



**Pride Sports USA - Spades Official Rules [PrideSportsUSA.com](http://PrideSportsUSA.com)  
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## **Joker Joker Deuce Ace**

4 Players 2v2

### **1. The Pack**

The standard 52-card pack is used. Two jokers are added, the "Big Joker" and "Little Joker". The 2 of Heart, Diamonds and Club will be removed from the deck.

### **2. Rank of Suits**

The Spade suit is always highest.

### **3. Rank of Cards**

Big Joker, Little Joker, 2 of Spades and Ace of Spades  
A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

### **4. Object of the Game**

To win at least the number of tricks bid.

When the two jokers are used, they are the highest-ranking trump cards. The spade suit is comprised of 15 cards: the Big Joker (Full-Color Joker) outranks the Little Joker (One-Color Joker), which outranks the ace of spades. For the two- and four-player games, the deuces of clubs and diamonds should be removed; for the five-player game, all four deuces should be removed; and for the three-player game, no cards are removed, as 18 cards are dealt to each person and there are 18 tricks.

### **5. 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.

### **6. The Bidding**

Each player decides how many tricks they will be able to take. The player to the dealer's left starts the bidding and, in turn, each player states how many tricks they expect to win. There is only one round of bidding, and the minimum bid is One. Every player must make a bid; no player may pass. No suit is named in the bid, for as the name of the game implies, spades are always highest suit.

The team that is not dealing bids first. Minimum bid between the team is 4. AKA they are going Board.

Once you bid you cannot go back once the other team has given their bid.

### **7. The Play**

The game is scored by hands, and the winner must make a certain number of points that is decided before the game begins. Five hundred points is common, but 200 points is suitable for a short game. 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 trick is won by the player who plays the highest trump or if no trump was played, the player who played the highest card in the suit led. The player who wins the trick leads next. Play continues until none of the players have any cards left. Each hand is worth 13 tricks. Spades cannot be led unless played previously or player to lead has nothing but Spades in his hand.

### **8. How to Keep Score**

For making the contract (the number of tricks bid), the player scores 10 points for each trick bid, plus 1 point for each overtrick.

For example, if the player's bid is Seven and they make seven tricks, the score would be 70. If the bid was Five and the player won eight tricks, the score would be 53 points: 50 points for the bid, and 3 points for the three overtricks. (In some games, overtricks are called "bags" and a deduction of 100 points is made each time a player accumulates 10 bags. Thus, the object is always to fulfill the bid exactly.)

If the player "breaks contract," that is, if they take fewer than the number of tricks bid, the score is 0. For example, if a player bids Four and wins only three tricks, 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 each other's total points. If there is a tie, then all players participate in one more round of play.

If the team does not achieve their "bid" they go back the number of points they bid. For example, if the team bids 7 and only gets 6 that team goes back 70 points.

### **9. How to Sign-Up**

Sign-ups will take place at [PrideSportsUSA.com](http://PrideSportsUSA.com)

Please click on Leagues

Then click on your city

Then click on Spades

Then click on Register.

All players need a team! (Just you and one other person) Sign ups are first come first serve. One of the two players must register as a "Team Captain" and will have to come up with a team name. Then AFTER the team captain registers as a "Team Captain" their teammate can register as a "Team Player"

### **10. Round Robin and Tournament Play**

All games will be 25 mins or 10 hands or a score of first to 250 points, whichever ever comes first. No new hands will be started after 25 mins has passed. If you are in the middle of a hand at the 25 min mark, please finish out that hand.

Teams will get 3 round robin games. Then we will put teams into an 8 team seeded bracket based off the round robin scores.

Tournament games will be played the same.

**Championship game** will be played first to 250 points, not timed. (If a team sets 3 times (Goes backwards) they will automatically lose the game)

Divisions - If you win and you are in a lower division, you must move up to the next division for at least 6 months. (If after 6 months of not winning in the higher division then you can move back down)

If you and your teammate switch partners, you both must still move up a division.