

Court Piece

4 players

52 cards

Difficulty: Easy

Duration: Medium

Win 7 or more of 13 tricks with your partner to earn a court.

SETUP

- Use a standard 52-card deck.
- 4 players form two fixed partnerships.
- Trump caller gets 5 cards first, picks trump, then all receive 13 cards.

SCORING

- Winning 7+ tricks earns one court.
- Winning the first 7 tricks consecutively may count as a double court.
- First team to the agreed number of courts wins.

Tip: Lead from your longest side suit to establish winners before opponents organize.

ON YOUR TURN

- Trump caller leads the first trick.
- Follow suit if possible; otherwise play any card.
- Highest trump wins, or highest led-suit card if no trump played.

*Court Piece, also known as Coat Piece or Rang, is a widely played trick-taking card game popular across South Asia, especially in India and Pakistan. It shares similarities with *Hokm*, featuring a trump-caller who determines the trump suit based on their initial cards.*

Objective

Win the majority of tricks with your partnership. The team that wins 7 or more of the 13 tricks earns a court. The first team to accumulate the required number of courts wins the game.

Setup

1. **Players:** 4 players in two fixed partnerships.
2. **Deck:** Standard 52-card deck.
3. **Trump caller:** Determined by cutting the deck; the player with the highest card calls trump.
4. **Deal:** The trump caller receives 5 cards first, chooses the trump suit, then all players receive their full 13 cards.

Gameplay

1. **Lead:** The trump caller leads the first trick.
2. **Follow suit:** Players must follow the led suit when possible. Otherwise, they may play any card.
3. **Win tricks:** The highest trump wins, or the highest card of the led suit if no trumps are played.
4. **Complete the hand:** All 13 tricks are played, and the team with more tricks scores a court.

Scoring

- **Court:** Winning 7 or more tricks in a deal earns one court.
- **Consecutive courts bonus:** Some groups award extra courts for winning several deals in a row.
- **Game victory:** The first team to reach an agreed number of courts wins.

Variations

- **Double Sar:** If the trump caller's team wins the first 7 tricks consecutively, it counts as a double court.
- **Badam Satti:** A no-trump variant sometimes played alongside Court Piece for variety.

Tips and Strategies

- Select a trump suit where you hold length and at least a couple of high cards.
- Lead from your longest side suit to establish winners before the opposition can organize.
- Keep track of trumps played to know when to safely cash side suit winners.

Tips & Strategy

Choosing the right trump is critical. Look for a suit with both length and high cards, and consider which suits your partner might support.

Early trump extraction is a reliable strategy when your team has trump length. This clears the path for your high side-suit cards to win later tricks.