**RANK OF CARDS (5, J, A , A, K, Q, 2-10)**

**Rank in trump suit:**

Spades and clubs: 5 (high), J, A, A, K, Q, 2, 3, 4, 6, 7, 8, 9, 10.

Hearts: 5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

Diamonds: 5 (high), J, A, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

**Rank of cards in plain suits (no trump):**

Spades and clubs: K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Diamonds: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

Hearts: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

**THE DEAL**

Deal five cards to each player clockwise - three, then two (or two, then three) in rotation, to the left, beginning with the player on the left. After the deal is completed, the next card is turned over to indicate trump.

**OBJECT OF THE GAME**

The goal is to accumulate the most chips by winning tricks.

**THE PLAY**

The player on the dealer's left leads any card. Each player, in turn, must follow suit if possible, or trump. If unable to follow suit, a player may play any card.

When a lower trump is led, a player is not required to follow suit with the five or jack of trumps or the ace of hearts.

A trick containing a trump is won by the highest trump played. Any other trick is won by the highest card of the suit led. The winner of each trick leads next.

**HOW TO KEEP SCORE**

The side taking three or four tricks scores 5 points; five tricks, 10 points. An alternative system is that each trick counts 5 points, and the score of the side taking the fewest tricks is deducted from that of the side taking the most tricks. Thus, three tricks count 5; four tricks, 15; five tricks, 25 points; 45 points is game.