

Up And Down The River (card game) Rules

What You'll Need

1-2 decks of playing cards

Four or more players

Notebook paper and a pen to keep score

Preparing Your Scoreboard

To begin, write every player's name along the top row. On the left hand side, make a column for the rounds, numbering them starting at 1 and working your way up. Once you reach the number 10, continue on by counting back down to 1. The rounds on the scoreboard should start with 1 and end with 1, making 19 rounds.

Playing the Game

For the first round, the dealer will pass out 1 card to each player, which they are allowed to look at, and the rest of the deck will be put face-down in the middle of the table, then the top card of the deck will be flipped over. The suit of the card will designate the "trump" suit for the round, meaning any cards of that suit will automatically beat any other cards for that round.

An action in Up and Down the River is called a "trick." Similar to the games of Spades or Hearts, a trick is when each player lays down a card and tries to lay the highest one of all the cards, with Ace being the highest and 2 being the lowest. Players look at their hand and predict the number of tricks they will be able to win. The total number of tricks must not be equal to the round number. For example, assuming there are 4 players, in round 10, the predictions of the first 3 players are as following:

Player 1: 3

Player 2: 2

Player 3: 4

In this case, player 4 cannot predict 1 even if he or she wants to.

For the first trick, the player to the left of the dealer lays down a card of any suit. Each subsequent player must play a card of that suit unless they do not have a card in that suit, in

which case they play a card of another suit and forfeit their chance to win that trick, or they lay down a card of the trump suit (if they have one).

Players take turn to be dealer for each new round, going counter-clockwise.

Winning a Round and Winning the Game

Winning a trick means you were able to lay down the highest card while following the above rules. At the end of all the tricks for each round, the points are tallied. If a player achieved the exact amount of tricks that they predicted, then they will win that many points, plus 10 bonus points. For instance, if a player predicted and won 5 tricks, they get 15 points. If a player does not make the number of tricks they predicted, he or she does not get any points. For instance, if someone predicts 5 tricks and takes 7, then their point total is 0 for the round. If a player predicts they will take 0 tricks and succeeds in winning no tricks, they win 10 points for that round.

This continues for the rest of the rounds on the score sheet, with the number on the left being the amount of cards dealt out at the beginning of the round. The first round is 1 card, the second is 2 cards, and so on. At the end of 19 rounds, the player with the most points wins.