

All Fours

2-4 players

52 cards

Difficulty: Easy

Duration: Short

Score points across four categories: High, Low, Jack, and Game.

SETUP

- Use a standard 52-card deck.
- Deal 6 cards to each of 2-4 players.
- Turn the top remaining card face-up to propose the trump suit.

SCORING

- High: 1 point for holding the highest trump dealt.
- Low: 1 point for holding the lowest trump dealt.
- Jack: 1 point for capturing the jack of trumps.
- Game: 1 point for the most card-point value in tricks (Ten=10, A=4, K=3, Q=2, J=1).

Tip: Beg for a new trump when your hand lacks support in the proposed suit.

ON YOUR TURN

- Non-dealer may accept trump or beg for a new one.
- Lead a card; follow suit if able, otherwise trump or discard.
- Highest trump wins the trick, or highest led-suit card.

All Fours is a historic English trick-taking game that dates back to the 17th century. It is notable for its four scoring categories—High, Low, Jack, and Game—which give the game its name. It served as the ancestor of many popular American card games.

Objective

Score points across four categories: High (having the highest trump), Low (having the lowest trump), Jack (capturing the jack of trumps), and Game (winning the most card-point value in tricks). The first player or team to reach the target score wins.

Setup

1. **Players:** 2 to 4 players, individually or in partnerships.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 6 cards.
4. **Trump:** The top card of the remaining deck is turned face-up to propose the trump suit.

Gameplay

1. **Accept or beg:** The non-dealer may accept the proposed trump or 'beg' for a new one. If the dealer refuses, the trump stands; if the dealer agrees, three more cards are dealt and a new trump is turned.
2. **Play tricks:** The elder hand leads. Players must follow suit if able; otherwise, they may trump or discard.
3. **Win tricks:** The highest trump wins the trick, or the highest card of the led suit if no trump is played.
4. **Complete the hand:** All six tricks are played, then scoring is tallied.

Scoring

- **High:** One point to the player dealt the highest trump card.
- **Low:** One point to the player dealt the lowest trump card.
- **Jack:** One point to the player who captures the jack of trumps in a trick.
- **Game:** One point to the player whose captured cards have the highest total face value (Ace=4, King=3, Queen=2, Jack=1, Ten=10).

Variations

- **California Jack:** A two-player variant where the stock pile is face-up, giving players information about upcoming cards.
- **Seven Up:** An American descendant that uses the same four scoring points but modifies some gameplay rules.

Tips and Strategies

- Begging for a new trump can be advantageous if your hand lacks support in the proposed suit.
- Keep track of the jack of trumps, as it is a contested scoring point that both sides will try to capture.
- Count the card values of tricks you win to compete for the Game point.

Tips & Strategy

The begging mechanic is a strategic tool. If your hand is weak in the proposed trump, beg for a redeal to improve your chances across all four scoring categories.

The Game point requires tracking card values won in tricks, which adds a layer of arithmetic on top of standard trick-taking tactics.