

All Fives

2-4 players

52 cards

Difficulty: Medium

Duration: Medium

Score points for High, Low, Jack, Five of trumps, and Game. First to 11 wins.

SETUP

- 2-4 players with a standard 52-card deck.
- Deal 6 cards each. Turn up a card to propose trumps.
- Players may beg to change the trump suit.

SCORING

- High (1 pt), Low (1 pt), Jack (1 pt), Five (1 pt), Game (1 pt).
- Game point goes to the player with the most pip value in tricks.
- First to 11 points wins.

Tip: Lead high trumps early to protect your Jack and Five from capture.

ON YOUR TURN

- Lead a card; follow suit if able, or play any card.
- Highest trump or highest of led suit wins the trick.
- Collect scoring trumps as you win tricks.

All Fives is a trick-taking card game from the All Fours family, expanding on the classic four scoring points (High, Low, Jack, Game) by adding the Five of trumps as a fifth scoring element. Popular in the Caribbean and parts of the American South, it rewards both skillful trump management and careful attention to card values.

Objective

Score points by winning specific trump cards in tricks: High (highest trump dealt), Low (lowest trump dealt), Jack of trumps, Five of trumps, and Game (most pip value in tricks).

Setup

1. **Players:** 2 to 4 players (4 players may play in partnerships of 2).
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 6 cards, dealt in batches of 3. The next card is turned face-up to propose trumps.
4. **Begging:** Starting left of dealer, players may accept the turned suit as trumps or beg (request a new trump). Dealer may grant (deal 3 more cards and turn a new trump) or refuse (play stands).

Gameplay

1. **Leading:** The player to the dealer's left leads to the first trick.
2. **Following suit:** Players must follow suit if able. If unable, they may play any card including a trump.
3. **Winning tricks:** The highest trump in a trick wins, or the highest card of the led suit if no trumps are played.
4. **Collecting trumps:** As tricks are won, players set aside any scoring trump cards for tallying at the end of the hand.

Scoring

1. **High:** 1 point to the player dealt the highest trump in play.
2. **Low:** 1 point to the player dealt the lowest trump in play (retained by original holder in some variants, won in trick in others).
3. **Jack:** 1 point to the player who wins the Jack of trumps in a trick.
4. **Five:** 1 point to the player who wins the Five of trumps in a trick.
5. **Game:** 1 point to the player whose tricks contain the highest total pip value (10s = 10, Aces = 4, Kings = 3, Queens = 2, Jacks = 1).
6. **Target:** First player or team to reach 11 points wins.

Variations

- **All Fours (original):** Only four points are scored (High, Low, Jack, Game), without the Five.
- **California Jack:** Trumps are determined by the top card of the stock rather than a turned card, and the stock is drawn from after each trick.
- **Pitch (Setback):** Players bid for the right to name trumps by pitching (leading) a trump card.

Tips and Strategies

- Protect the Jack and Five of trumps if you hold them; these are targeted by opponents seeking easy points.
- Lead high trumps early to draw out opponents' trumps and protect your scoring cards.
- Pay attention to pip values in your tricks to compete for the Game point.

Tips & Strategy

Trump management is critical. Lead strong trumps to flush out opponents' trumps before they can capture your Jack or Five. Always count pip values to know if you are winning the Game point.

The Game point is often overlooked but can be decisive. Collecting 10s and Aces in your tricks even outside trumps contributes to winning it. Protect your Five and Jack by leading high trumps to strip opponents.