**Spades Rules**

**Players**

The four players are in fixed partnerships, with partners sitting opposite each other. Deal and play are clockwise.

**Cards**

A standard pack of 52 cards is used. Two jokers are included and the ****2and 2 are removed from the deck. The 2 is left in play. The rank of trumps from high to low is:
**big (red) joker, small (black) joker, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2**.

**The Deal**

The first dealer is chosen at random, and the turn to deal rotates clockwise. The cards are shuffled and then dealt singly, in clockwise order beginning with the player on dealer's left, until all 52 cards have been dealt and everyone has 13. Turning cards face up on the deal is forbidden.

**The Bidding**

**Partnership bidding** is used, beginning with the dealer's opponents. Partners may tell each other how many "tricks" or "books" (sure tricks) they think they can make and how many "possibles" (extra tricks that may or may not be made) they have. Based on this, they agree on a bid for the partnership. When the non-dealing team has bid, the dealer's team agree their bid in a similar way. All conversations are heard by all players, so the dealer's team may also be influenced by the nondealers' discussion. The minimum bid for each team is 4 and the maximum is 10. There are no Nil bids.

**The Play of the Hand**

The player to dealer's left leads any card except a spade to the first trick. Each player, in turn, clockwise, must follow suit if able; if unable to follow suit, the player may play any card.

A trick containing a spade is won by the highest spade played; if no spade is played, the trick is won by the highest card of the suit led. The winner of each trick leads to the next. Spades may be led at any time.

**Scoring**

A side that takes at least as many tricks as its bid calls for receives a score equal to 10 times its bid. Additional tricks (overtricks) are not being counted, so make sure you count your books as accurately as possible.

If a side does not make its bid, they lose 10 points for each trick they bid. If the team wins fewer tricks than they bid, they are **set** and in this case they lose 10 points per trick bid.

For a bid of 10, the team scores 200 points if they take 10, 11 or 12 tricks. If they take fewer than 10 tricks they lose 200. A team that takes all 13 tricks, known as a **Boston**, also gains "bragging rights".

The team which reaches 200/-100 points first wins the game or loses the game. If both sides reach 200/-100 points in the same deal, a tie breaker hand wins (7 books or higher). No bidding is necessary in the tie breaker.

In the Semi-quarter round (8 teams) through the finals, the game is won when a team reaches 250 or loses with a score of -150 points. The same tie breaker rules apply.

The dealer shuffles, the player to dealer's right cuts, and 13 cards each are dealt.

For a normal bid from 4 to 9 to succeed, the team must win the number of tricks bid, and may win one or two overtricks (sandbags), but not more than that. For a successful bid they win 10 times the number bid, with nothing extra for overtricks.

The first hand of a new game is played without any bidding. The teams just play to win as many tricks as possible and score 10 points per trick.

**Passing cards**

Passing of cards are not allowed.

**Special actions / bids.**

There is great variety in the special bids or actions a player may be allowed to make during his turn to bid. Some of the possibilities are listed below.

**Misdeal**.

This may be called by any player whose hand does not have spades. If the dealer does not give each player 13 cards. If a misdeal is called by any player, the cards are thrown in and a new hand is dealt by the same dealer.

**Renege**.

If a player plays an off suit and has the played suit in their hand. If a renege is caught, the reneging team has to forfeit 3 books to the other team. If a renege is called falsely, that team has to give 3 books. Please call a renege wisely. \*EX., hearts are played, one of the players play a club/spade/diamond, but has a heart in their hand.\*

\*\* A series of judges will be available during game play to answer questions or make judgement calls for questionable plays. \*\*