

The University of Queensland
School of Information Technology and Electrical Engineering
Semester Two, 2015
Rules for Clubs v1.1

The game requires between 2 and 4 players, a standard 52 card deck (no jokers) and a point threshold. The cards belong to one of four suits {Spades, Clubs, Diamonds, Hearts}. As well as a suit, each card has a rank $\in \{2,3,4,5,6,7,8,9,T,J,Q,K,A\}$. The lowest rank is **2** and the highest rank is **A**. The players are labelled A...D.

The game consists of a number rounds. At the start of each round, cards are dealt to the players (one at a time, in order). The cards each player is given are called their “hand”. Each round consists of $\frac{\text{decksize}}{\text{players}}$ “tricks”, where each player contributes one card from their hand beginning with the “lead” player. While the lead player can choose any card to play, the rest of the players are more restricted. If they have any cards of the same suit as the led card, they must play one of those. If they do not have any cards of the led suit, they may play any card in their hand. The player who played the highest card of the led suit has won the trick and leads the next trick. For the first trick of the first round, Player A will lead. For successive rounds, the player who won the last trick in the previous round will lead. The entire deck is taken back and used in each new round.

For example: Player A leads: TS, Player B plays KD, Player C plays 2S and Player D plays QS. Player D would win the trick because they played the highest spade. Player B’s card did have a higher rank ($K > T$) but it was the wrong suit.

At the end of each round, the scores are updated. Each player gains a point for each club card in tricks they won. For example:

Player A \rightarrow 6H

Player B \rightarrow 8H

Player C \rightarrow 2C

Player D \rightarrow AC

This trick would result in Player B gaining 2 points at the end of the round. If at the end of the round, one or more players have a score \geq the point threshold, the game is over. If not, the cards are dealt out again and a new round begins.

Notes:

1. While “Clubs” is similar to the game known variously as “Hearts” or “Black Moria”, the rules in this document are definitive.
2. At the end of the game, the winner is the player with the **lowest** score.
3. If there are exactly three players in the game, then do not deal the 2 of diamonds. This ensures that each player will get the same number of cards.

Example Round

Suppose the points threshold is 5 points and players starting hands are:

Player A: 7H TH 2C 7C 2D 3D 4D 8D 2S 6S 8S QS AS

Player B: 2H 3H 6H JH 3C 4C 6C TC QC 5D 9D 3S 9S

Player C: 4H 5H 8H KH 4S TS 6D TD JD KD 9C JC AC

Player D: 7D QD AD 5S 7S JS KS 9H QH AH 5C 8C KC

In the following table, each row represents one trick:

A	B	C	D	A	B	C	Change in score
2C	6C	AC	KC				4 points for C
		4S	5S	AS	9S		
2S	3S	TS	KS				
			5C	7C	3C	JC	4 points for C
		4H	9H	7H	JH		
	2H	5H	AH	TH			
2D	5D	6D	AD				
			7S	6S	QC	9C	2 points for D
			7D	3D	9D	KD	
		8H	QH	QS	6H		
			QD	8D	TC	KH	1 point for D
			JS	8S	4C	JD	1 point for D
			8C	4D	3H	TD	1 point for D

At the end of this round, the scores would be: A=0, B=0, D=5, C=8. Two players have scores ≥ 5 so the game ends now with A and B sharing the win.