

# Trump Card Games Simplified

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Bridge, Whist, Pitch, and the rest explained.

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## Pitch

Deal six cards to each player.

Turn card over on top of deck. This is the trump suit.

Player to left of dealer leads any of his cards.

In turn, each player plays any of their cards. If they can follow suit, they must follow suit.

Whoever plays the highest trump card, wins the trick. If no one has played a trump, the highest card of the same suit as the card led wins.

Whoever wins the trick, leads the next round.

Each player gets one point for each trick taken.

Play is to 11, 13, 21 or any other number agreed upon.

May be played with teams.

## Last In

As per pitch, but the winner of each trick (and only the winner) immediately draws an additional card before leading to the next round.

The last person with any cards wins.

## Chinese Whist

Each player is dealt six cards face down and then six cards face up on top of these for six stacks of two cards each. In addition, each player gets dealt a single card for their hand.

Person to left of dealer leads any face up card or the card in their hand.

In turn, every other player must follow suit if they can. Otherwise, they can play any face up card or the card in their hand.

Game is played no trump with the highest card of suit led taking the trick.

At the end of each trick, if any player has played a face up card and there is a face down card underneath, they must turn that card over.

Winner of each trick leads to the next.

Winner is the person who takes most tricks.

Conversely, each trick may be scored as a single point with the first person to 21, 52, or any other agree upon number winning.

This may be played with teams.

### Whist

As per pitch, except there are always four players divided into two teams of two sitting opposite each other, and each player is dealt a hand of 13 cards.

Dealer's last card is turned face up and this is the trump suit.

Player to left of dealer leads any card, and play proceeds as per Pitch.

A team scores one point for every trick they have taken over six.

Play is to some predetermined score or time.

### German Whist

A two player game.

Each player is dealt 13 cards.

Another card is turned face up and set on top of the pack.

This card's suit is trump for the rest of the game.

Opponent leads any suit.

If able, the dealer must follow suit. If unable, any card may be played.

Highest trump wins trick. Or if no trump is played, highest card of the suit led wins.

Winner of trick takes the face up card, while loser gets the next card in the pack.

Another card is turned over and winner of the last trick leads.

This is continued until there are no more cards to draw, at which point hand is played out per regular Whist or Pitch.

Winner is whoever takes the most tricks.

### California Jack

A two handed version of pitch, much like German Whist.

Deck is cut revealing trump suit.

Pack is cut and each player is dealt six cards.

Pack is turned face up on table.

Play is per pitch with the winner taking the first face up card and the loser taking the second, which is not revealed until moments before it is drawn.

Play proceeds until deck runs out and then the remaining cards are played.

Winner is whoever has taken the most tricks.

### Honeymoon Bridge

As per German Whist, except once the draw pile has been depleted, the game is bid per Bridge. If you don't know, don't ask.

After bidding, game is played per Pitch with the trump suit as per the winning bid.

Score per Bridge.

Once again, if you don't know, don't ask.