

WATCH & LEARN

DEAL

Jack off for the first deal, then it goes clockwise. Shuffle and offer a cut to the right. Deal 5 cards to each player in bundles of 2 and 3. Flip the up-card.

BIDDING

Bid in 2 rounds, clockwise starting with the player after the dealer. In the first round, call the suit of the up-card or pass. In the second round, call any other suit or pass. Dealer always gets the up-card if that suit is called.

STICK THE DEALER

The dealer must name a trump suit if no-one else does.

GOING ALONE

Go alone if your hand looks good enough to take all 5 tricks. Your partner will not participate in the play. Your team will score extra points if you succeed.

PLAY

Unless you're "going alone", cooperate with your partner to win at least 3 tricks. If your team called trump, try to win all 5 tricks for extra points.

TRUMP

In the trump suit only, jacks are high. The natural jack is called the "right bower" and is the highest trump, the other jack of the same color is called the "left bower" and is the second highest trump.

LEADING

Player to the left of the dealer leads, play goes clockwise. Players must follow suit if able, otherwise are free to trump or throw off. The player who wins the trick, leads to the next.

TRICKS

The highest trump played wins the trick. If no trump is played, the highest card of the suit led wins the trick.

SCORING

When all 5 tricks have been played out, one of the teams scores 1, 2 or 4 points. A game ends when a team has 10 or more points.

ROTATION

Rotate after each game as indicated by the table stickers. The winners progress to the next table, the losers stay. Everyone gets a different partner for the next game.