

Chapter 1 : Steve J . Conway (Author of High, Low, Joker and the Game)

High, Low, Joker, and the Game: The Adventures of an Experimental Test Pilot is Chuck Fisher's story. He spent twenty-seven years as an experimental test pilot for the Boeing Military Airplane Company.

Once known to virtually every card-playing American, it survives today, principally as Auction Pitch. It is still a popular game in the United States and has also evolved into Seven-Up, Cinch, and other games. There are many versions of Auction Pitch, and while the rules have changed greatly over the years, the essential feature has always been the scoring of high, low, jack, and the game. The Deal Deal three cards at a time clockwise, beginning with the player to the left, until each player has six cards. After each hand, the deal passes to the left. Each player in turn may either bid or pass. The lowest bid is two, and each successive bid must be higher than any preceding bid, except the dealer, who can bid and play for the amount of the preceding bid. However, if any player bids four, he is said to "smudge," and the bid cannot then be taken away from that player. The Play The "pitcher" highest bidder, or the dealer if he assumes the contract at the highest preceding bid leads first. The suit of the card "pitched" indicates the trump suit. On a trump lead, each player must follow suit if possible. On any other lead, a player may either follow suit or may trump. When unable to follow suit, a player may play any card. The player of the highest trump - or the highest card of the suit led if the trick contains no trump - wins the trick and leads next. How to Keep Score When all six tricks have been played, the points due each player are tabulated. Usually a score is kept with pencil and paper. Each player except the pitcher scores whatever points he makes. The pitcher scores whatever points he makes if the score at least equals the bid contract. However, if the pitcher has not scored as many points as were bid, he is "set back" by the amount of the bid - that is, the number of points bid is deducted from his score. Thus, a player may have a net minus score, which is called being "in the hole. The first player to reach a plus score of 7 points wins the game. If two players other than the pitcher are able to reach 7 points on the same hand, the points are counted in this order: High, Low, Jack, Game. A player who smudges and who makes the bid by winning all 4 points wins the game immediately - unless he was in the hole in which case the smudger only receives the 4 points. In some games, the winner receives an additional point from each player for each time that player has been set back.

Chapter 2 : How to Play Bid Whist Online

*High, Low, Joker and the Game: The Adventures of an Experimental Test Pilot [Charles F. Fisher, Steve J. Conway] on calendrierdelascience.com *FREE* shipping on qualifying offers.*

The cards are ranked in the usual order, Aces ranking high. In a feature borrowed from Euchre, the Jack that is not trump but of the same color as the trump suit is known as the Jick Ji or Left Bower. The Left Bower and the two Jokers are considered to be part of the trump suit, where they rank below the Right Bower and above the Ten. In case both Jokers are played to the same trick, the second ranks higher than the first. Smear is a point-trick game, i. The first dealer is decided by cutting. These are 1 point each for holding the highest or lowest trump in play, for winning one of the Bowers or Jokers, and for winning the trick-play. Finally 3 points for winning the Three of trumps. The first player to score 21 points over several deals is the winner of the game. Ten cards are dealt to each player. Beginning with the eldest hand, each player gets one chance to bid for the privilege of declaring the trump suit. A bid is the number of points that the bidder undertakes to win in the deal, the minimum bid being 1. Each player must make a higher bid than any previous player, or pass. The player who wins the bid, known as the pitcher or maker, must win as many points as he or she bid, or is set back by the amount of the bid. After declaring the trump suit, the pitcher takes up the remaining stock of 14 cards and discards 8 of them to get down to six cards. Everybody else discards four cards to get down to six. The discarded cards must not include any trumps, unless that cannot be avoided because the player holds more than six trumps. The pitcher leads a trump to the first trick. Trick-play is as in All Fours, i. It is always allowed to trump instead of following suit. The winner of a trick leads to the next trick. At most ten points can be won in a deal: High For the original owners of the highest trump played in trick play. Low For the original owners of the lowest trump played in trick play. Jack For winning the trick containing the Jack of trumps. Trey 3 points for winning the trick containing the Three of trumps. Players may receive points even if they did not win the auction. A pitcher who did not win at least the number of points undertaken with the bid does not receive any of the points, and is instead set back by the amount of the bid. Negative scores are possible. If more than one party reaches the required number of points to win the game, the party with the higher score wins. In case of a tie the pitching party wins. Game The game may be played for a different number of points. If the Jokers are distinguishable, one may rank higher than the other. The game may be played without Jick i. The game may be played without the 3 points for Trey. The points for Jokers may be awarded for holding them at the beginning rather than catching them in a trick. The minimum bid may be 4 points. Example variant 1[edit] The following variant was described by David Parlett. After the pitcher has declared trumps, each player discards all non-trumps and receives as many cards as necessary to bring their hand back to six. A player who holds more than six trumps must keep all trumps. During trick-play, only trumps may be played. Any player holding more than six cards must play the extra cards to the first trick. Players drop out of the game as they run out of trumps. If a player wins a trick with their last trump, the following player leads to the next trick. The Joker points are awarded to the owners, not winners, of the two Jokers. The game is 21 up or 31 up. Only the pitching party can win the game. Example variant 2[edit] This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. April Learn how and when to remove this template message Each player receives 9 cards in batches of 3. At some point in between a widow of 4 cards is put aside. The minimum bid is 4 points. The pitcher takes up the widow before declaring the trump suit. All players except the pitcher discard all their non-trumps and receive replacements as necessary to bring their hands back to six cards. Finally the pitcher picks up the remaining stock and discards down to six cards. The pitcher need not lead a trump to the first trick. A player with more than six trumps including the pitcher after picking up the stock, if applicable will have to discard trumps, but may not discard any that have scoring value. The point for Low is replaced by a point for Deuce, i. The point for "Game" is replaced by a point for the ten of trumps. This simplifies scoring and eliminates the need to count card points. One possible bid is shooting the moon. This is the same as winning the maximum number of points possible, but for higher stakes: In case of success the pitching party

immediately wins the game. In case of failure the pitching party loses the game. In the three-handed cutthroat variation, the minimum bid is three. In each way, the group is split into two teams. Deck and Deal[edit] The game is played with a 53 card deck, only one Joker. When playing 8 handed all cards are left in the deck. But some use 3 cards to make a kiddy which the winning bidder gets to exchange cards with and 2 are left "sleeping" or unused. Game Structure[edit] Smear involves the card concept of "trump". Each player bids on their hand depending on the value of the cards. The highest bidder lays the first card. The suit the player leads in becomes trump for that deal of cards. Smear follows the basic value system of any game: The Ace is highest. Any member of the trump suit is worth more than a non-trump card Ex. If hearts is trump, the 3 of hearts beats the Ace of clubs. The Joker is considered trump in every deal, but is always the lowest value trump. The highest bidder leads the first trick. After the first, the winner of the trick leads the next. Each player must play in turn following in a clockwise circle. The players are split into two teams. If 4 handed, two teams of 2. If 6 handed, two teams of 3. If 8 handed, two teams of 4. Teammates are split by every other seating. You cannot sit next to one of your partners. After each hand the cards are pulled into a pile by the team that won that trick. It is important that the cards of different teams are not mixed. They must be counted in the end. Goal and Bidding[edit] The goal of Smear is to match the points of you or your teams bid, or to prevent the opposing team from matching their bid. There are Five major points to collect in each deal: HIGH is the highest value trump card, almost always the ace. LOW, the lowest member of trump, belongs to the player who held it. It does not need to be won in a trick. It is typically the two if it is not sleeping, and should be left on the table once played. GAME is an accumulation of all the points won by either team. For counting GAME the value of each card is as follows.

Chapter 3 : Pitch (card game) - Wikipedia

Points for High, Low, Jack, Off-Jack and Joker are awarded to the non-bidding team only if the cards have been successfully played before the game was folded. However, the High and Low points must be the Ace and the 2 even if revealing all cards shows other cards would have won High or Low.

The two highest cards and the two lowest cards become teammates and sit crosswise from each other. The deal[edit] Each player is dealt nine cards. The player to the left of the dealer is the first to bid, and continues in a clockwise pattern. Each player has the option to either pass or outbid the previous bid. The minimum bid is 5, and the Shoot the Moon rule is in effect. If all players pass, the dealer is stuck with the bid. In some forms of Pitch, a misdeal can be called if a player has no pointers AND no face cards. In Campbell Ten-Point, calling a misdeal is not allowed. After every player has bid, the winning bidder then announces the trump suit. Every player, other than the winning bidder, then discards any non-trumps. The dealer then re-deals to each player so that they each player has a total of six cards. This is known as the widow. After the winning bidder picks out all trumps from the widow, he must narrow or widen his hand to six cards. If he has more than six trump cards, he must "burn" a trump. When burning a trump, the player must announce what card he is burning to the table. All non-pointer trumps must be burned before any pointers can be burned. Play[edit] The winning bidder is the first to play, and continues in a clockwise pattern. The first hand must be in the trump suit "Leading Off" is not allowed on the first hand. If the lead player plays a trump, every player must play a trump on that particular hand. The player who plays the highest trump card takes the hand. The winner of the previous hand is the first to play the next hand. Once a player has no more trumps in their hand, they are up out of that game. You are not allowed to declare that you are up until it is your turn. Other than the first hand, a player can choose to lead a non-trump. If a player leads off, all cards become playable. Once again, the highest trump card wins the hand. If no trump cards are played during an off lead, the winner of the previous hand leads the next hand, regardless of what non-trump is played. Scoring[edit] The objective of the hand for the team with the winning bid is to at least match what they bid. The objective of the team without the bid is to make their opponents "go set". When a team with the winning bid fails to reach the amount they bid, they go set. When a team goes set, they lose whatever amount that they won the bid with. For example, if a team wins the bidding with a 6 bid and is only able to take 5 points on that hand, they lose 6 points from their total. Negative points are allowed. In some variations, doubling of the bid is allowed as a half-point bet. If a player with a doubled bid goes set, they get negative points for the entire bet or in these examples. The first team to 32 points wins. If the game ends with both teams with 32 or more points, the team that won the bid on the final hand is the winner. Shoot the Moon - A bid of ten. Some variations differentiate a max bid from "shoot the moon" by increasing the difficulty in some way. Others consider "shoot the moon" an all-or-nothing bid, meaning the entire game is automatically won or lost depending on whether the bidder obtains all available points. Widow - The remnants of the deck following the re-deal. Some variations give the entire "widow" to the bid-taker to ensure all cards are in play. Pot - An alternative to the Widow. A set number of cards typically 4 are initially dealt to the middle of the table. Dead Card - A playable card that must be discarded before play begins. This occurs when a player holds more than six playable cards. Four-Handed Game - Reaching 32 points after only four hands, the minimum number of hands possible to win a game. Perfect Game - A win in four hands. After the bid, the maker takes the deck, declares the trump, and discards down to six cards. All other players must discard non-trumps, but do not receive additional cards. This variant always incorporates the Call for partner rule. The minimum opening bid is 5. Bidder get the remaining cards in the deck but only keeps 6 cards. Susqy River Ten-Point[edit] Also known as ster-don. Seven cards are dealt to each player. In this variation, the Low point is made by capturing the lowest trump rather than simply playing it, as is usual. The Five Trump is counted for 5 points, the other points only one each for a total of 10 possible points. After trump is declared, players discard trumps and are re-dealt to a seven card hand. First card played does not have to be trump. The Forced Bid rule is in effect. The game ends when one player reaches 50 points. The Off-Ace, like the Off-Jack, is not in the trump suit but is of the same color. It is worth one point and ranks just below

the Ace. Play ends at 51 points rather than Roadhouse Pitch[edit] Roadhouse Pitch is an auction pitch variant. Four points are awarded for High, Low, Jack, and Game, scored for their eventual owners. Games are played to 15, with a win by two requirement. Bidding proceeds clockwise, the player left of the dealer assuming the first bid. Players wishing to bid must bid a minimum of two. Players may also "Shoot the Moon", requiring them to win every trick and all four points. Shooting the Moon is valued at 15 points, failure to win every trick and all four points results in a setback. Negative scoring is allowed. In the event the bid is passed to the dealer, the dealer must assume the minimum bid or "Shoot the Moon". The player with the highest bid pitches the first card, thus denoting trump. Players must follow suit regardless of trump, resulting in the primary variation from auction pitch. A player may not trump in unless they are unable to follow suit. The remaining gameplay follows that of classic pitch. There are seven possible points: The game is played to 21 points. Bids between 3 and 7 are allowed. The highest bidder calls trumps, and players discard non-trump cards face up in the center of the table. The dealer then distributes 6 cards to each player in batches of 1. Points and Bids are the same as described above, and cards are dealt singly or 3 at a time. Bids are from The bid-winning player can only receive the number of points bid with one exception: If the bid-winning player earns points equal to their bid no higher , he or she receives one extra point towards the total. Non-making players earn points only if the making player is set with one exception: Finally, players must follow suit in this variant - trumping in is allowed only if a player has no on-suit cards. House rules may permit a game point which is calculated by using the 10s only, such that the player who takes the most 10s is awarded the game point and no player receives this point if there is a tie. Like the Off-Jack point, the game point can be claimed by any player. High Five[edit] High Five is a very rare Swiss variation of pitch played with two teams of two. This variant uses 9-card hands. Five and Off-Five are each worth 5 points. Bids are from 6 to 17, the Shoot the Moon variant is used. After bids are made, each player discards all non-trumps or to a six-card hand. The dealer restores each hand to six cards, skipping the making player. Finally, the making player may search the deck, choosing cards to bring their hand to six. Seven Point[edit] Seven point pitch is played the same as ten point pitch, except that the three is not counted as a point. In case of a tie in counting up game, any jokers count as a half point to break the tie.

Chapter 4 : High, Low, Joker and the Game (edition) | Open Library

High low rules explained. Of all the casino games out there, the rules of high low (sometimes also known as hi-lo) are the most straight forward. This game is played with a full deck of 52 cards, minus the jokers.

In case of a tie, no one gets this point. The bid of smudge requires all six tricks to be won by the declaring side, in addition to the four items listed above. Sometimes a team can win all the tricks, but if the jack of trumps was not dealt, that is not sufficient to win a smudge bid. The play The pitcher leads a card to the first trick, and the suit of this card becomes the trump suit. The winner of each trick leads the next, and may lead any card. A player who has a card of the suit led must either follow suit or trump. Players may play trump on any trick, even if they can follow suit. A player who has no cards of the suit led can play anything - either a trump or a card of another suit. Each trick is won by the highest trump card played, or if there are no trumps in it then by the highest card in the suit led. If you bid and make your bid, you get the number of points you make in other words, if you bid two and make four, your team scores four points. However, to score five points smudge , you need to actually bid smudge - if you bid four, and actually win all the tricks, including the jack of trump, you still only score four. The opposing team makes whatever number of points they earn. If a team fails to make its bid is said to be set. It loses or is set back the value of the bid, while the other team again scores whatever points it makes. Note that if a side that bids smudge loses a trick, the bid has failed and they will be set back 5 points no matter what happens after that. However, the play must be continued to the end to give the other side a chance to score points. A cumulative score is kept for each team. Winning the Game In order to win, a team needs at least 21 points, but they can only win at the end of a hand in which they made their bid. A team which reaches 21 or more on a hand where they are against the declarer - nor do they win if they bid and lose a contract, but still have 21 or more points. It is therefore possible for the winning team to have fewer points than the losing team. For example, suppose that we have 18 points and they have 24, but they have not yet won because they acquired their last 4 points playing against our bids. If we now bid 3 and make it, and they take 1 point, we win, even though we have just 21 points while they have It is illegal to discard trump, and normally, players will discard all their non-trump cards in the hope of replacing them with trump. This makes it more likely that the ace, two, and jack will end up in play. Pitching A player may lead or "pitch" a card instead of bidding. Pitching in this way is equivalent to a bid of four with the led suit as trump. If someone pitches, none of the other players can bid, except for the dealer, who still has the option to take the bid by pitching or announcing a smudge. If the dealer does take the bid in this way, the original bidder must take back the card they pitched. Some play that if the dealer does this and is set, the loss is doubled. Six players The six player game is two against two against two, all sitting opposite their partners. Instead of six cards, each is dealt eight. There is no draw, but everyone discards two cards after trump is announced. No trumps on first trick. In this variation, the declarer is allowed to make a non-trump lead. In this case it is illegal for any player to play a trump on the first trick. Usually the declarer will use this opportunity to lead the ace of another suit, so that partner may throw the ten for game points under it. There is a group of Pitch variations which go by the name of Smear. These are described on the Smear page of this site. The "right bower" is the trump jack and the "left bower" is the off jack, ranking just below it. Note that these two cards rank between the queen and ten of trumps, not at the top of the suit as in Euchre. This game is played with a 28 card pack: Six cards are dealt to each player, in threes, and the remaining cards are not used. You can bid any number from 1 to 5, and the bidding can go around the table several times if necessary, but you cannot bid any more after you have passed. When everyone has passed except the high bidder, or someone has bid five, the bidding ends. The high bidder nominates trumps and leads any card to the first trick. Players must follow suit, except that a non-trump lead may be trumped even if you have a card of the suit led. The first team to reach 12 or more points wins. Arizona card Pitch This is another game using a shortened deck: A-K-Q-J in each suit plus a joker, ranking between the jack and ten of trumps. There are points for high, low, jack, joker and game. Here is an archive copy of the rules from blakeware. It is very closely related to Minnesota Smear. The game is played by either four or six people in teams two, using a standard American 52 card deck with two

distinguishable Jokers, designated high and low. The Off-Jack and High and Low Jokers are part of the trump suit and the ranking of trumps from high to low is: Deal If there are four players, each is dealt nine cards. If there are six players, each is dealt eight cards. The remaining undealt cards are placed face down to form a "widow" hand. Points There are extra points for the Off-Jack and Jokers, and optionally for the three of trumps. This makes a total of ten or seven points to bid for. Scored by the team who hold the highest trump in play. Scored by the team who hold the lowest trump in play not by the team that wins it in a trick. Scored by the team if any who win the jack of trumps in a trick. Awarded to the team if any which wins a trick containing the Off-Jack. Awarded to the team which wins the trick containing the High Joker, if it is in play. Awarded to the team which wins the trick containing the Low Joker, if it is in play. Three points are awarded to the team that wins the trick containing the Three of Trumps. The 3 point score for the three of trumps is optional. If not used then there would be only seven points available for bidding. Either as in the basic game, or some players award the point to the team that wins the trick containing the Ten of Trumps. Bidding There is just one round of bidding. The minimum bid is two; the maximum is the total number of points available - either ten or seven, depending on whether you count the trey of trumps. The dealer is not allowed to "steal the bid". The Discard If playing six-handed, the bid winner picks up the six cards from the "widow" and declares the trump suit. All players then discard down to six playing cards. The bid winner then starts the play. If playing four-handed, the bidder declares the trump suit and then all players are allowed to discard from 0 to 3 cards, and receive an equal number of replacement cards from the deck if sufficient are available, bringing their hands back to nine cards. All players then discard down to six cards. Some play without the discard and draw feature - the players simply each discard three cards. There are three options for following suit, depending on house rules: Players who can follow suit must either do so or trump; players who cannot follow suit may play anything. Players who can follow suit must always do so; players who cannot follow suit may play anything. Players must either follow suit or trump unless unable to do either, in which case they can play anything. Dave Coleman-Reese reports a variation of this game without the Off-Jack and with no score for the Trump Three, so that there are 6 points to bid for. On his web page, Larry Charbonneau describes another version of ten-point Pitch. Each of the four players is dealt nine cards, the minimum bid is four, and the dealer must take the bid for four if everyone else passes. After the bidder has named trumps the players discard all their non-trump cards and refill their hands to six cards. Any cards remaining in the stock are given to the bidder, who can take them or give them to partner without first looking at them. A player with more than six trumps must discard any excess trumps out of the game. In the play, only trump plays are legal. A player who has no trumps left drops out of the play. If they won a trick with their last trump, the lead passes to the left. The game point goes to the side that wins the ten of trumps in a trick. The bidding side win the points they bid if successful, and lose the same amount otherwise. The first team to 52 points or more wins the game. A player can bid to "shoot the moon", for which their team has to rake all ten points; if they succeed they win the whole game if their previous score was zero or above, or advance to zero if their score was below zero; if they fail they lose the whole game. Variations are given for Pitch with other numbers of points by omitting some of the ten, or by adding other off-trumps Off-Ace, Off-Ten, Off-Three, Off-Two ranking just below their real counterparts. There is also "Dirty Pitch" in which the point for Low goes to the side that wins the Two rather than holding it, and "Reverse Pitch" in which the rank of the trumps is reversed two high and ace low. There are versions for four and for five players. The game is normally played by five players using a 54 card pack including two jokers; points are one each for high, jack, off-jack, high joker, low joker, ten, low and three points for the three.

Chapter 5 : Hi Lo Poker - Free Instant Play Game - Desktop / IOS / Android

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The person across from you is your partner, and the two of you will work together to win the game. Check out your hand. Do you have enough cards in the same suit to control the game? By enough, I mean five or more with at least three boss cards. If you do, go ahead and bid. Some folk bid with less, hoping their partner is holding, or the Kitty is good. As a beginner, you may not want to try that. When you bid, you say whether your bid is uptown high or downtown low. A low bid overrides takes out a high bid of the same size, and a No Trump bid overrides takes out a low bid of the same size. No Trump bids are not recommended for beginners. The Jokers become whatever suit is trump and have no value in a No Trump. The person to the left of the dealer bids first and bidding goes around the table with the dealer bidding last. You only get one bid per deal, so be careful. The highest bid is seven, and the lowest is three. Within each bid you can select high, low or no. If you select a four no then is is a "no trump bid". No bids are best dealt with by experienced players. If you win the bid with a high or low bid then you have to select a trump before you get the kitty. If you win with a no bid, then you have to say whether high cards or low cards are the best cards before you get the kitty. Generally speaking unless you are playing with all beginners no winning bid is ever less than a four high. Some people will try to bid say a three high to tell their partner they have a better high hand than low hand. There are fifty-four cards in bid whist, thirteen in each suit plus the two Jokers. Each player gets twelve cards and the other six go into the Kitty. The person who gets the bid also gets the Kitty. The cards from the Kitty go into your hand. Now, look carefully at your hand and take out six losing cards. Be sure to keep trumps and boss cards. No matter how many losers you have, you can only remove six cards. The six discarded cards are your first trick or book. There is nothing worse than having your opponent slap one of your boss cards in the face with his only small trump. There are thirteen possible books. The six discarded cards in the Kitty are your first book. The other twelve come from playing the hand. Each book counts as one point and seven points wins the game. The first six books, including the book of discards that go into the kitty, are not counted. However, the easiest way to figure your progress is to keep track of the number of books your opponents have. If you bid three, you have to make sure your opponents get no more than four books. Go under by seven points and your opponents win the game. Points are doubled on a No Trump bid, but new players should beware of bidding a No Trump. There is also a version of Bid Whist that is played without trumps, but you need to be a whiz at the game to manage that. However you should always be courteous. Trash talking must not spill over into personal attacks.

Chapter 6 : Rules for the Card Game Smear | Our Pastimes

Hi Lo Joker is a multiple stake game with 10 different gambling choices and a part-collect option. Players will gamble on what card is drawn next. Each gamble chosen uses a specific deck of cards which consists of: 2 of Hearts, 3 of Clubs, 4 of Diamonds, 5 of Spades, 6 of Hearts, 7 of Clubs, 8 of Diamonds, 9 of Spades, Jack of Hearts, Queen of.

Each player is dealt 9 cards to start the game. The dealer will deal 3 cards to each player three times, for a total of 9 cards. Partners must work together to win the most points possible to win the game. First, each player looks at their hand. The person to the left of the dealer bids first. A bid must be four or more. Otherwise the player can pass and not bid anything. The rest of the deck is set aside for the moment. The person with the winning bid gets to choose the trump suit. This suit is the only suit that can be used to win cards with the exception of the off jack and if played with, the off three. After the trump card is announced, players then discard all suits that are not trump or off cards face up in the middle of the table. A player can only have 6 cards in hand, so if a player holds more than 6 cards of a suit, they must discard the others. If a point card is thrown away, another player can take it out of middle if he or she has less than 6 cards at this time. After all players have thrown away their cards and gathered the ones they need, the cards in the middle of the table are discarded. The dealer deals each player starting on the left enough cards so that each player has 6 cards in hand. Then the dealer gives the bid winner the rest of the deck. The bid winner can look through this deck one at a time and replace cards in his deck with point cards. If the bid winner does not look through all the cards, the remaining cards are passed to his partner to look through. Now, everyone has 6 cards and play can start. Any card can be played on the first turn, unless the player has no cards in the trump suit, in which case play starts with his team member. See points listed above for order of high to low cards. The two is the only unique card, whoever plays the two gets to keep the point card regardless of who wins the hand. If this happens when it is the player's turn to start, play is passed to the teammate. If both members of a team run out of trump cards, the remaining points are won by the opposing team. If the bid winning team makes their bid or goes above their bid they collect that many points. The opposing team can still receive points even though they did not bid. If the bid winning team loses their bid, their proposed bid is subtracted from their score. If a team "shoots the moon," or bids 10 and makes the bid, they automatically win the game. Otherwise, players go until one team gets more than 54 points. The off Jack or Jick is the Jack that is the same color as the trump suit. For example, the Jick of Hearts is the Jack of Diamonds.

Chapter 7 : Pitch – Card Game Rules | Bicycle Playing Cards

There are Five major points to collect in each deal: HIGH, LOW, JACK, JOKER, GAME. HIGH is the highest value trump card, almost always the ace. LOW, the lowest member of trump, belongs to the player who held it.

The object is to be the first team to reach 21 points. Several different variations of this game exist. These rules are for the original Minnesota Smear. Trump Card Ranking Cards are ranked in the following highest to lowest order: A jick is the opposite jack of the same color as the trump suit. For example, if the trump suit is hearts then the jick is the jack of diamonds. The jokers are used as extra trump cards. If they are both played on the same trick, the first joker played beats the second. Deal The dealer rotates clockwise each hand. Dealing three cards at a time, the dealer gives each player a total of nine cards. The dealer also places four cards in the middle of the table. When a player has only non-scoring cards in his hand, a misdeal may be called. The current dealer shuffles and redeals the cards. Non-scoring cards are threes through nines of any suit including the trump. Bidding Rules The player to the left of the dealer begins with the first bid ranging from two to four points. Moving around the table clockwise, each subsequent player must bid a higher point number or pass. The highest bidder receives the kitty and selects the trump suit. After knowing which suit is the trump, all players discard non-trump cards until they hold six cards in their hands. No scoring trump cards may be discarded. If a player has more than six trump cards in her hand, non-scoring trump cards may be discarded. Each player starts the game with six cards in her hand. Playing the Hand The highest bidder starts the round. A non-trump card may lead on the first trick. Players must follow the same suit if possible. If the player does not have the suit led, then any card, including a trump may be played. The team playing the highest ranking card during that round takes the trick. All tricks taken must be placed face down on the table. Round Points Four points are awarded each hand. Card points are awarded as follows: Ace is worth four points, king is three points, queen is two points, jack is one point, and a 10 is worth 10 points. Scoring At the end of each hand, the teams score the number of points they won on that round. There is no penalty for going over your bid. If the bid was not reached then the score would be negative the amount bid. For example, if the team bid five, but only took four points then their score would be a negative five for that round. If a team passes instead of bidding, they may still score the points won on that hand. If any point is missed, the team loses the game. If successful and the team had a positive score prior to this hand, they have won the game. If successful and the team had a negative score, then their score is reset to zero. Variations of Smear The biggest difference between the various types of Smear is the awarding of round points. Jokers, jacks, and jicks are awarded a single round point during each hand. The awarding of these round points increases the amount available to bid and the opportunity for upset.

Chapter 8 : Hi-Lo Double Up Joker Poker - Videogame by Kramer

Hi-Lo, or High-Low, is a fairly simple card game. It uses a standard deck of 52 cards, and it has players guess whether a certain card is higher or lower than one showing on the table.

Spades Variations Although the very name of the game indicates the importance of the Spade suit, some variations of play allow other cards to take the trump, and some game rules dictate when Spades can be played. By playing with variable rules, the game stays more interesting for everyone involved. Here are a few ideas you might want to incorporate in your next Spades match.

Breaking Spades One way that a card game borrows from another, this is a standard in Hearts. Spades cannot lead in the game until a player has used a Spade as a trump because they did not have the suit that led the trick. Once a Spade is used to trump a trick, any future tricks can be led with a Spade.

Jokers High Using the Jokers as the top two trumps adds a little spice to the game of Spades. If both Jokers go down in one trick, the Big Joker takes it. In a 4-player game, the 2 of clubs and 2 of hearts are taken from the deck to make a card deck. In a 3-player game, no cards need to be taken out after the Jokers are added. Another option is that if the Big Joker leads a trick, then all other players must play their highest trump. This makes it more difficult to bid because a high Spade might not be a sure winner. One more option to leave you with; both Jokers count as the highest Spade and there is no difference between Big Joker and Small Joker. If both are played in a trick, the Joker played first gets the pickup.

Deuces High Played without the Jokers, this variation has deuces higher than all spades. Their hierarchy is 2 of spades, diamonds, clubs, and hearts. Of course, there are other variations where the Jokers are used and the 2 of hearts and 2 of clubs are left out.

Bauer Trumps Spades again borrows from another game. This time it is Euchre. The highest trump in the game is the Jack of Spades. It is called the right bauer, and the Jack of Clubs is next in ranking and called the left bauer. The order of importance goes back to normal for the other cards. Some people prefer to pull the 2 Jacks and use the Jokers for the bauers instead. Adding variety to the game makes it more fun for everyone.

Chapter 9 : 10 Point Pitch - The Association of Card Enthusiasts

Update: My dear, departed Aunt Josephine said the name of another variation was called "High, Low, Jick, Jack and the Game". "Jick" stood for joker. But I think the short name was "Save the Five".

Total 11 The first team to 11 total points wins the game. In the event of a tie, the pitching team wins. Scoring 7-, , and Point Points are awarded to the pitching team only if they make their bid. Points earned by the defenders are always awarded. Seven to thirteen points are awarded as follows: Variations The following top-level variations of Pitch are available. Other options schedule a game for a time in the next 24 hours. Compete and Join games only. Winnings Three levels of winnings based on the buy-in levelâ€”30, , or Trickster Chips. Play to In Play and Compete games, you may set the game over score based on variation. In Practice and Join games, you may set the game over score to any value between 5 and Available only in 4-, 5-, and 6-point. In 4-, 5-, 6-, and 9-point games this is a 3-card kitty. Bidding Minimum bid Sets the lowest available bid. Ranges from in 4-, 5-, and 6-point or from in 7-, 9-, , and point. When shooting you automatically win the game if you take all points unless your score is negative in which case it will be reset to zero. Failing to take all points subtracts the game-over score from your current score. For example, if you bid 5 but take 10, you will have 10 points taken away. This helps encourage accurate bidding. Limits Must be invited: Full chat is also always available before and after games. Specifies an optional time limit for a player to bid. Automatically set in Play games. Specifies an optional time limit for a player to play a card.