

# Five Hundred

Players: 2,3,4,5,6

Type: Trick-Taking

Card rank: A K Q J 10 9 8 7 6 5 4 3 2

Suit rank: NT (No Trumps) > ♥ (Hearts) > ♦ (Diamonds) > ♣ (Clubs) > ♠ (Spades)

## Objective

Be the first player to win 500 points or be the player with the highest number of points when another player reaches -500 points.

## The Deal

The number of cards used and the team configuration changes depending on the number of players. A breakdown of this is listed below:

Players	Cards Used	Team Configuration + Scoring
2	24 (A down to 9) + Joker	Each player plays alone. Declarer scores plus or minus the bid score. Defenders score 10 points for every trick taken.
3	32 (A down to 7) + Joker	Each player plays alone. Declarer scores plus or minus the bid score. Defenders score 10 points for every trick taken.
4	42 (A down to 4) + Joker	Two pairs are formed. Partners sit across from each other. Declaring partners score plus or minus the bid score. Each trick taken by the defenders score 10 points.
5	52 (All cards) + Joker	Every player has their own score, however, each round can either be played by the highest bidder alone or he can call for a partner. The player obtains a partner by naming a card at random that is not part of the trump suit or a card that he has in his hand. The opponent who holds this card in his hand, whilst not revealing himself, becomes a partner.  If a partner is called, the partner earns plus or minus half of what is scored or lost. As before, each opponent earns 10 points for each trick taken.
6	A special 62 card deck is required.	Either two teams of three or three teams of 2 are formed. Scoring works in the same way as 4 the 4 player game.

Each player is dealt 10 cards and the remaining cards are placed in the centre of play to form the stockpile.

## Bidding

The player to the left of the dealer opens the bidding. This is done by declaring the number of tricks they expect to make (minimum of 6) and the suit trumps should be in order for them to achieve this (or 'No Trumps'). Each player in turn can declare a higher bid by either saying a higher number of tricks or declaring a higher value suit. If a player cannot beat the previously declared bit, he can opt to pass and the next player can bid as normal. Once a player has passed however, they cannot bid again. At the end of bidding (once all but one player have passed). The player with the highest bid begins play. In the event all players pass. Either the cards are collected and dealt again or the player to the left of the dealer leads and the hand is played as a No Trump. The stockpile is left alone and each trick counts for 10 points.

The suit rankings are (from high to low): NT > ♥ > ♦ > ♣ > ♠

Depending on the bid, the ranking of cards changes. If a trump suit is bid, the Joker becomes the highest value card. The Second best card is the J of trumps ("right bower") whilst the J of the other suit of the same color as the trump becomes the third highest card ("left bower"). Cards then rank from high value to low value. The non-trump suits follow conventional order of A (high) to the lowest card. The following image shows the ranking of cards if the trump suit was hearts:

*Rank of Cards in Trump Suit*



*Rank of Cards in Plain Suits*



If No Trumps are bid then the cards follow conventional order with Joker highest, followed by A, K Q J etc down to the lowest card. Note that the Joker is not a wildcard. If a player who holds the Joker chooses not to lay the card when he cannot follow suit, the Joker can no longer be used in to represent a card from that suit. Similarly, if the Joker is led, the player must declare what suit the Joker is representing.

In some variations, **Misere** and **Open Misere** can be bid. This means that the player believes they can lose all of the tricks. See scoring section for more information.

## The Play

Before play commences, the declarer may pick up the stockpile and swap any number of the cards within it with cards from his own hand.

The declarer then starts play by leading the first card. The winner of the trick leads the next trick. If the declarer wins at least as many tricks as bid, he scores the points bid (see score scale below). If however, he fails to make the declared number of tricks he loses this number of points.

The first player to reach 500 points wins the game. If a player reaches -500 before this happens the game ends and the player with the highest score is the winner.

## Scoring

	6 Tricks	7 Tricks	8 Tricks	9 Tricks	10 Tricks
♠ Trump	40	140	240	340	440
♣ Trump	60	160	260	360	460
♦ Trump	80	180	280	380	480
♥ Trump	100	200	300	400	500
No Trump	120	220	320	420	520

If the bidder manages to take all ten tricks on any bid of less than 250 he will score 250 instead of his bid. If the original bid is over 250 then he takes the score bid.

**Misere** - A Misere bid is worth 250 points and hence beats any 7 trick bid but can be beaten by any 8 trick call. The player who declares misere may not take a single trick otherwise he loses 250 points.

**Open Misere** - This is the highest possible bid. It is worth 520 points. The declaring player leads a card from his hand and then lays his hand on the table the card laid is beaten. The rest of the round is played with his hand visible to all other players.