



Rules for Grand Slam

Grand Slam may be played by 2 to 6 people, individually, or as partners. The one who draws highest card is dealer. After cards are shuffled, they are cut by player to right of dealer, and the card displayed designates the trump symbol. Trump is selected in this way before each hand is played. (Note the four symbols: star, circle, diamond, and square, which represent four suits, each numbered 1 to 13.)

When 6 play, discard No. 1 card of each symbol. When 5 play, discard No. 1 card of any two symbols not trump. When 3 play, discard No. 1 card of any symbol not trump.

The deck is shuffled by the dealer and dealt one at a time to each player, starting at the left. The players pick up their cards and sort them according to suits.

Dealer leads first, playing a card to center of table, and each player in turn plays a card of like symbol until each has played. If a player cannot follow suit, he must either play a trump or a card of another suit. The

Grand Slam Rules—Continued

highest card of suit led takes the trick, excepting that the highest trump card takes any trick it is played on. The object is to take as many tricks as possible, particularly those which contain cards which add extra points. (See value of tricks and cards to follow.) When each player has played a card, it is a trick and the highest card takes it. The winner of the trick makes the next lead.

Value of Tricks and Cards

When played by 2, or when 4 people play as partners, six tricks is par and each trick taken above par counts 5. When played by 3 or more individually, 4 tricks is par and each additional trick counts 5 points.

A Little Slam is scored if all tricks but one are taken and adds 50 points.

A Grand Slam is scored if every trick is taken and adds 100 points.

Additional points are scored by those taking in tricks containing the No. 6, 10, or 13 cards. Each No. 6 card adds 5 points. Each No. 10 card adds 10 points. Each No. 13 card adds 15 points.