ISU INTRAMURAL SPORTS

SPORT: HEARTS Card Tournament

Show up at the Trophy Tavern Room of the Memorial Union (West side of dining area) on Sunday, February 7. Try to arrive 10 minutes prior to starting time so that you can check-in and we can start close to:

12:30PM

All players will play for a minimum of 1 hour. If you make it to the finals you will be finished around 3:15-3:30 PM.

Please email if something comes up and you need to withdraw from the tournament.
Linda - Lkmarti@iastate.edu

HEARTS RULES “Black Lady & Passing” Version

PLAYERS: Each player plays for himself/herself. Four players at a table.

CARDS: A regular pack of 52. In each suit the cards rank:

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

THE DEAL: The whole pack is dealt, one at a time in rotation to the left.

THE PLAY: The player holding the 2 of clubs leads first with that card. A player must follow suit to a lead, if able; if unable to follow suit, he may play any card. EXCEPTION: (Hearts and the Queen of Spades cannot be played on the first hand and they cannot be led until a heart or the Queen of Spades has been discarded on a trick.) A trick is won by the highest card played on the suit led. The winner of a trick leads next.

If a player has the lead and all he has left is hearts (queen of spades is considered a heart), he may lead a heart.

THE BLACK LADY: The Queen of Spades is a "minus" card additional to the hearts, counting 13. The focus of play is thus to avoid winning the Black Lady, the hearts being relatively minor.

THE PASS: After the deal is completed, each player must pass any three cards from his hand to his left neighbor. He must select his pass before looking at the cards received from his right neighbor. Players must pass alternately to the left, right, across, and hold in successive deals.

SHOOTING THE MOON: If a player takes all thirteen hearts and the Queen of Spades: this player scores -26.

SCORING: When no one "shoots the moon", the points taken by each player are charged against him in a running total on the score sheet. Each heart counts one point and the Queen of Spades counts 13 points. The player with the lowest score at the end of the time limit is declared the winner.
**MISDEAL:** It is a misdeal if dealer exposes a card, or gives any hand an incorrect number of cards, or otherwise departs from prescribed procedure. A misdeal may be called at any time before the first trick is completed. On a misdeal, the cards are thrown in and redealt by the next dealer (the offender thus losing his turn to deal).

**PLAY OUT OF TURN:** There is no penalty for a lead or play out of turn, but any player who has not yet played to the trick may demand that it be retracted (in which case any other cards subsequently played must also be retracted). If no player demands retraction, the out-of-turn play stands. The owner of an out-of-turn card may not retract it except on proper demand of another player.

**REVOKE:** If a player fails to follow suit when able, he may correct his error without penalty before the trick is turned down and quitted. If a revoke is not corrected in time, and is discovered before the deal has been scored, the offender is charged for all the hearts in that deal.

**INCORRECT HAND:** If at any time after the first trick any hand is found to have an incorrect number of cards, this hand must take all the cards remaining in the hands after the last complete trick is played. If two or more hands are incorrect, these excess cards go to all alike, and each faulty hand is charged with the full number of hearts in the excess cards.

**STRATEGY:** The most important consideration in selecting cards to pass is to mitigate spade danger. Any high spades (A, K, or Q) in a holding of less than four spades are very dangerous. Usually pass them; except that the Queen of Spades is often safer in the hand than out, so that if you are dealt the Queen of Spades adequately guarded (three or more others), keep it.

Unguarded high hearts are also unpleasant, since they may capture many minus cards. Pass them if you can afford to do so. High cards in general are not dangerous if accompanied by two or more low cards, (ie., Q, J, 9, 8 of clubs). If you can afford it, pass two or three cards from such a holding.

Every player who does not have "spade trouble" after the pass has an interest in leading spades and should do so. To force out the Queen of Spades by spade leads is the best insurance against taking it later by discard.

With two to four diamonds or clubs, having both high cards and low cards, usually play your high cards early, saving your low cards to escape the more dangerous later rounds. The same advice applies to hearts in some degree. If hearts are led through you and you hold A, 7, and the 2 of hearts, you might risk playing low, but if you hold A and 2 of hearts, the low play would be folly: put up your ace and take your licking. The outcome to be avoided at all costs is to give up all your exit cards early, whereupon you may be stuck in the lead and forced to win the last five or six tricks.

The player holding the 2 of clubs before the pass should consider whether or not it is important to win the first trick; if so, the card should be passed.