

Tournament Format:

Round-Robin.

Entry and Participation:

Events are open to all players.

Registration:

Early registration is encouraged. Players can pre-register online acbl.org/spades or in person on the event day.

Team Size:

Teams will be composed of 2 players who will sit directly across from each other when playing.

Tournament Schedule:

Play will start at 2pm on December 2.

Code of Conduct:

The ACBL Zero Tolerance (ZT) policy outlines what is expected of players during the tournament as well as in the playing area before and after each session.

Dispute Resolution:

The Director in Charge shall make the final decision on a question of any item in these conditions. Furthermore, the DIC will resolve any issue not specifically covered by these conditions.

Timing and Punctuality:

Please keep play at a normal pace. If extended playing time is required, please notify staff/director.

Reporting Results:

Table score keeper will alert director once game has been completed.

Spectators and Guests:

Only two teams (4 players) are allowed at each table.

Waivers and Liability:

Participants under the age of 18 must be accompanied by an adult, parent, or guardian. Waivers must be signed by all participants.

Player Acknowledgment:

Participants are required to acknowledge that they have read and understood the Conditions of Contest and agree to abide by them.

Rules of Play

1. Definitions and Terminology:

Book/Trick- consists of four cards, one from each player in turn.

Bid- Each player chooses the number of books that he/she will take.

Bags- Number of books a team takes over their total bid.

(Example: a team bids 5 books total, but wins 7, result is 2 bags)

Reneging- When a player fails to play the suit of the led card and later throws that same suit. (Example: Hearts are led. Player A throws a spade to win the book. Later, Player A throws a Heart. Player A has Reneged.

2. Teams will be composed of 2 players who will sit directly across from each other when playing.

3. Games will be to 350 points.

4. The Dealer will shuffle and deal all cards, 13 to each player in order, starting with the player directly to the left of the dealer. (No special deals)

5. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled. (No special cuts)

6. A misdeal can be called for the following:

- a. Player was not dealt exactly 13 cards
- b. Player does not have any spades

7. The minimum total bid for a team is 4.

8. The rank for highest spades: Big Joker, Little Joker, Ace of Spades

9. A spade can trump or beat all other suits.

10. Scoring

1 book = 10 pts.

1 bag = 1 pt.

Reaching 5 bags = -50 pts.

Bidding 10 = 200 pts.

Reneging = Automatic Loss

Not reaching a team bid = Minus # of books bid X 10 pts.

11. Players must follow the suit of the card led if they have a card of that suit. If a player does not have a card of that suit, they can choose to throw a spade (to win book) or another suit.

12. A player cannot **lead** with a spade until a spade has been played.

13. A card laid is a card played and cannot be picked up.

14. No giving hints or talking strategy mid-hand to partner will be allowed.