

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL SPADES RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. The game will be played by four players in fixed partnerships, with partners sitting opposite each other. Deal and play are clockwise.
3. A standard pack of 52 cards is used. The cards, in each suit, rank from highest to lowest: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.
4. To begin the first deal, all players will draw a card. The player with the highest card will deal first.
5. The cards are shuffled and then dealt singly, in a clockwise order beginning with the player on the dealer's left, until all 52 cards have been dealt and everyone has 13.
6. Bidding

Each partnership must make a bid, which is the number of tricks they expect to take. It is important to realize that in Spades both sides' bids stand (it is not like other bidding games in which only the higher bid counts). First the non-dealer's side agrees on a bid. Each partner on that side communicates the amount of tricks they expect to take, based on their cards. A certain amount of unspecified bantering about "halves" and "maybes" is permitted, but not specific information about cards held. For example you are allowed to say "I know I can take 4 tricks, I might be able to take 6"; you are not allowed to say "I have a couple of high hearts and a singleton in clubs". The agreed upon bid is then written down. The other side then agrees on a bid in the same manner.

Nil is a declaration that that the player will not win any tricks during the play. Any single player may bid nil. The nil bidder's partner will also bid the number of tricks to be taken by the partnership. Blind nil bids will not be used.

7. The Play of the Hand

On the first trick, everyone must play their lowest club. A player who has no clubs must discard a diamond or a heart. No spades may be played to the trick. On this first trick the holder of the 2 of clubs should lead, and the others play in clockwise order. The trick is won by the highest club played. The player who won the first trick leads to the next. Any card except a spade may be led. 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 player who wins a 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)
- The leader has nothing but spades left in hand

8. 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. Sandbagging rule: A side which (over several deals) accumulates ten or more overtricks has 100 points deducted from its score. Any overtricks beyond ten are carried over to the next cycle of ten overtricks - that is if they reached twenty overtricks they would lose another 100 points and so on. If a side does not make its bid, they lose 10 points for each trick they bid.

If a bid of nil is successful, the nil bidder's side receives 50 points. This is in addition to the score won (or lost) by the partner of the nil bidder for tricks made. If a bid of nil fails - that is, the bidder takes at least one trick - the bidder's side loses 50 points (but still receives any amount scored for the partner's bid, and the tricks won by the nil bidder count towards making the partner's bid). The side which reaches 500 points first wins the game. If both sides reach 500 points in a single deal, the side with the higher score wins.

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**For complete information on general intramural information and sportsmanship policies visit
www.washburn.edu/getfit**