

Court Piece

Overview

Set up: One standard poker deck

Players: 4

Classification: Trick taking, partnership

Cards per player: 13

Dealing Pattern: 5-4-4-4 starting with the ruler and continuing to their right

Card Hierarchy (Strongest to Weakest): A K Q N J 10 to 2

Objective

- Be the first team to seven points.

Rules

- The four players form teams of 2 players each. Teammates sit across from each other.
- The game begins by dealing cards face up from the top of the deck 1-by-1 to each player. The first player to receive an ace is named the Ruler.
- The cards are collected and reshuffled.
- The first round begins. 5 Cards are dealt to the ruler and the player right of the ruler. At this point, and for the remainder of the round, players are not allowed to communicate with their teammate.
- Consulting the hand dealt, the Ruler declares the suit of their choice to be the trump suit. The remaining cards are dealt out.
- Play begins with the Ruler. Standard trick taking rules apply with play continuing right of the Ruler. If a trump is played, the highest-ranking trump takes the trick, otherwise the highest-ranking card of the lead suit takes the trick.
- The first team to win 7 tricks wins the round. The round ends the moment a team collects 7 tricks.
- The winning team scores 2 points if the opposing team collected no tricks, otherwise the winning team scores 1 point.
- If the Ruler is on the winning team, there is no change in Ruler, otherwise the Ruler passes to the defeated Ruler's right.