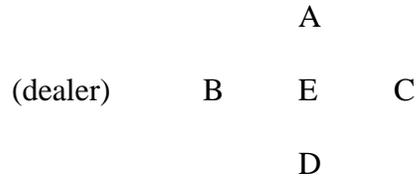


## ♠ ♠ ♠ ♠ ♠ Spades – Three Players ♠ ♠ ♠ ♠ ♠

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, and D be hands for the game. A, B, and C would be the hands of the players and D would serve as a discard pile. E would be location of the cards when a play is made from each hand.

A deck of 52 cards are used (including a Big Joker and Little Joker and the 2 of hearts and 2 of diamonds discarded). 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 13 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 13 (represents the number of tricks you can obtain)

Bemo (must get the first four tricks)

Big Bemo (must get the first six 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	-----
Consecutive Perfects Bids After First Three Perfect Bids	50 pts	-----
10 Overtricks	-100 pts	-----
20 Overtricks	-200 pts	-----
Overtricks	1 pt	-----
Bid of 0 (tricks)	200 pts	-120 pts
Bid of 1	150 pts	-110 pts
Bid of 2	100 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	100 pts	-70 pts
Bid of 8	150 pts	-80 pts
Bid of 9	200 pts	-90 pts
Bid of 10	225 pts	-100 pts
Bid of 11	250 pts	-110 pts
Bid of 12	275 pts	-120 pts
Bid of 13	Automatic Win	-130 pts
Blind 0	500 pts	-120 pts
Blind 1	300 pts	-110 pts
Blind 2	200 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	200 pts	-70 pts
Blind 8	250 pts	-80 pts
Blind 9	300 pts	-90 pts
Blind 10	Automatic Win	-100 pts
Blind 11	Automatic Win	-110 pts
Blind 12	Automatic Win	-120 pts
Blind 13	Automatic Win	-130 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.

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