

An Overview

WFWF Spades Tournament Extravaganza

Just so everyone knows.....

- Anyone is eligible to play.
- Cheating/Gambling are not allowed.
- Kibitzing is allowed.
- 'Table Talk/Whining' is frowned upon.

1. Determining the First Dealer/Scorekeeper

The game's first dealer and scorekeeper are chosen in the following manner:

- A standard 52 card deck is fanned upon the table. Each player selects a single card.
- The Highest Card* chosen **is** the 'First Dealer'. The Lowest Card chosen selects the 'Scorekeeper'.

* If there is a tie for Highest/Lowest card, then those tied 'draw again' until the tie is broken.

2. Re-Deals

A **Re-deal** may be called if:

- A person deals out of turn.
- The dealer is not the last person to receive a card.
- The person to right of dealer is not given the option to cut.
- A card is dealt 'face-up' during the deal. The person can also accept the card or ask the dealer to 'burn' the card.

3. The Bidding

Each partnership must make a bid, which is the number of tricks they expect to take.

- A **Misdeal** may be called if a player's hand does not contain any spades. The misdeal must be called at the time of the player's bid. If a misdeal is called the deal moves to the next player.
- A **Nil Bid** is a declaration that the player will not win any tricks during the play. Any single player may bid nil. The player/team is awarded with +/- 100 points for the achieving/failing to achieve the Nil Bid.
- **Zero Bids** are not allowed. An individual player must bid at least 1-Trick unless bidding Nil.

4. The Play of the Hand

The player to dealer's left leads any card except a spade on the first trick. Each player, in turn, clockwise, must follow suit if able; if unable to follow suit, the player may play any card.

- Once a valid card is played..... it must remain on the table ("Once laid, it's played").

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5. Renege [Not following suit]

If a player is caught not following suit, whether accidental or not, the hand is immediately finished.

- The team that 'reneges' loses their entire bid.
- The opposing team makes their entire bid.

Important: If a player throws an invalid card by mistake.... it can be retracted only during the trick played.

- Once the 'next trick' has been led it cannot be retracted.
- A renege discovered on the 'final trick' results in the penalty above.

6. Scoring

Base Scoring:

- A side that takes at least as many tricks it bids calls for a score equal to 10 times its bid.
- Additional tricks (overtricks) are counted as a BAG. A single point is awarded for each bag.

- **Bag rule:** The "10-Bag" will not be used in this tournament. Standard play only.
- **Sets:** If a side does not make its bid, they lose 10 points for each trick they bid.
- **Nil Bids:**
 - 🃏 A successful nil bid receives **+100**. An unsuccessful nil bid receives **-100** points.
 - 🃏 Blind Nils are not allowed.
 - Tricks won by the nil bidder count towards their partner's bid.

7. Achieving Game Victory

Victory is declared when one of the following conditions is met:

- The first to reach 500 points first wins the game.
- If both sides reach 500 points in a single deal, the side with the higher score wins

8. Tournament Play

This is a **five game** tournament:

- Round Robin Play will be invoked for games 1-3
- The four highest scoring teams in Round Robin Play will advance to the semi-finals (See Points Schedule below).

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Points Schedule

Event	Poin ts	Event	Poi nts
Game Won	2	Point Spread of 150 or greater	1
Two or more nils made	1	Two Sets achieved (On your opponent)	1

Tie Breakers: Won/Loss Record, Total Nils Made, Cumulative Point Differential

- **Semi-Finals:** #1 vs. #4, #2 vs. #3.....Winners Advance
- **Finals:** One game, Winner Take All

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