

City of McAllen
Parks & Recreation

Golden Age Olympics
500 CARD GAME

Rules and Regulations

- A. One 500 session will consist of 10 rounds of four hands each. During a round you can score any number of points; more or less than 500. The total is then added after all ten rounds. The top three scoring partnerships will be awarded medals. In case of a tie, there will be a tiebreak session.
- B. Objective: Each partnership aims to make a contract by bidding and then to win enough tricks to fulfill that contract. Players: Fourhanded partnership with partners sitting across from each other.
- C. Cards: A pack of 45 cards created by discarding the twos and threes from a regular deck of 52, then add the joker.
- D. The joker is always the highest trump. The jack of the trump suit is the second-highest trump and is called the *right bower*. The jack of the other suit of the same color as the trump suit is the third-highest trump and is called the *left bower*. Thus if spades are trump, the rank of trump is: joker, J♠, J♣, A, K, Q, 10, 9, 8, 7, 6, 5, 4.
- E. In non-trump suits, the rank is: A (high), K, Q, J (if it is not the left bower), 10, 9, 8, 7, 6, 5, (4).F. Deal: First dealer is chosen by low cut. Each player is dealt ten cards in batches of 3-4-3 or 3-2-3-2 or 3-3-3-1. After the first round of the deal, three cards are placed face down in the middle of the table to form the *widow*. After the second round of the deal, two more cards are placed face down in the middle of the table to form the *widow*.
- F. Bidding: Bidding begins with the player on the dealer's left. Each player has one chance to bid, either passing or making a bid higher than any preceding bid. Each bid must name a suit and a number of tricks, such as "seven hearts" or "eight no-trump". A bid is higher than a preceding bid if it has a higher scoring value in the following table:

NUMBER OF TRICKS		6	7	8	9	10
SUIT						
No-trump	120	220	320	420	520	
Hearts		100	200	300	400	500
Diamonds		80	180	280	380	480
Clubs		60	160	260	360	460
Spades		40	140	240	340	440

- G. There must be at least a six bid to play the game. There is no re-dealing.
- H. Play: The high bidder takes the widow into his hand and discards five cards face down. He then leads to the first trick.
- I. The hands are played out in tricks. A player must follow the suit led, if able; if unable to follow suit, he may play any card. The highest trump in a trick wins it, or the highest card of the suit led when no trump are present. The winner of a trick leads for the next trick.
- J. With no-trump, the joker is the sole trump card. It wins any trick that it is played on. However, the joker cannot be played onto a trick unless the player is void of the suit led. When the joker is led, its owner specifies its suit and the other players must follow suit, if able.
- K. Scoring: If the contracting team wins at least as many tricks as were bid, it scores the value of the bid according to the bid table. However, if the team wins all ten tricks, it scores either the bid or 250 points (whichever is greater). If the contracting team is *set* (fails to make the contract), the value of the bid is deducted from its score. Thus a team can have a negative score. Regardless of whether the contract was made or not, the opposing team scores 10 points for each trick they took.

- L. Misdeal: The same dealer redeals if a card is exposed or hands have the wrong number of cards. Bid out of turn: If a player bids out of turn, his bid is void and the offender's partner cannot bid either.
- M. Exposed card: There is no penalty for exposing a card to an opponent. However, if player exposes a card to his partner, the card must be left face up on the table and be played at the first legal chance. (Dropping a card face up on the table or just naming a card in one's hand, is technically an exposed card.).
- N. Lead or Play out of turn: A lead or play out of turn must be retracted if demanded by the other team. The card lead out of turn is treated as an exposed card. If an error in leading or playing is not noticed until the trick is gathered, it stands as regular.
- O. Revoke: Failure to follow suit when able is a revoke. A revoke may be corrected at any time before the next lead, otherwise it is an established revoke. When a revoke is corrected in time, the offending card is treated as exposed. If it is an established revoke by the bidding team, their bid is defeated. If the offender was not the bidding team, then the bid is scored as made with the opponents not scoring.
- P. Error in scoring: An error in scoring must be proved and rectified before the first non-pass bid of the next deal. Otherwise the scores stand and cannot be changed later.