



Spades Rules

General Rules

I. The Pack

The standard 52-card pack is used.

II. Rank of Suits

The spade suit is always trump.

III. Rank of Cards

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

IV. Object of the Each Hand

To win at least the number of books bid.

V. The Deal

The first dealer is chosen by a draw for high card, and thereafter the turn to deal proceeds clockwise. The entire deck is dealt one at a time, face down, beginning on the dealer's left. The players then pick up their cards and arrange them by suits.

VI. The Bidding

Each team decides how many books they will be able to take. The team opposite to the dealer's starts the bidding and, in turn, each team states how many books they expect to win. There is only one round of bidding for each hand, and the minimum bid is 4 books per team. Every team must make a bid; no team may pass. No suit is named in the bid, for as the name of the game implies, spades are always trump. During bidding, teammates may talk across the table to each other. Once the bidding has concluded, no talking may happen between teammates.

VII. The Play

The game is scored by hands, and the winner must make a certain number of points, which is decided before the game begins. The game is played to 200 points. The player on the dealer's left makes the opening lead, and players must follow suit, if possible. If a player cannot follow suit, they may play a trump or discard. The book is won by the team who plays the highest trump or if no trump was played, the team member who played the highest card in the suit led. The player who wins the book leads next. Play continues until none of the players have any cards left. Each hand is worth 13 books. Spades cannot be led unless played previously or player to lead has nothing but Spades in their hand.

VIII. How to Keep Score

- For making the contract (the number of books bid), the team scores 10 points for each book bid, plus 1 point for each book won over the bid.
- For example, if the team's bid is seven and they make seven books, the score would be 70. If the bid was five and the team won eight books, the score would be 53 points: 50 points for the bid, and 3 points for the three extra books won. If a team accumulates 10 or more books over their projected bids, there will be a deduction of 50 points. Thus, the object is always to fulfill the bid exactly.
- If the team "breaks contract," that is, if they take fewer than the number of books bid, the score is 0. For example, if a team bids four and wins only three books, no points are awarded.

- One of the players is the scorer and writes the bids down, so that during the play and for the scoring afterward, this information will be available to all the players. When a hand is over, the scores should be recorded next to the bids, and a running score should be kept so that players can readily see the team's total points. If there is a tie, then both teams participate in one more round of play.

IX. Reneging

Reneging is when a player has a card from the lead suit and can follow suit but does not. Reneging is considered cheating and penalized if proven occurred. If a team challenges reneging has occurred, they must identify which book on the table the player did not follow suit. The losing team of the renege challenge will be penalized 3 books.

SPORTING BEHAVIOR

1. The mission of Intramural Sports is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sporting behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sporting behavior throughout their participation in all facets of the intramural program.
2. Sporting behavior is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor behavior. These decisions are final. The Campus Recreation staff will rule on further penalties as a result of unsporting conduct.
3. Each participant should choose their team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Campus Recreation staff against that team for violation of the intramural rules and sporting behavior guidelines. Protests or appeals of sporting behavior ratings will not be recognized. The Campus Recreation administrative staff reserves the right to review any rating given to a team.

GENERAL ELIGIBILITY

1. Participation is limited to currently-enrolled, McKendree University students, faculty, and staff members.
2. In order to participate in an intramural contest, each player must present their current, valid McKendree University ID. Check-in takes place at designated sign-in locations at the facility.

Rules are subject to change with or without notice