

Five Hundred (500)

4 players

43 cards

Difficulty: Medium

Duration: Long

Be the first team to reach 500 points by winning bid contracts.

SETUP

- Use a 43-card deck (remove 2s, 3s, and black 4s) plus one Joker.
- 4 players in 2 partnerships; deal 10 cards each with 3 in the kitty.

SCORING

- Bidding team scores bid value if they meet it; loses bid value if they fail.
- Non-bidding team scores 10 points per trick won.
- First team to 500 points wins.

Tip: Bid aggressively with the Joker and both Bowers in hand to secure the kitty advantage.

ON YOUR TURN

- Bid 6-10 tricks with a trump suit; highest bidder picks up the kitty and discards 3.
- Declarer leads first; follow suit if possible.
- Joker is highest, then Right Bower, Left Bower, then A-K-Q down.

500, also known as Five Hundred, is a classic trick-taking card game that involves strategy and teamwork. It is typically played by four players in teams of two.

Players

500 is typically played by four players in teams of two. Partners sit across from each other.

Cards

500 is played with a 43-card deck, plus one Joker. From a standard 52-card deck, remove all 2s and 3s (from all suits) and the black 4s (4 of spades and 4 of clubs). The red 4s remain in the deck. Add the Joker for a total of 43 cards.

- Joker (highest)
- Right Bower (the trump suit's Jack)
- Left Bower (the other Jack of the same color as the trump suit)
- Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4

Objective

The goal of 500 is to be the first team to reach 500 points or more. Points are scored by winning tricks during each hand. Points are also deducted when the team is not able to win the bid.

Set Up

1. **Dealing:** After shuffling the deck, deal three cards to each player, then one card face-down to the kitty (widow). Next, deal four cards to each player and one more face-down to the kitty. Finally, deal three cards to each player and the last card face-down to the kitty. Each player has 10 cards, and the kitty has 3 cards face-down.
2. **Bidding:** The player to the dealer's left bids first, and bidding proceeds clockwise. Players bid on the number of tricks they believe they can win in the hand. Bids range from 6 to 10, with the option to pass. You can also pass if you don't feel like you have a strong enough hand. Once you pass, you can no longer bid.

Gameplay

1. **Trump Suit and Kitty:** The highest bidder picks up the 3 kitty cards, adds them to their hand, and then discards 3 cards face-down. The bid determines the trump suit.
2. **Leading:** The bid winner (declarer) leads the first trick by playing any card from their hand.
3. **Following Suit:** Players must follow suit if possible. If unable to follow suit, they may play any card.
4. **Taking Tricks:** The player who plays the highest-ranking card in the led suit or the highest-ranking trump card wins the trick. The winner leads the next trick.
5. **Scoring:** The bidding team scores points according to their bid if they meet or exceed it. If they fail, they lose the bid's point value. The non-bidding team scores 10 points per trick they win, regardless of the bid. If the bidding team wins more tricks than bid, they receive no additional points.

Scoring Chart

- **6 tricks:** Spades 40, Clubs 60, Diamonds 80, Hearts 100, No Trumps 120
- **7 tricks:** Spades 140, Clubs 160, Diamonds 180, Hearts 200, No Trumps 220
- **8 tricks:** Spades 240, Clubs 260, Diamonds 280, Hearts 300, No Trumps 320
- **9 tricks:** Spades 340, Clubs 360, Diamonds 380, Hearts 400, No Trumps 420
- **10 tricks:** Spades 440, Clubs 460, Diamonds 480, Hearts 500, No Trumps 520

Winning

The first team to reach 500 points or more wins the game.

Tips & Strategy

Effective communication, strategic bidding, and careful observation are key to success in Five Hundred. Consider variations in bidding systems and scoring to keep the game fresh and exciting.

Strategic planning and communication are essential in Five Hundred. Coordinate with your partner, assess bidding opportunities, and adapt your gameplay based on opponents' actions.