

USAG ORG DAY

SPADES TOURNAMENT

FRIDAY, MAY 31, 2024

Begins 0900, Sportsman's Center

Hosted by RMD

Trophies awarded to
1st, 2nd & 3rd place

Registration:

- Register by emailing: robert.l.cole7.civ@army.mil, 254-287-9440
- Need full names of participants and team name
- Register Until Filled (first come, first serve)
- Small onsite registration window from 0800-0830, no guarantees

Basic Rules:

- 52 card deck
- Two person teams, no more than 8 teams
- Two jokers are included and the 2 of clubs and 2 of hearts are removed from the deck.
- Rank of Trumps: Big (red) joker, Small (black) joker, spade 2, A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2
- First team to 300, wins game

SPADES

Spades: Two person teams with team name/Directorate POC given to Robert L. Cole, robert.l.cole7.civ@army.mil, 254-287-9440. No more than 8 teams will be playing.

Spades: Two person teams with team name/Directorate POC

Two jokers are included and the 2 of clubs and 2 of hearts are removed from the deck.

The rank of trumps from high to low is:

Big (red) joker, Small (black) joker, spade 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.

The Bidding

In Spades, both teams bid. Bidding consists of a player looking at their cards and determining how many tricks they think they can win. The team w/dealer bids last. Each team adds together the bids of the two partners, and the total is the number of tricks that team must try to win in order to get a positive score. Teams must bid a number, and in theory any number from 0 to 13 is allowed. Unlike other games with bidding, there is no requirement for each bid to be higher than the last one, and teams are not allowed to pass. There is no second round of bidding - bids once made cannot be altered.

Example: North and South represent partners on one team and East and West, the 2nd team. South deals; West bids 3 and East bids 4; North bids 1 and South bids 4. The objective of North and South is to win at least 5 tricks (4+1), East and West try to win at least 7 (4+3).

The Play of the Hand

The player to dealer's left leads any card except a spade for 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 the next. If a player cannot follow in the same suit as the lead card, either discard or trump. If a trick is lead with a 4 of diamonds, and the next player in line does not have a single diamond card, she/he has the option of either discarding from a non-trump suit (a club or heart, in this case), or trumping with a spade. *If a spade is played, the highest spade wins the trick.* Spades may not be led until either

- One player has played a spade (on the lead of another suit, of course), or
- The leader has nothing but spades left in hand.

Playing the first spade is known as "breaking" spades.

Scoring

- A side that takes at least as many tricks as it bids receives a score equal to 10 times its bid.
- If a side does not make its bid, they lose 10 points for each trick they bid.
- No "Bags", "Wheels" or "Blinds"

Winning

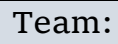
The side which reaches 300 points first wins the game. If both sides reach 300 points in the same deal, the side with the higher score wins. If both teams go over 300 and achieve the same score another hand will be dealt until a winner is decided (most points).

Process of Elimination

♠ 1st, 2nd, 3rd Place ♠



Competition Team Scores



Team:

[illegible]