



Spades Tournament Rules

1. Team must sign up with designated game host at least 1 hour prior to the start of the event.
2. Teams will be composed of 2 players who will sit directly across from each other when playing.
3. Games will be to 400 points.
4. The Dealer will deal all cards 13 to each player.
5. Definitions and Terminology:
 - a. Trick - refers to taking or winning one hand
 - b. Bid - A player chooses the number of tricks that he/she will take.
 - c. Bags- Number of tricks a team takes over their total bid.(Example: a team bids 5 tricks total, but wins 7+ result is 2 bags)
 - d. Set- When a team fails to win enough tricks to reach its total bid
 - e. Nill- If one player goes nill, that player has looked at his/her cards and has decided that he/she will not take any tricks.
 - f. Blind Nill -If one player goes blind, that player must declare this prior to looking at his/her cards. A player that goes blind is saying that he will not take any tricks. This player may exchange one card; face down, with his partner after all bids are in. The card cannot be looked at until both cards are exchanged.
 - g. Reneging- when a player fails to play the suite of the led card and later throws that same suite, (example: Harts are led, Player A throws a spade to win the trick. Later, Player A throws a Hart. Player A has Reneged.

6. Scoring

Trick = 10 pts.	1 bag = 1 pt.
Successful Blind bid = 100 pts.	Failed Blind bid = -100 pts.
Successful Nil bid = 50 pts.	Failed Blind bid = -50 pts.
Reaching 10 bags = -100 pts.	Reneging = -50 pts.
Bidding and taking all 13 tricks = 200 pts.	
Not reaching a team bid = Minus # of tricks bid X 10 pts.	

7. No table talk or giving hints to a partner will be allowed.
8. All players must begin each game by throwing their lowest club card.
9. Players must follow the suite of the led card, if they have a card of that suit. If a player does not have a card of that suit, they can choose to throw a spade or another suit
10. A player cannot lead with a spade until a spade has been played.
11. The Ace of Spades is the highest card in the deck. Big Joker, little joker, ace of spades (duce of diamonds, hearts and spades have no added value)
12. A spade can trump or beat all other suits.
13. A misdeal can be called for the following:
 - a. Player was not dealt exactly 13 cards

- b. Player does not have any spades
 - c. Player does not have any face cards (Ace, King, Queen, Jack)
14. Players must bid in order, starting with the player directly to the left of the dealer.
 15. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled.
 16. The minimum total bid for a team is 4.
 17. A card laid is a card played! and cannot be picked up.

The prize for this event:

1st Place – Trophy

2nd Place- Certificate of Participation

3rd Place- Certificate of Participation