



## GAMES BASICS

### CARD RULES FIVE HUNDRED

**Number of Players** - Two to six. (A good three-hand game.)

**The Pack** - Two-hand, 24 card pack, A (high) to 9 (low); three-hand, 32 card pack, A (high) to 7 (low); four-hand, 42 card pack, A (high) to 4 (low), (deleting two 4's); five-hand, regular 52 card pack; six-hand, 62-card pack, with 11, 12 and two 13 spots. The joker may or may not be added to any of these.

**Rank of Cards** - As in Euchre (the bowers being used), thus: Trump suit: J (right bower), high; J of same color (left bower); A, K, Q, 10, 9, etc. Suit same color as trumps: A, K, Q, 10, 9, etc. Two suits of opposite color: A, K, Q, J, 10, 9, etc. Joker, when used, is the highest trump, ranking above the right bower. When using 62 card pack, the 13, 12, and 11 rank in that order below Q and above 10.

**Cutting** - Cut for deal. Low deals - ace being lowest of a suit; joker lowest of all. The player on the dealer's right cuts the cards after they have been thoroughly shuffled, and they must leave at least four cards in each packet.

**Dealing** - Each player must receive ten cards; the remainder of the pack is left face down on the table for a "blind" or "widow", and must be laid out between the first and second rounds, thus: deal three cards to each player, then lay out the widow, then four cards to each, then three, in rotation to the left, beginning with eldest hand.

**Object of Play** - To take tricks. Player (or partners) who name trump must take full number of tricks bid, to score anything, and to avoid being set back. (See Set Back.) Adversaries score for each trick they take. (See Scoring.)

**Making the Trump** - Beginning at dealer's left, each player bids for privilege of naming trump or "passes." A player who once passes may not bid thereafter. Only one bid is allowed each player.

Bids are made to take certain number of tricks, with a named suit as trumps; or to take them without a trump. The form of bid is generally thus: six in clubs, eight in diamonds, etc. The value of these bids depends on the table of values used. (For "Nullo" bids see page 5.)

In bidding, suits rank as follows: Spades (lowest); clubs, diamonds, hearts, "no-trump" (highest).

No bid can be made for less than six tricks. If no one bids six or more tricks, the cards are bunched and the deal passes to the left.

Variant: In some localities, if no one bids, the hands are played "no-trump", and each trick taken scores 10, and there is no set back. (See Set Back under Scoring). In such case the widow is not used, being left face down. Or, if agreed, it may be turned face up to be looked at, but not drawn from.

A bid to raise a previous bid must be to win a greater number of tricks to make the same number of points. Thus, a bid of seven tricks in clubs (if worth 120) raises bid of seven tricks in spades (80), and the value of each bid is 120 points. In Avondale schedule there are no two bids of same value, hence there can be no complications or misunderstandings as to the relative value of bids. A player cannot raise their own bid, if all other players pass.

**Discarding** - Highest bidder takes the widow into their hand, and then discards to reduce their hand to ten cards. They may retain part or all or none of the cards taken up.

**The Play** - After discarding, successful bidder leads any card they choose. It is not obligatory to lead trumps. Each player in turn to the left must play to the trick, following suit, if possible. If no suit be held, player can trump or throw off a card of any other suit. Winner of first trick leads for next one, and so on. On "no-trump" bid, the hand is played without trumps.

**The Joker** - The Joker is the highest trump when there is a trump bid. It is always the highest card in play whether there is a trump or no trump. In no-trump and nullo bids the Joker is a suit by itself and holder of Joker cannot play it if they can follow suit. Not being able to follow suit, they can discard a card of another suit as often as they choose or play the Joker when they please. If the holder of Joker leads it they have the privilege of naming the suit that must be played to it, but cannot specify any card of that suit.

**Partners** - The four, five, and six-hand games are partnership games - the four-hand, two against two; the six-hand, three pairs of partners. There are various forms of the five-hand game. In some localities successful bidder designates any one player as their partner during that hand, and such player cannot refuse; in others, one partner on bid of six or seven, and two partners on bid of eight, nine, or ten. In other localities, they may call upon the holder of a certain card to act as their partner; as the player holding a named trump which is missing from bidder's hand, or a high card of a plain suit which is needed to strengthen their hand. Bidder does not know who their partner is until card called for falls in the natural course of play.

In some localities the holder of a card called for announces it at once.

**Scoring** - After hands are played out, if bidder takes as many tricks as they bid, they score as per any one of the Tables of Points on page 3.

In no case can the bidder score more than the amount they bid, unless they take all ten tricks, when they may score 250 instead of amount bid.