

## ALL FOURS RULES

**Please note EVERYTHING that is in bold.**

### **Players, cards and objective**

Normally there are four players, in two fixed partnerships, partners sitting opposite each other. It is also possible, but less usual, for two people to play.

A standard 52 card pack is used. In each suit, the cards rank from high to low: **A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.**

The object of the game is to score points by winning tricks with valuable cards in them. The player or team that takes more valuable cards in tricks will score one point for "game". In addition, there are points for taking the jack of trumps in a trick, and for the holders of the highest and lowest trumps dealt. It is also possible for the dealer's team to score points for the card turned up for trumps during the deal.

### **Deal**

Players cut for the deal, and whoever cuts the highest card becomes the first dealer. Deal and play are anticlockwise, and the turn to deal passes to the right after each hand. Each player is dealt six cards. The dealer can choose whether to deal the cards one at a time or in batches of three, but having chosen must stick to the same method for the whole game.

When everyone has six cards, the dealer turns the next card face up to indicate the trump suit. If this turned up card is an ace, six or jack, the dealer's team immediately scores for it as follows:

Ace turned up . . . 1 point

Six turned up . . . 2 points

Jack turned up . . . 3 points

If the player on the dealer's right is happy with the trump suit that is shown by the turn up, he says "Stand" and play begins. If the player on the dealer's right would prefer a different trump suit, he says, "I beg". The dealer then has the option to change trumps or to keep the suit of the turned up card as trumps. **Person is forced to beg if they have no trump cards in their hand.** If the dealer decides to keep the trumps as turned up, he says, "Take one"; the opponents of the dealer receive one point and play begins.

If the dealer agrees to change the trump suit, he sets aside the turned up card, deals three more cards to each player, and then turns up the next card to determine the trump suit, scoring for it as above if it is an ace, jack or six.

- If this new turn up is of a different suit than the first turn up, play begins with this new suit as trumps.
- If the new turn up is the same suit as before, the dealer gives another three cards to each player and turns up another card, scoring again if it is an ace, jack or six. This procedure is repeated until the turn up produces a new trump suit.

- If the deck is exhausted before a new trump suit is found, the entire deck is reshuffled and redealt. The dealer's team nevertheless keeps any points they have scored for turned up cards.

### Play

The player on the dealer's right has the first lead, and the winner of the trick leads to the next trick. Any card can be led, but the other players are subject to the following rules:

- If a trump is led, the other players must play a trump if they can; anyone who has no trumps left can play any card.
- If a card of a non-trump suit is led, then any player who has a card of that suit must **either** follow suit, by playing a card of the suit led, or play a trump. A player who has no card of the suit led can play any card (there is no obligation to play a trump in this case).

The trick is won by the highest trump card played to it; if no trumps are played it is won by the highest card of the suit led.

Note that the effect of these rules is that it is always legal to play a trump. The only play that is prohibited is to throw a **non-trump** card of a different suit from the lead when you could have followed suit. That would be a **revoke** or **renege**, and is penalised as explained below. **Only if recognised by opposing team.**

Play continues until all players have played all their cards. If the original trump suit was accepted there will be six tricks, but if a change of trump suit was begged for and allowed, the players will have larger hands and there will be 9 or 12 tricks, or possibly even more in a two-player game.

### Scoring

At the end of the play, points are scored for the cards that were dealt or taken in tricks. The points are as follows:

High	1 point	This point is won by the team of the player who had the highest trump
Low	1 point	This point is won by the team of the player who held the lowest trump that was dealt. It does not matter who wins the trick containing this trump - the point is for the original holders.
Jack	1 or 3 points	If the jack of trumps wins a trick, or is won in a trick by the partner of the holder, the team with the jacks scores 1 point. If the jack is captured in a trick won by the opponents of the holder, the team capturing the jack scores 3 points for hang jack. If the jack of trumps was not dealt, then of course neither team scores for it.
Game	1 point	This point goes to the team that wins the more valuable cards in tricks. For this purpose only, the top five cards in each suit have the following values: ace = 4, king = 3, queen = 2, jack = 1, ten = 10; other cards (2-9) have no value. Each team adds up the total value of the cards in their tricks, and whichever team has more scores the game point. If both teams have the same value of cards, no one gets the game point.

Each team keeps a cumulative total of points they have won, and the first team to reach a total of 14 or more points over however many hands it takes wins the overall game. When nearing the end of a game, the points are counted strictly in the order high, low, jack, game to determine who has reached 14 first, so a tie is impossible. For example, suppose that at the start of a hand both teams have 13 points, that no points are scored for the turned up trump, and the trump suit is accepted. If team A has the highest trump, but team B win low, jack and game, then team A will win, because their point for high takes them to 14 before the other team can score.

## **Irregularities**

### **Misdeal**

If the dealer gives the wrong number of cards to the players, the opponents score one point for a misdeal, and the cards must be thrown in and shuffled and dealt again.

### **Reneging - also called Reneeding(Revoking)**

This is playing a card of a non-trump card of different suit from card that was led when you could have followed suit. An opposing player who notices the error may call the revoke at any time up to the end of the hand, and in that case the penalty is as follows.

- If the player failed to follow a trump lead with trumps when they held one or more of the top five trumps, that player's team loses the whole of the game (14 points) currently in progress and a new game is started. –**n.b reneeding of trump is bullseye.**

- In other cases - a revoke on a non-trump lead or a failure to play a small trump on a trump lead - the opponents of the revoking player are awarded **one point as a penalty, and the revoking team cannot win the point for game granted opposing team notices.**

Under trump penalty

If trump is not called and trump is played by somebody else and then you play a lower trump,” this is a under trump.

**Automatic 1 point penalty against person who under trumps.**

**No Knocking allowed (in order to do a play over)if card is played out of turn, wrong suit, etc Card on the board stands as it is.**

**ABSOLUTELY NO TALKING to transmit messages during the game to partner.**

**“Signs” are the only legal method of transmitting messages or strategy to partner.**

**Additional details:**

A trick is defined as a play sequence in which each player plays 1 card from his hand. Whoever wins the play get these cards in the board and adds it to his pile of cards won. These tricks continue until all the cards have been played and then points can be assigned to each team according to which cards were played and won. This whole process may be defined as a round. Multiple rounds occur as "mini games", and the point score increases cumulatively until one team has 14 points.