

FIVE TRICKS

Cards	Only 24 cards are used – Ace, 2, 3, 4, 5, and 6 in each suit (hearts, diamonds, clubs, spades). Ace is the lowest card.
Players	Usually four people per table
Deal	The tallest person is the first dealer. The dealer shuffles the cards and deals them one at a time until each player has 5 cards. The remaining cards are not used in the game. They are placed aside, face down.
Start	The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The four cards played constitute a trick.
Winning Tricks	When all four players have played a card, the highest card wins the trick. The person who played this card gathers up the trick and places it face down in front of him or her.
Play	The winner of the trick plays the first card for the next round. This procedure is repeated until all cards have been played.
Following Suit	The first player for each round may play any suit. All other players must follow suit (which means they should play a card of the same suit). If you do not have a card of the first suit played, then you may play a card of any suit.
Trumps	In this game clubs are trumps, which can be played at any time. (You don't have to follow suit if you decide to play a trump.) You win the trick even if the heart you played is a low card, unless someone else has played a higher heart card.
Continuation	Game ends when all five tricks have been played. Record the number of tricks won by each person. Immediately begin the next game with a new dealer (the player seated to the left of the previous dealer).
Ending	When time is called, complete the trick you are currently playing. Do not play any more tricks. Add up the total number of tricks for each person to decide who won. Where there is a tie use "Paper, Rock, Scissors" to determine the winner.

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Play	The winner of the trick plays the first card for the next round. This procedure is repeated until all cards have been played.
Following Suit	The first player for each round may play any suit. All other players must follow suit (which means they should play a card of the same suit). If you do not have a card of the first suit played, then you may play a card of any suit.
Trumps	In this game there are no trumps, so players must follow suit whenever possible. If you do not have a card of the first suit played, then you must play a card of any suit. You don't win the trick even if you played a high card because it is not of the same suit as the first card for that round.
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Trumps	In this game hearts are trumps, which can be played at any time. (You don't have to follow suit if you decide to play a trump.) You win the trick even if the heart you played is a low card, unless someone else has played a higher heart card.
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