

# Tournament Guide sheet

- **You will have about 5 minutes** to study the rules for and practice playing “Five Tricks.”
- **Then the rules will be taken away** and no verbal communication will be allowed.

From then on, you may gesture or draw pictures (not words!), but you may not speak or write words (or use sign language).

- **Then the Tournament will begin.**

You will have a few more minutes to play at you home table (in silence).

- **SCORING** begins at the start of the Tournament.

**Game winner:** The player taking the most tricks in the Game (one “hand”). If a game is not complete when the Round ends, the player winning the most tricks so far in that game wins that game.

**Round winner:** The player winning the most games in the Round. (Ordinarily, several games will be played during a Round.)

- **Each Round lasts a few minutes.**

- **PLAYERS MOVE** like this at the end of each Round:

The player who has won the **most** games during the Round **moves up** to the next highest numbered table.

*If there are more than four players at a table, the two players who have won the most games during a Round move up to the next highest numbered table.*

The player who has won the **fewest** games during a Round **moves down** to the next lowest number table.

*If there are more than four players at a table, the two players who have won the fewest games during a Round move down to the next lowest numbered table.*

The other players remain at the table.

Winning players at the highest table remain at that table, as do losing players at the lowest table.

Ties are resolved by alphabetical order.

# Five Tricks

## A Card Game Easy to Learn and Easy to Play

- Cards:** Only 28 cards are used ----- Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.
- Players:** Usually 4-6; sometimes varies.
- Deal:** The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards (or some other amount, depending on the number of players).
- Start:** The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the lowest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The lowest card of the original lead suit wins the trick.
- Trumps:** In this game, hearts are trumps. If you do not have a card of the first suit, you may play a heart. This is called trumping. You win the trick even if the heart you played is a high card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the lowest trump wins the trick.
- End/Win:** Game ends when all cards have been played. The player who has won the most tricks wins the game.

2♥ace♠7♣5♦2

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3♥4♠2♣ace♦3

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4♥2♠ace♣6♦4

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5♥4♠2♣ace♦5

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6♥ace♠4♣2♦6

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7♥ace♠5♣3♦7

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8♥5♠2♣ace♦8

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9♥ace♠4♣2♦9

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10♥7♠2♣ace♦10

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ace♥4♠3♣7♦ace