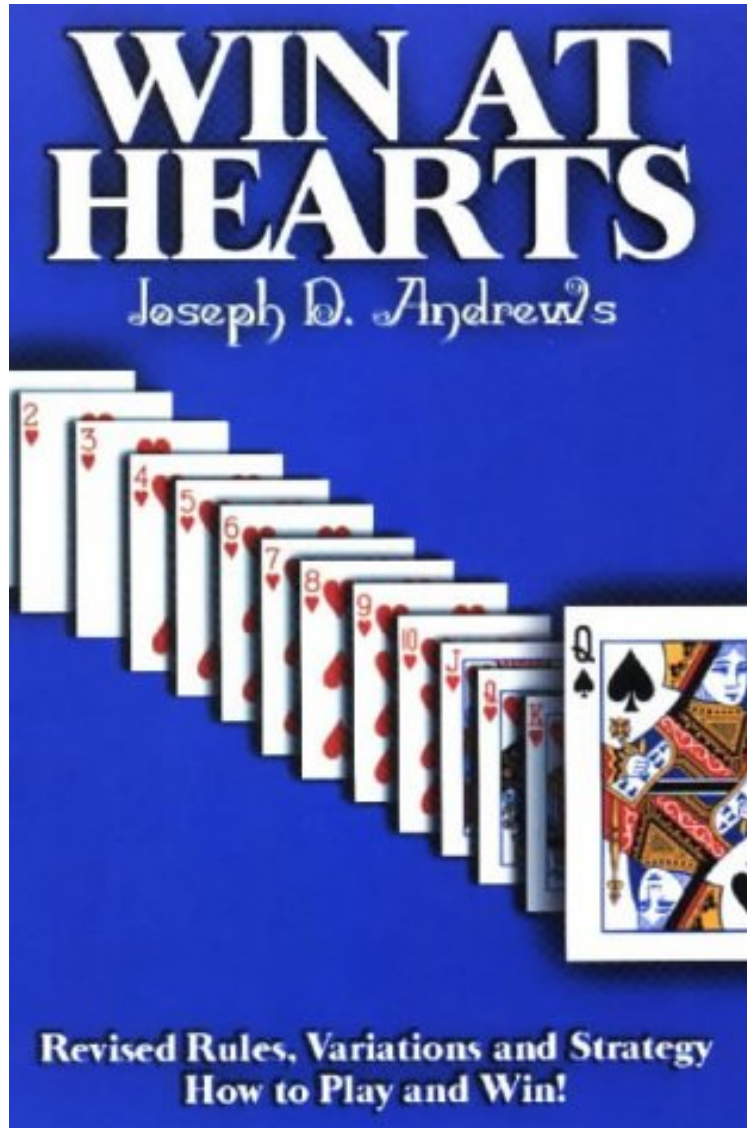


(Pdf free) Win at Hearts: Revised Rules, Variations and Strategy

## Win at Hearts: Revised Rules, Variations and Strategy

*Joseph Andrews*

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**Joseph Andrews : Win at Hearts: Revised Rules, Variations and Strategy** before purchasing it in order to gage whether or not it would be worth my time, and all praised Win at Hearts: Revised Rules, Variations and Strategy:

5 of 5 people found the following review helpful. Great for beginners intermediatesBy A CustomerThis book is aimed at everyone from beginners to strong intermediates, and all of those will learn a lot from it. My Yahoo hearts rating went up several hundred points after I read it. I wouldn't be dismayed that the master strength player who reviewed it didn't like it - he/she undoubtedly already knows what is in this book and needs a more advanced book (which doesn't currently exist). Playing online hearts, you hear some strong players screaming "Always pass a low heart! Always

cover your pass!" What they want is for you to protect them against an opponent shooting, so they can win. This book will explain when and why to pass a heart and cover it, and when and why not to, among many other things. 27 of 28 people found the following review helpful. it could've been much, much better  
By moonblower\_11 I am regularly one of the highest-rated players on Yahoo Hearts, and I bought this book some time ago to improve my game. It has some good ideas, but I was generally disappointed. There is too much discussion of trick plays, and definitely not enough on good solid fundamental play. The section on spade-suit management is pretty well explained-out, but I found the heart-suit management section lacking. (hearts do make up half the point total of each hand, after all). The style of the book is very home-spun, resembling a compilation of hearts tidbits, without a thorough discussion of principles involved in playing the game. At one point Andrews says offhand that one should generally slough minor suits before breaking hearts, but he doesn't say why, and under what circumstances you don't. The "hearts player's diary" was a big waste of paper and ink. There is a lengthy discussion of the 'partnership' version of the game, but the section on the -10JD game is altogether lacking (if that's what you want the book for), with only about 5 pages devoted to it. One of Andrews' 10 cardinal rules which nearly everyone online would disagree with is "Dump the QS on the first available player, unless your hand is absolutely safe". Rather, you save the QS for the low man at the table. The score of the game is always an important factor in determining your play (especially what hearts you pass), and this is not addressed at all in this book. Also not addressed is how to determine who has the QS, and maneuver so the low man gets her. I also would've liked to see a section on how to shoot the moon, since this is an aspect of the game you cannot readily practice without torching your scores. This book does contain a few good ideas for the novice or intermediate player, but if another book on the subject becomes available on this site, I'd definitely suggest buying it before buying this one. 0 of 0 people found the following review helpful. Not an easy read  
By FireCopTough read, hard to follow.

Hearts is a classic card game that has been around for more than 200 years. With the development of multiple card-playing sites on the Internet, Hearts is more popular than ever. A great family game. The author has drawn on his own considerable experience to explain such fine points as proper cards to pass from various Hearts or Spades combinations, and explains all you need to know about popular variations like Cutthroat, Partnership, Three-Handed, and Jack of Diamonds.