

HEARTS RULES

1. The game will be played by four players, each player playing singly. Deal and play are clockwise.
2. A standard pack of 52 cards is used. The cards, in each suit, rank from highest (Ace) to lowest (Two): A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.
3. To begin the first deal, all players will draw a card. The player with the highest card will deal first.
4. The cards are shuffled and then dealt singly, in a clockwise order beginning with the player on the dealer's left, until all 52 cards have been dealt and everyone has 13.

The Play of the Hand

1. The opening lead is made by **the player holding the 2 of Clubs**.

Each player in clockwise rotation after the lead must follow suit if he can. If he cannot, he may play any card he desires. Tricks are won by **the highest card played of the suit led**. The winner of a trick leads the next.

Hearts cannot be led until hearts have been broken (a heart has been discarded on a previous trick). Obviously, if a player only has hearts in his hand, he can lead a heart even if they have not been broken. **Hearts cannot be broken on the first trick.**

2. Queen of Spades: The Queen of Spades is a penalty card in addition to the hearts. The **hearts count 1 point each**, while the **Queen of Spades counts 13 points**. Thus, the focus of play is to avoid winning the Queen of Spades.

3. Shooting the Moon: If a player takes all thirteen hearts and the Q: (a) this player scores -26; or (b) all other players score +26.

4. Scoring: When nobody shoots the moon, the points taken by each player are added to their running total on a score sheet (1 point for each heart and 13 points for the Q). A game ends when a player reaches 100 points. The player with the lowest score is the winner.

5. Misdeal: A misdeal occurs if the dealer exposes a card, gives any hand the wrong number of cards, or departs from normal procedure. A misdeal may be called before the first trick is completed; otherwise the deal stands. If a misdeal is called, the cards are thrown in and redealt by the next dealer.

6. Incorrect Hand: If a hand is found to have an incorrect number of cards after the first trick has been played, this hand must take all the cards left over in the other players hands after the last full trick is played. If two or more hands are incorrect, the excess cards go into all alike, and each faulty hand is charged with the full number of hearts in the excess cards.

7. Play out of turn: There is no penalty for a lead or play out of turn. However, any player who has not yet played to the trick may demand that it be retracted (which also requires any cards already played on it to be retracted). If no player demands retraction, the out-of-turn play stands. The owner of the out-of-turn play may not retract it unless properly demanded by another player.

8. Revoke: If a player fails to follow suit when able, there is no penalty if he corrects his error before the trick is completed. If a revoke is not corrected in time, and is discovered before the deal has been scored, the offender is charged for all the hearts in that deal and no other player scores any penalty points.