

## Handout Example

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### FIVE TRICKS

A Card Game Easy to Learn and Easy to Play

<b>Cards</b>	Only 28 cards are used – Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.
<b>Players</b>	Usually 4-6, sometimes varies
<b>Deal</b>	The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards (or some other amount, depending on the number of players)
<b>Start</b>	The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.
<b>Winning Tricks</b>	When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.
<b>Continuation</b>	The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.
<b>Following Suit</b>	The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.
<b>Trumps</b>	In this game, spades are trumps. If you do not have a card of the first suit, you may play a spade. This is called trumping. You win the trick even if the spade you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.
<b>End/Win</b>	Game ends when all cards have been played. The player who has won the most tricks wins the game.

♠♣♥♦ 7,6,5,4,3,2,Ace ♠♣♥♦