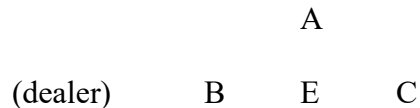


♠ ♠ ♠ ♠ ♠ **Spades – Three Players** ♠ ♠ ♠ ♠ ♠
(Version 2)

This Three-Player Spades (a trick-based card game) is played similar to the regular Spades (4 player) with a few adjustments.

♠ **Setup**

Referring to the diagram below:



Let A, B, C be hands for the game. E would be location of the cards when a play is made from each hand.

A deck of 54 cards are used (including a Big Joker and Little Joker). The Jokers are considered spades and the rank of spades is as follows:

Big Joker, Little Joker, 2, Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3

When dealing, deal the cards similar to the setup above beginning with the hand to the left. Dealing should alternate after each hand.

Each trick contains 3 cards (one from each hand) and there will be a total of 18 tricks.

♠ **Bidding**

The following are bids that must be made before any cards are seen:

Blind Bids – Blind Bids must be exact to be successful.

The following are bids that may be made after cards are seen and before the first card is played:

0 through 18 (represents the number of tricks you can obtain)

Bemo (must get the first five tricks)

Big Bemo (must get the first seven tricks)

When a bid is made, the bid cannot be lowered when written on scorecard; however, bids may be increased before first card of the first trick is played. (Once the dealer hears the bid of the other

player, it may influence the dealer to increase his or her bid.). Bids of 2 or below must be exact to be successful.

♠ Play

Play begins with the hand to the left of the dealer. Any card may be played. All other cards played from each hand must match suit (if possible). Play then moves clockwise (for example, A, C, D, then B in diagram above, respectively).

A play ends when a card is placed in the center (E in diagram).

The highest value of the suit of the first card of the trick (or highest ranking spade if a player does not have the first non-spade card of a trick) wins the trick. The hand that wins the trick begins play for the next trick.

♠ Scoring

Type of Bid	Successful	Unsuccessful
Big Bemo	200 pts	-100 pts
Bemo	100 pts	-50 pts
Three Consecutive Perfect Bids	100 pts	-----
Each consecutive perfect Bid after the third	50 pts	-----
10 Overtricks	-100 pts	-----
20 Overtricks	-200 pts	-----
Overtricks	1 pt	-----
Bid of 0 (tricks)	400 pts	-120 pts
Bid of 1	300 pts	-110 pts
Bid of 2	200 pts	-100 pts
Bid of 3	30 pts	-30 pts
Bid of 4	40 pts	-40 pts

Bid of 5	50 pts	-50 pts
Bid of 6	60 pts	-60 pts
Bid of 7	70 pts	-70 pts
Bid of 8	80 pts	-80 pts
Bid of 9	200 pts	-90 pts
Bid of 10	250 pts	-100 pts
Bid of 11	300 pts	-110 pts
Bid of 12	350 pts	-120 pts
Bid of 13	400 pts	-130 pts
Bid of 14	450 pts	-140 pts
Bid of 15	500 pts	-150 pts
Bid of 16	500 pts	-160 pts
Bid of 17	Automatic Win	-170 pts
Bid of 18	Automatic Win	-180 pts
Blind 0	450 pts	-120 pts
Blind 1	350 pts	-110 pts
Blind 2	250 pts	-100 pts
Blind 3	70 pts	-30 pts
Blind 4	80 pts	-40 pts
Blind 5	90 pts	-50 pts
Blind 6	100 pts	-60 pts
Blind 7	110 pts	-70 pts
Blind 8	120 pts	-80 pts

Blind 9	300 pts	-90 pts
Blind 10	400 pts	-100 pts
Blind 11	Automatic Win	-110 pts
Blind 12	Automatic Win	-120 pts
Blind 13	Automatic Win	-130 pts
Blind 14	Automatic Win	-140 pts
Blind 15	Automatic Win	-150 pts
Blind 16	Automatic Win	-160 pts
Blind 17	Automatic Win	-170 pts
Blind 18	Automatic Win	-180 pts

Overtrick Penalty: 10 overtricks in a game result in a loss of 100 points. 20 overtricks result in a loss of 200 points.

Renigging – If a player (in the hand that the player can see in its entirety) has a card which matches suit of the first card of a trick, but does not play the card, the opposing player (if the player notices the *renig* before the trick is turned over) may take up to three books from that player at any time during that game.

♠ Winning

The game ends when a player scores 500 points or more after the scoring of a hand (including all penalties). If the score is tied, the winner is determined by the player that has the least number of overbooks in the game. If both players have a score over 500 pts, the player with the highest score wins.

Note: The difference between the two versions is that (in the first version) it is not possible to count what cards have been played because it is not known what cards are included in the discard pile. In this version, it is much more difficult to get a high (or low) number of tricks.

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