

Chapter 1 : Spades - card game rules

Spades may not be led until either some player has played a spade (on the lead of another suit, of course), or the leader has nothing but spades left in hand. Playing the first spade is known as "breaking" spades.

The same word is found in Old Frisian *spade* and Old Saxon *spado*. In Denmark, Sweden and Norway the word is *spade* as well. Other Scandinavian forms are in turn loaned from German. The term may thus not originate in Common Germanic and appears to be a North Sea Germanic innovation or loaned. Designs of spades[edit] Spades are made in many shapes and sizes, for a variety of different functions and jobs, and there are many different designs used in spade manufacturing. People often mistakenly use the term shovel interchangeably with spade—but, strictly speaking, shovels generally are broad-bottomed tools for moving loose materials, whereas spades tend to have a flat bottom edge for digging. The most common spade is a garden spade, which typically has a long handle, is wide, and is treaded has rests for the feet to drive the spade into the ground. An Irish spade is similar to a common garden spade, with the same general design, although it has a much thinner head. A sharpshooter is a narrow spade. A turfing iron has a short, round head, and is used for cutting and paring off turf. A digging fork, or grape, is forked much like a pitchfork, and is useful for loosening ground and gardening. There can also be toy spades for children. Loy spade Loy ploughing was a form of manual ploughing carried out in Ireland using a form of spade called a loy. It also allowed the growing of potatoes on mountain slopes where no other cultivation could take place. Digging tool[edit] In gardening , a spade is a hand tool used to dig or loosen ground, or to break up lumps in the soil. Together with the fork it forms one of the chief implements wielded by the hand in agriculture and horticulture. It is sometimes considered a type of shovel. Its typical shape is a broad flat blade with a sharp lower edge, straight or curved. The wooden handle ends in a cross-piece, sometimes T-shaped and sometimes forming a kind of loop for the hand. A small, narrow one-hand shovel for gardening is called a transplanter. Currency[edit] The blade of the spade was used as currency in ancient China. Later, they were miniaturized and then stylized into a flat piece. The Qin Dynasty replaced them with round coins. Other uses of the term[edit] In the oil and chemical process industries, a spade is a round piece of metal with a small tab that is placed in between two pipe flanges to give positive isolation from the centre; usually to prevent cross contamination between fluids or to allow work on the line. The name comes from the shape: The small tab lets one see that the spade is in place. In kitchenware, certain ice cream scoops are called spades due to the shape. These scoops are used more in making hand-scooped milkshakes or desserts where a lot of ice cream can be scooped at once and the typical "ball" shape of scooped ice cream i. The spade-shaped head also helps scrape off the ice cream stuck to the sides of the cartons. It is used as a representation of one of the suits of playing cards called " spades ".

Chapter 2 : Spades - MSN Games - Free Online Games

Play Spades Online. Explore the most friendly and fun spades card game for the whole racedaydvl.com is currently one of the most popular social games which are played with a full deck of cards.

What information we collect and why we collect it. How we use that information. What other organizations are using your information. Information we collect We collect information in the following ways: Information you give us. In some games and services you provide us with information concerning the game. This information is stored in a database so that others can play the layout you created. Information we get from your use of our services. Those services provide us access to quite a bit of data. We use that data to try and provide better service. We use Amazon Web Services and GoDaddy to provide us with web servers, and those services are logging information that includes: Internet protocol address device event information such as crashes, system activity, hardware settings, browser type, browser language, the date and time of your request and referral URL. Cookies for terms of use cookies that identify if you have agreed to our terms of service and privacy policy. Local storage We collect information locally required for the games and apps you are playing. This data includes information like high scores, best times, game coins accumulated and other information used to improve experience. Cookies for game related data Some of our older games use cookies instead of local storage for storing game related data. Personal Information We do not currently collect personal information. Log data collected by our web hosting providers Amazon and GoDaddy could potentially be used to personally identify you. Unfortunately we do not control the use of that information. It is also possible information collected by Google for placing ads and analytics could be used to personally identify you. You will need to consult the privacy policies of our vendors links provided at top of page to understand how they manage your data. How we use information we collect BattleLine Games llc. We collect information related to apps and games that we use to improve the game experience. This information includes score and game play related information. Some of our vendors such as Google, Amazon, and GoDaddy collect your information while you are using our games. Amazon and GoDaddy has access to server based log data which may include information such as user location information and IP Address. Information sharing Most of the information we collect is stored locally on your machine and is not aggregated or shared. You can configure your browser to block cookies to prevent the storing of this data, but it will have an effect on your user experience. Information collected to create personalized versions of your game is typically shared publicly, such as when you create a personalized version of our word search game. That word search is made public on the Internet to anyone who would like to play. Information collected by our vendors, Google for Ads and Analytics, Amazon and GoDaddy for web hosting may be shared by those companies with other vendors based on their own privacy policies. Social Tags We are currently in the process of removing all social tags e. Some pages may contain social tags that have not been removed yet. These social tags allow companies like facebook to track your progress through our site. For many reasons we have decided to remove these tags from our web pages. During this process, you may encounter social tags on some of our web pages. Information security BattleLine Games LLC, is currently in the process of transitioning from http to the more secure https protocol. These web sites will share a link to this privacy policy on the home page.

Chapter 3 : Card Games: Spades Tips

How to Play Spades Players. In a typical game, there are four players and two team. You are on the same team as the person across from you and the same goes for the other two.

The language of spades is easy to pick up, and before you know it, the craziest phrases will become second nature. Until then, our handy guide will steer you in the right direction. Spades vocab cheat sheet penalties for taking in more tricks than you bid at the beginning of the round. Bare having just one card of any given suit. Bidding the number of tricks you predict or contract that you will take. Blind Nil bidding zero tricks without looking at your hand. Breaking Spades the first spade played in the game. When a player is out of the suit lead, that player may play a spade, trump the suit, and spades are officially broken. Spades can then be lead. Card Counting keeping mental track of the cards used in each suit. Flush Out to try to bring out a high card of a certain suit by playing a lower card of that suit. Long Suit four or more cards of any given suit in your hand. Nil a bid of zero tricks after looking at your hand. Overbid any tricks you win over the initial amount you bid. Renege using a spade, or card of another suit, when you have the ability to follow suit. Round all four players put down a card and a trick is taken. Short Suit fewer than three cards of any given suit. Signal playing a card to subtly let your partner know what is left in your hand and how they should lead. This is especially handy when you and your partner both understand the science behind the game. Slough playing a card to intentionally avoid taking a trick. Straight cards of the same suit in a sequential pattern. Throwing Off playing a card not a spade when you have the ability to follow suit. Trick the four discarded cards of the round. Trump generally refers to a spade played when a non-spade was lead, but can refer to any spade. Underbid this refers to when you bid less than the amount of tricks you won. Void being dealt zero cards of any given suit. Here are just some of them! Bauer Trumps this is a special variation where the two highest trumps in the game are the jack of spades and the jack of clubs. Deuces High in this variation, the deuces of each suit are worth more than spades, making them trumps. Jokers High in this variation, the two jokers in the deck become the main trumps of the game. Mirrors also sometimes called Whiz in this variation, you bid only the exact number of spades you have been dealt. If you have no spades, you must automatically bid nil. Spades for Three to accommodate a game of spades for just three players, you simply remove the two of clubs, and each player is dealt seventeen cards. Obviously, this variation must be played as singles. Suicide this variation can only be played with pairs, and one player out of each pair must bid nil, no matter what cards they have. Frequently Asked Questions Why should I confirm my e-mail? Confirming your email will unlock all the functionalities the game has to offer - you will be able to send and receive friendship requests, browse the in-game store, be eligible to receive the daily bonus and many more features that are available for registered users only. How do I start a game? Click on the room you wish to play in and our matchmaking system will search for more players. The algorithm will match four players, available for a game in the room you have selected. When everyone connects to the game successfully, the bets are taken and the game begins. Leaving a match in progress will result in a penalty. Chips are the virtual currency in VIP Spades - you can spend them on games, tournaments or to purchase gifts for other players. How do I send gifts? You will be presented with the list of available gifts and their corresponding prices in chips.

Chapter 4 : Spades - Wikipedia

The world's largest Spades community! Cards and opponents are ready, let's play! Spades Plus Rules Rules Spades Plus consists of different types of Spades games.

Players sitting across from each other are partners on the same team. The object of this online card game version of Spades is to be the first team to score points. At the start of the round, each player is dealt 13 cards. Select 1 card from your hand, and then click on the "Pass" button to pass the card to your partner. You will receive 1 card that your partner has passed to you. Estimate how many tricks you can take during this round. A trick is a group of 4 cards, 1 card from each player. Now the play begins. The player to the left of the dealer plays a card. Card game play continues clockwise. When it is your turn, the blue "Play" prompt will appear above your cards. Double-click on a white card to play it. You must play a card of the same suit as the first card if you can. Spades are always trump, meaning that they outrank all other suits. When each player has played a card, the person who played the highest Spade wins these cards for his or her team. This is called winning a trick. If no trump was played, the person who played the highest card in the suit that was led wins the trick. Aces are the highest card. The player who won the trick now leads a card. Play continues in this manner until all 4 players have played all of their cards. More Games Like Spades.

Chapter 5 : Spades | Play it online

The name of the game is Spades, where Spades is the trump suit. Your goal is to win your contract bid by working with your partner. Remember to play your cards carefully and watch out for your opponents!

Until recently it has been little known elsewhere, except in a few places where American troops were stationed, for example in parts of Germany. The introduction of on-line play and tournaments has also led to some standardisation of the rules, and this page has been revised so that the main description conforms to the standard. After the main description, there is a collection of numerous variations, which are still common in face to face social games. Spades is a plain-trick game in which spades are always trumps. It is most often played as a partnership game by four players, but there are also versions for three, two or six players. Spades for Four Players

Players and Cards The four players are in fixed partnerships, with partners sitting opposite each other. Deal and play are clockwise. A standard pack of 52 cards is used. The cards, in each suit, rank from highest to lowest: The Deal The first dealer is chosen at random, and the turn to deal rotates clockwise.

The Bidding In Spades, all four players bid a number of tricks. Each team adds together the bids of the two partners, and the total is the number of tricks that team must try to win in order to get a positive score. Everyone must bid a number, and in theory any number from 0 to 13 is allowed. Unlike other games with bidding, there is no requirement for each bid to be higher than the last one, and players are not allowed to pass. There is no second round of bidding - bids once made cannot be altered. South deals; West bids 3; North bids 1; East bids 4; South bids 4. A bid of 0 tricks is known as Nil. This is a declaration that that the player who bid Nil will not win any tricks during the play. There is an extra bonus for this if it succeeds and a penalty if it fails. It is not possible to bid no tricks without bidding a Nil. Some players allow a bid of Blind nil. This is a nil bid declared before a player looks at his cards. After everyone has bid and before the first lead, the bidder may exchange two cards with partner - the bidder discards two cards face down; partner picks them up and gives back two cards face-down in return. It is usually agreed that Blind Nil may only be bid by a player whose side is losing by at least points. Each player, in turn, clockwise, must follow suit if able; if unable to follow suit, the player may play any card. A trick containing a spade is won by the highest spade played; if no spade is played, the trick is won by the highest card of the suit led. The winner of each trick leads to the next. Spades may not be led until either some player has played a spade on the lead of another suit, of course, or the leader has nothing but spades left in hand. Playing the first spade is known as "breaking" spades. Scoring A side that takes at least as many tricks as its bid calls for receives a score equal to 10 times its bid. Additional tricks overtricks are worth an extra one point each. Overtricks are colloquially known as bags. A side which over several deals accumulates ten or more bags has points deducted from its score. Any bags beyond ten are carried over to the next cycle of ten overtricks - that is if they reached twenty overtricks they would lose another points and so on. Suppose a team whose score is bids 5 tricks. If they win 7 tricks they score 52, taking their score to If they win 9 tricks they score 54 and lose, bringing their score to If a side does not make its bid, they lose 10 points for each trick they bid. This is in addition to the score won or lost by the partner of the nil bidder for tricks made. A bid of blind nil scores twice as much as an ordinary nil - it wins points if successful and loses points if it fails. The side which reaches points first wins the game. If both sides reach points in the same deal, the side with the higher score wins. The rules are as in basic spades above, but with the following differences: The game is played with a standard pack with two distinct jokers; the twos of clubs and hearts are removed from the pack leaving 52 cards. The two jokers are the highest trumps. If one is colourful and the other is plain, the colourful one is higher. If your pack has identical jokers, write "BIG" on one of them, and that one is higher. The third highest trump is the two of spades - so the trump suit ranks: For the purpose of following suit, the jokers count as spades. Partnership Bidding is used - see explanation under bidding variations below. After the bidding, the dealer leads to the first trick and may lead any card of any suit. Throughout the game, any card may be led to a trick. You do not have to wait for spades to be broken before leading them. There is no nil or blind nil bid, but a partnership may bid blind seven, provided neither of them has yet looked at their cards. This doubles the score to if successful and if not. If they make overtricks,

these count one each as usual. In theory it is also possible to bid higher numbers blind for double the score: However, such bids will not be worthwhile, except possibly when they give you just enough points to win the game if successful. New York City rules Christian A. Baxter contributed the following variation, which is popular in New York City. Two jokers are included and the 2 and 2 are removed from the deck. The rank of trumps from high to low is: Note that for the purpose of following suit, the jokers and the two of diamonds count as spades. Redd reports that many players keep the 2 as the lowest club and instead remove both red twos, and many count the black joker as the highest trump followed by the red Joker, so that the top trumps are big black joker, small red joker, 2, 2, A, K, Occasionally a "French Cut" is used, which works as follows. After the dealer has shuffled, the player to the right divides it into four face-down stacks and flips over the top card of each stack. One of these cards is given to each player - the cutter decides who gets what card. Then the deck is reassembled by stacking the four smaller decks without the four top cards and without shuffling again. Partners may tell each other how many "tricks" or "books" sure tricks they think they can make and how many "possibles" extra tricks that may or may not be made they have. Based on this, they agree on a bid for the partnership. The minimum bid for each team is 4 and the maximum is There are no Nil bids. A partnership which is losing by a margin of at least points may choose not to look at their cards, but bid "blind". The minimum blind bid is 6 tricks. A blind bid scores double if successful but only singly if lost. After agreeing on a blind bid, the partners pick up their cards and look at them. If they think they can win at least 10 tricks, they may "come out" of their blind bid and bid 10, but in this case they only win singly rather than for a bid of Spades may not be led in the first three tricks unless they have been "broken" by a player trumping a lead of another suit with a spade. From the fourth trick onwards any card can be led. For a normal non-blind bid from 4 to 9 to succeed, the team must win the number of tricks bid, and may win one or two overtricks sandbags , but not more than that. For a successful bid they win 10 times the number bid, with nothing extra for overtricks. If the team wins fewer tricks than they bid, or wins three or more sandbags, they are set and in this case they lose 10 points per trick bid. For a non-blind bid of 10, the team scores points if they take 10, 11 or 12 tricks. If they bid 10 and win all 13 tricks they win the whole game. If they take fewer than 10 tricks they lose A team that takes all 13 tricks, known as a Boston, also gains "bragging rights". That is the case even if they bid less than 10, in which case they are set and score minus their bid for taking too many overtricks. For a blind bid, the team scores double the amount for the corresponding non-blind bid if they take at least as many tricks as they bid, and there is no limit on sandbags. This a successful blind 10 wins , though a team that bids blind and then comes out for a non-blind bid of 10 scores only A blind bid fails if the team takes fewer trick than they bid, and in this case there is no double - they lose just 10 points per trick bid for a blind bid of 6 to 9, or for a failed blind The first hand of a new game is normally played without any bidding. The teams just play to win as many tricks as possible and score 10 points per trick. If a team is set twice in succession "shot back to back" , they lose the whole game, irrespective of the scores. If both teams are set on two consecutive deals, the team with the higher score wins. Redd reports that in some groups, a team survives two consecutive sets but loses the whole game if they are set three times in succession. If the game is not ended by a Boston or a team losing twice in a row, the first team to score or more points, or the team with the higher score if both achieve this on the same deal, wins the game. If there is a tie at or more points, further deals must be played until the tie is broken. Other variations Here are some further variants, mostly contributed by Theodore Hwa. Variation in the cards and their ranking In some versions of Spades, some or all of the four twos are elevated to the top of the spade suit, are ranked in some specified order, and are considered to be spades.

Chapter 6 : Spades and Other Free Games Online | Pogo Games

Spades is a trick-taking card game devised in the United States in the s. It can be played as either a partnership or solo/"cutthroat" game. The object is to take at least the number of tricks (also known as "books") that were bid before play of the hand began.

It mostly applies to the three player game. Some suggestions for the four player game are also given. Your job is to try to guess exactly the number of tricks you will win. Usually, you will bet all your aces and kings, and frequently, your queens. Jacks are sometimes bet, usually number cards are not bet. Spades are higher than all other cards of other suits, so numbered spades are sometimes bet. The number of tricks bet also depends on the number of cards of one suit. The following apply to non-spades. Aces Always bet them. The exception here is if you have the 2 and Ace of Clubs together. Then, you claim your ace if no player has only one club. In this case, your ace is essentially reduced to a king, even though you will take the next club, unless spaded trumped. Kings Almost always bet them. You will claim your king if no player has only or none of that suit. If you have a king, and it is the only card of that suit in your hand, do not bet it. Queens You should bet these unless a you have two or fewer of that suit see kings or b you have a lot about 5 or 6 of that suit. When you have a lot of one suit, chances are good another player may have only two or fewer, and trump your queen. Jacks Risky at best. The only time you should ever bet these is when you have exactly four of that suit, and even then, do it cautiously. Otherwise, the jack gets trumped. Number Cards Never bet them. If each player has at least four cards of a given suit, and a jack actually wins, there is only one card left of that suit. Then, the other two players will easily trump your ten. In the four player game, Jacks fall in the same category as number cards: Queens become more risky, as do kings. However, remember that even though one player may have only one of a suit you have a king in, he might be your partner. The same applies to queens. Betting Spades Unless I have very few spades 3 or fewer , I bet all spades 10 or higher. If I have very few 2 or fewer of a given suit, I might bet a nine or eight or seven of spades, and use it to trump another card. Ace of Spades is automatic. King of Spades is automatic if you have the Ace, and so on. Betting Blind If you are very behind, and a player is close to winning, then you will usually go blind bet without looking at your cards to gain double the points. You have everything to gain, and if you lose, you would probably have lost anyway. On the first trick, the ace of clubs is usually played, so that player takes the first trick. If a player is out of aces, he usually leads a king of a suit of which the ace has been played. If no aces or kings, a queen of a suit which the king and ace have been played. However, at this point, all players have played two of that suit, and chances of a player running out increase. In short, player plays the highest card of a given suit remaining. If a player has none of the "highest remaining cards", he usually tries one of the following. If the player has a King, but the Ace of that suit has not been played, he leads a card of that suit other than the King, so the player with the Ace plays it. This is also used to force out a King if player has a Queen, and so on. If the player has very few one or two of one suit, it is to his advantage to lead a card of that suit. Then, when that suit is led. When a player runs out of a given suit, usually the player plays a spade. If two players run out at the same time, both may play a spade, and the highest one wins. I usually try to save the Ace of Spades the most glorious card in the deck, since it may never be beaten until the end of the game. If you only need one trick to make your bet, and you have the Ace of Spades, dump every trick possible until the end, then hold up your Ace at the end and smile. This will not work in the following cases: If the Ace is your only spade, and someone else leads a spade, you have to play it. If the other two players led spades lower than anything in your hand, or led non-spades, and you have nothing but spades, then it is in your best interest to immediately play the Ace, since taking it with another card is an automatic bag. If you have the King and Ace of spades together, then do the same, expect a first "force" you give up the King, then the Ace on a second "force". In the four player game, the play is the same, except that if your partner is winning a trick, and you run out of the suit led, you usually dump so your partner keeps the trick. If you take it, your partner loses a trick, which means you as a team lose a trick. If a team works together, then when this happens, your partner, knowing you have no more of that suit, will play it. Then, you jump a spade and take it. At the end of the game, if you only need one trick, your partner is winning

the trick, and you have the Ace, you would play the Ace to beat your partner, so you as a team will refuse the trick and not get a sandbag. Cutting This is an alternative strategy. In this plan, rather than taking the number of tricks you bet, take as many tricks as possible so that someone else cannot get their number, and then loses 10 times their bet. Most of the time this is used as a defensive strategy, i. This strategy hinders yourself from scoring, since it means taking bags and reducing your score, and should therefore be used with caution. Remember, if you miss the cut, you take a ton of bags, and your opponents get the maximum score possible, when just playing normally would have given you the maximum score possible, and they would get the bags. Cutting is a legitimate tactic if you are behind. If you try cutting when you have a point lead and you fail, you are stupid. If you succeed, you are a jerk that should be banned from ever playing Spades. Questions and Answers Q: Should I always play the highest of a suit? There are some exceptions. It is a big advantage to play last in any given trick. Then you can see all the cards played and play appropriately. If the other two players play a 2 and 3 of clubs, of course, you win if you play the 4. However, I recommend never taking a trick with a numbered non-spade, since they usually go towards bags. If you have these two without the King, if you come up last in the trick, you can play the Queen, then lead the Ace. This gives you the first two tricks, and forces the King to go another round, and possibly get trumped. When the highest of a given suit has been played, what do I play? Middle cards eights, nines, tens are usually dangerous. If you bet on a few queens or jacks, those middle cards could be insurance, and you might want to keep them. However, lower spades are also useful in "flooding spades". You can use these later on. Lead a low spade might force another player to play a higher spade even the Ace. The best spades to use to trump are again the "middle" - 8,9,10 of spades. You say always lead high non spades early, but save high spades late. Remember, high non-spades can be trumped. But, if you play it on the fourth round of hearts, it likely will. Keeping the Ace of Spades will give you control of the game. You always know you can play it and take a trick whenever you want. If you play it, you give up control to the King of Spades, then Queen, etc. If you have the King of Spades, but not the Ace, you are probably trying to force the player with the Ace to play it early, then you can wait to play your King. You flood spades by leading low spades, hoping the player with the Ace has only that spade left and must play it. Or, if the player needs no more tricks, they might play the Ace just to "get rid of it". Take your tricks early, and take tricks with only the cards you intend to. However, if someone trumped your king of diamonds, you better win another trick. If you play a higher spade 5, 6, or 7, others may play lower spades, and you take a bag. The point behind flooding spades is that if you lead a spade, all players lose one spade if they have one. If you have a lot of spades, however, try to wait until the end, since the Ace will likely be forced out before your King will. When you have all your tricks, or are missing one with the Ace of Spades in hand, dump every trick if possible. If you have to take a spade trick, take it with your highest spade to cut damage. The best time to go blind is during a game you bet last, since you have an idea how good or bad the other hands are. For three player, remember that there is one card missing. If it is high, it does.

Chapter 7 : Get Hardwood Spades - Microsoft Store

Spades Free brings this classic 4-player contract trick taking card game to Google Play. Created to the same high standard as the rest of our games, Spades Free supplies classy graphics, super smooth gameplay, highly scalable difficulty & much more.

Each player receives 13 cards. Bidding The bidding is also clockwise and starts from the player on the left of the dealer. There are two options of bidding – see cards or blind bid. If the player chooses the first option, he must bid a number of tricks from 0 to 13, which he expects to win. There is no need for each bid to be higher or lower than the last one. The combined bidding of the two partners is summed up together to form the team bid. This is the number of tricks the team must win in order to achieve a positive score. A NIL 0 bid means that the player declares that he will not win any tricks in this round. This bid can give points, but also cost if the player wins even one trick. Gameplay The cards in each suit are ranked as follows: He can play whichever card he chooses, excluding those of the spades suit. The trick continues in a clockwise fashion and the other players must follow the suit, if possible. If not, they may play a random card. If no spade is played during a trick, it is won by the highest value card of the initially played suit. If cards of the spades suit are played, the trick is won by the highest value spade. The winner in the last trick begins the next one. A spade card cannot be played until: When the team reaches 10 bags, they receive penalty and their bags are reset to 0. If a team wins less tricks than they have originally bid, they lose points equal to 10 times their bid. If a NIL bet is successful the player gets points, but if it fails he loses points. The team, which reaches points first wins. A team that has points loses. Differences in other game modes: Solo In this mode there are no teams, each player has a separate score and plays for himself. The winner receives the whole prize pool. If there are two or more players with the same score, the cards are dealt again for another round. A successful Nil bid gives 50 points and an unsuccessful one Points. A blind bid cannot be placed. The bag penalty of five bags equals points. Suicide In this mode, the players play in teams but the difference is that one of the team members must bid Nil while the other has to bid at least 4. There are no Blind Nil Bids. Whiz In this mode, the players must either bid Nil or bid the exact number of spades they possess. Again, no Blind Nil is allowed and the game is played in teams. How to play mirror spades In teams, each player must announce the exact number of Spades they have. Again, there are no Blind Nil bids. You can read more about the different spades variations on our blog. Spades Tournament Rules There are two types of tournament play. The game round will end when one of the following conditions is met: A team will win when they reach points within 7 rounds; A team will lose when they go down to points within 7 rounds; When the 7th round ends, the team with the higher score will be declared as a winner; Both types are played with the existing pairs rule set. Click to choose the type of tournament you want to play. When all players are present, everyone will be paired and the first round will begin. After the end of each round, the winning pair will proceed to the next stage. Before every round, the winning players will be mixed again and new teams will be formed. The winning pair in the final round will win the Grand Prize, while the runner-ups take a consolation Second Place Prize. If you intentionally leave a Tournament you will not be able to rejoin. There will be no exceptions. Every tournament is governed by the official rules outlined here if no explicit over-rulings are present. Tournaments and leagues are completely optional content. By accepting these rules, the player agrees to accept and respect the announced tournament results by the Organiser as final. None of the Tournaments are Sponsored or endorsed by Facebook or any related entities. Tournament winners will be announced and rewarded in a 48 hour time frame after the Tournament has concluded. The organizer uses this time to check every winning player for fraudulent play or set games. Participants will be regularly checked at random by the Organiser to ensure the quality of play and to enforce the rules above. The actions taken by the Organiser are final and non-negotiable. Active and Visible times for Tournaments Every tournament has a visible time – a period when the tournament is visible in the tournament lobby with a countdown to its activation time. Every tournament has an active time, displayed in the tournament room itself. Winners will be announced in a hour window after the tournament has concluded. Prizes Prizes for every tournament will be announced prior to its activation. Sponsored Tournaments can have

different prizes, provided by the Tournament Sponsor. Prizes can not be transferred, replaced or paid in their monetary values. All prizes are final and are paid out as-is. Additional Rules and Limitations Prizes are non-transferable. A won prize can not be exchanged for its monetary equivalent. Every attempt to sabotage or cheat on any tournament is considered bannable offense and will result in a permanent ban. Possible reasons to end a tournament include but not limited to: Publicity By participating in the tournaments, every player consents to be included in promotional materials. No monetary or chip compensation is due for this usage. All rights are owned and reserved to Casualino JSC. Questions and comments can be sent to support vipspades. Personal Data The standard Privacy Policy applies to every tournament. This includes, and is not limited to: If there is an issue with Facebook users, please contact support vipspades. You need a standard deck of 52 cards and 4 players to play Spades. The universal rules divide the players into two teams. Each player is dealt 13 cards. Then all four players bid the number of tricks they think they can make. If the team wins at least the number of tricks it initially bid, they score points. The first team to reach a certain amount of points is the winner. How do you win Spades? In order to win in Spades, you must have a solid strategy, a good understanding of the game, a trustworthy partner, and a bit of luck. Keep making bags to a minimum. Train to always be able to tell how many Kings, Queens, and Aces are still left in the game. Winning in Spades requires not only knowledge but a lot of practice. Do you have to follow suit in spades? In Spades, if you can follow suit, you are obliged to. You are not obliged to play the trump unless it is the led suit. What is considered a trick in spades? In trick-taking card games, there is a finite number of rounds, where each player plays a card. Playing the highest value card in a round wins it and you usually take 1 trick for it. In Spades, you must win at least the number of tricks you initially bid. How do you play spades with 3 people? Playing Spades with 3 people can be just as fun and challenging. In this variation, each player plays for himself in the overall scoring, but swaps partners in each round. The highest bidder each round is partnered with the dummy, while the other two play as a team. Normal rules apply here as well. For a more comprehensive understanding of the rules of 3 people Spades, check out this article. What is a bag in the game of spades? Any trick you win in excess of your total team bid is counted as a bag. Each bag brings 1 additional point to your score.

Chapter 8 : How to Play Spades (with Rule Sheet) - wikiHow

24/7 Spades Spades is a casual card game developed in the 's in the USA. Spades is played with a basic set of 52 cards and card value ranks from 2, the lowest, to Ace, the highest.

As a result, a partnership can have a net positive score even if they failed to make their contract. If a Nil bid is set, most tournament rules dictate that the overtricks make the nil invalid. This is accomplished by keeping track of bags in the ones place on the scorecard, and assessing a point penalty when 10 bags are accumulated and the ones place rolls over. In these variants, a point penalty would be assessed when 5 bags are accumulated. In the example, the score would be 61 points after the penalty. Anything over 10 sandbags is retained in the first digit and count towards future overtricks; a player or team can bag out multiple times in a game. When a hand is over, the scores should be recorded next to the bids. Alternatively, the scorer can turn the bid into the contract score by writing in the number of bags zero if there were none behind the bid, and a minus sign before it if the team was set, then add bonuses and subtract penalties beneath. Alternatively, the game could be played for a fixed number of hands or a fixed time limit; with four players, eight hands can generally be played in about an hour. If there is a tie, then all players participate in one more round of play until a winner is decided. Game variations[edit] As with any widely played game of such a flexible nature, Spades has many variations, ranging from significant changes in gameplay to small tweaks that suit individual or household preference. Deal variations[edit] Deficient Hand Sometimes a misdeal is also called if a player is dealt a "deficient" hand, such as one that contains one or no Spades or no face cards players should agree beforehand on what constitutes a "deficient hand". A player wishing to declare a misdeal due to a deficient hand must throw down his hand face-up, so other players may verify, and declare "misdeal" before he or his team has bid. Declaring a misdeal on a deficient hand is optional; a player may try to bid "nil" if dealt such a hand. Face-up deal In this variant, the dealer can lay out up to four cards per player face up as long as the same number is revealed for each player. Revealing the cards can also set up the psychological warfare of bidding and later playing, referred to as power checks, but face-up deals are sometimes done by dealers who set the deck to determine if the cut has disrupted their preparations. When a face-up deal is made, Blind Nil can still be bid if the player has not viewed any face-down cards. If a round of cards in addition to the leftovers is placed in the kitty, the discard by the player who picked up the kitty counts as a trick. This introduces more uncertainty in bids because usually the person with the kitty tries to void one suit and trump earlier in the game. Bidding variations[edit] One variant, borrowed from the related game Oh, hell, is that the sum of all bids must not equal the number of tricks to be played. This ensures that at least one player or team will be set or "bagged" forced to take an overtrick. Another game variation allows each player to optionally increase their bid by one point after all players have bid but before game play starts. A reduction in bid, once bids are made, is never allowed. Nil A player that has already looked at their cards can bid Nil. The object of the bidder is to take no tricks during the hand. If the Nil bidder takes no tricks, he receives the Nil bonus; if unsuccessful, the player or team subtracts that bonus. If either player or both players fail s to make theirs Nil bid, there is no penalty. Blind bidding Virtually all games include a variant that may happen during bidding; one or more players, having not yet looked at their cards, may choose to bid on the number of tricks they will take. Blind bidding is capped at a bid of seven. Thus, bidding a blind 8 or higher is contrary to standard game play, and is not allowed. Quite commonly, blind bids are allowed only if the bidding team is at least points behind, and in many cases, whether a minimum point spread is required, these risky bids are typically made by a team with a large deficit as a last-ditch effort; blind bids made in this situation are typically called "trailing blind bids". Blind Nil The most common blind bid, the player bids that they will not take a single trick during play of the hand. Bidding nil offers an additional bonus on top of the blind bid. A failed nil bid, similar to a failed blind, results in the bonus being deducted from the score. If this is done successfully, the team wins the game outright or takes double the combined bonus. If either or both players take tricks, however, there is no penalty. Passing Passing, or the exchanging of cards between players, is optional and rare in Spades. However, one more common exception relates to Nil bids, which are generally considered difficult to make, especially when

the bid was blindly made. To offset this difficulty slightly, a partnership in which one player has bid Nil or Blind Nil can choose to pass two cards between players; the most common arrangement is one card for regular nil and two cards for blind nil. When passing, the partners agree on a number of cards to pass, then select that number of cards and place them face down in front of their partner. Neither partner should look at the cards passed to them before they have passed their own cards. In passing this way, the idea is for the partner who bid Nil to offload their highest trumps or other face cards in return for low cards from their partner, which both decreases the likelihood that the nil bidder can be forced to take a trick, and increases the likelihood that his partner will be able to "cover", or overplay high cards the nil bidder still holds that would otherwise take a trick. The number of cards passed should be determined before the game begins so that each team can use this as they bid. Board Each team is required to make a minimum required bid of four tricks. When playing solo, one can bid Nil or board. You can never bid anything between Nil or board. A variation to this play involves setting the minimum bid to whatever number the players agree on. Partnership bidding This variant allows partners to "talk" during the bidding round and bid as a partnership rather than individuals. The partnership that did not deal makes their bid first, and the opposing partnership may use this information to craft their bid, although the total number of tricks bid by both teams does not need to equal The minimum bid is "Board" or 4 tricks, and there is no Nil bidding. Players are allowed to discuss how many tricks they think they can take with each other, but any discussion that identifies specific cards or strength of a particular suit constitutes "cross-boarding" and results in a misdeal, for which the penalty can range from the deal passing to the left to adding a predetermined number of "bags" to the offending partnership to a score penalty of up to points. The only exception to this rule is the Ace Check rule. If a player holds three or more Aces in his hand, that player may use the phrase Ace Check during the bidding round. The partner then discloses whether or not they have an Ace. If the initiating partner can now determine that all four Aces are held within the partnership, he or she may pass a card face down to his or her partner. Doing so creates a special contract where if the partnership retains all 4 Aces after all cards are played for the hand, they receive a point bonus. If not, they receive a point penalty. The Ace Check variant is optional to Partnership Bidding, and is generally only used in combination with "Deuces High" or similar Trump Variants where the Ace of Spades is more difficult to retain since other cards in the deck are assigned a higher rank. Auction Spades This variant combines Spades gameplay with the auction-based bidding of Contract Bridge. Each player must bid a minimum of 1 trick; by making the bid, they are committing their partnership to take the minimum 6 tricks plus the number bid. Subsequent bidders must raise the bid or pass; once they pass, they cannot bid further. Once all other players have passed, the winning partnership declarers must take a number of tricks equal to the winning bid plus 6 so a winning bid of 2 commits the declarers to winning 8 tricks, while the defenders attempt to set them. If the declarers make contract, they get 10 points per bid trick; if they are set they get nothing. The defenders get 10 points per overtrick made by, or undertrick missed by, the declarers if the declarers bid 2 and only make 6 tricks, the declarers get nothing and defenders get 20 points; if the declarers make 10 tricks, the declarers get 80 points but the defenders get 20 for the 2 unbid overtricks. Thus, the defenders have a choice of tactics; they can either set the declarers so they get no points, or may "bag" the declarers by forcing them to take overtricks so both sides get points. A player may only bid "No Trump" if that player holds at least one spade in their hand, and their partner agrees to let them bid NT. A player who successfully makes a No Trump bid counts each trick taken by that player as double normally 20 points. Bidding for commits a side to win at least 10 tricks; if successful, the team scores points. If the side wins fewer than 10 tricks, they lose points. In some variations, to make a for bid, the side must win exactly 10 tricks. In some places the for bid is called for-2, which is written on the score sheet as Another way of writing the score is with the two zeros linked together at the top; this is called Wheels, as the zeroes are supposed to look like train wheels. This variation is played widely in India and England. Any capture of a trick by opponents "resets" the count. A partnership bidding Big Moe and capturing eight tricks in a row gains points; one bidding Little Moe and capturing six tricks in a row gains points. Bags or overtricks, if applicable, are not counted. It is additional to the normal bid; the team scores an extra bonus of 60 if successful and loses 60 if not. Big Bemo similarly commits the team that bids it to win the first nine tricks; they score a point bonus if successful and lose 90 if not. It scores points if the side takes

exactly six tricks. If they take some other number of tricks they lose. It is also commonly played that the side must win at least six tricks and overtricks are not counted, or that failing to make six tricks only loses. Failing a blind contract is penalized at the normal 10 points per trick bid. Played with or without Jokers. No Nines, No Blinds. A variation of partnership bidding - neither blind bids nor a cumulative bid of 9 is allowed. This can make the game more competitive since a partnership with a strong hand has to either bid an 8 or for, risking "overbidding" their hand and teams cannot catch up through Trailing Blind Bids. Related to but opposite of a Double Nil bid. If a team bids to take all the tricks in a hand and does so, that team wins the game outright regardless of the score before the hand. This is a blind bid to take all tricks in a hand, made before either partner has looked at their cards. Variations include automatically scoring points regardless the bid. Half Tricks. In this variation, the first partner of a team to bid may, if he chooses, bid tricks in increment of one-half instead of one, i. His partner is then required to bid such that the team bid rounds out to a whole number, i. This gives some information between partners; a player is bidding that they will take three tricks and might take a fourth. Suicide. Played by four players, playing as partners. Each player must bid either Nil or at least four tricks. The second player to bid in each partnership may either bid the opposite, i. Another version of Suicide is played by four players, playing as partners. The bidding is the same as normal, except that one person in each team is forced to bid nil, so if the leading partner does not bid nil they must do so. Whiz. In this variant, each player must bid the exact number of spades in their hand or go Nil. There is no minimum amount for teams to bid.

Chapter 9 : Spades – Card Game Rules | Bicycle Playing Cards

A common feature in Spades is designed to penalize players for underestimating the number of tricks they will take, while at the same time not removing the possible strategy of intentionally taking overtricks, or "bags".

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The teams The four players are in fixed partnerships, with partners sitting opposite each other. Deal and play are clockwise. Rank of Cards A standard pack of 52 cards is used. The cards, in each suit, rank from highest to lowest: The Deal The first dealer is chosen at random, and the turn to deal rotates clockwise. The Bidding In Spades, all four players bid a number of tricks. Each team adds together the bids of the two partners, and the total is the number of tricks that team must try to win in order to get a positive score. Everyone must bid a number, and in theory any number from 0 to 13 is allowed. Unlike other games with bidding, there is no requirement for each bid to be higher than the last one, and players are not allowed to pass. There is no second round of bidding - bids once made cannot be altered. South deals; West bids 3; North bids 1; East bids 4; South bids 4. A bid of 0 tricks is known as Nil. This is a declaration that that the player who bid Nil will not win any tricks during the play. There is an extra bonus for this if it succeeds and a penalty if it fails. It is not possible to bid no tricks without bidding a Nil. Each player, in turn, clockwise, must follow suit if able; if unable to follow suit, the player may play any card. A trick containing a spade is won by the highest spade played; if no spade is played, the trick is won by the highest card of the suit led. The winner of each trick leads to the next. Spades may not be led until either some player has played a spade on the lead of another suit, of course , or the leader has nothing but spades left in hand. Playing the first spade is known as "breaking" spades. Scoring A side that takes at least as many tricks as its bid calls for receives a score equal to 10 times its bid. Additional tricks overtricks are worth an extra one point each. Overtricks are colloquially known as bags. A side which over several deals accumulates ten or more bags has points deducted from its score. Any bags beyond ten are carried over to the next cycle of ten overtricks - that is if they reached twenty overtricks they would lose another points and so on. Suppose a team whose score is bids 5 tricks and they have 7 bags carried over from the previous rounds. If they win 7 tricks they score 52, taking their score to and their bags to 9. If they win 9 tricks they score 54 and lose , bringing their score to If a side does not make its bid, they lose 10 points for each trick they bid. This is in addition to the score won or lost by the partner of the nil bidder for tricks made. The side which reaches points first wins the game. If both sides reach points in a single deal, the side with the higher score wins. Back to game About Spades This online version of the classic card game Spades was made by me. My name is Einar Egilsson and over there on the left is my current Facebook profile picture! All the graphics used for the game I found at OpenClipArt , a great site with free graphics. The excellent playing card images were made by Nicu Buculei , and the player images were made by Gerald G. Any comments, questions, ideas for other games or anything else can be sent to admin cardgames. Back to game This is version of Spades. This website uses cookies to store your preferences, and for advertising purposes. Read more in our Privacy Policy or manage your privacy settings.