

# Mendikot

4 players

52 cards

Difficulty: Easy

Duration: Medium

Capture 3 or all 4 tens through trick-taking with your partner.

## SETUP

- Use a standard 52-card deck with 4 players in two partnerships.
- Deal 13 cards to each player.
- The last card dealt determines the trump suit.

## SCORING

- Capturing 3 tens wins the round (1 point).
- Mendikot (all 4 tens): 2 points.
- Whitewash (all 4 tens plus every trick): 3 points.

*Tip: Lead aces of the same suit as your ten to draw out higher cards and protect it.*

## ON YOUR TURN

- Follow the led suit if possible; otherwise play any card including trump.
- The highest trump wins; without trump, the highest card of the led suit wins.
- Partners combine captured tricks and count tens at the end.

Mendikot is a popular Indian partnership trick-taking game where the primary goal is to capture all four tens. It is widely played in Maharashtra and Gujarat, valued for its accessible rules and exciting team dynamics centered on controlling the four most important cards in the deck.

## Objective

Capture as many of the four tens as possible through trick-taking. The team that captures 3 or 4 tens wins the round. Capturing all four tens is called a 'mendikot' and earns special recognition.

## Setup

1. **Players:** 4 players in two partnerships sitting across from each other.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 13 cards.
4. **Trump:** The last card dealt determines the trump suit, or the player who wins the bidding selects trump.

## Gameplay

1. **Leading:** The player to the dealer's left leads any card to the first trick.
2. **Following suit:** Players must follow the led suit if they can. If unable, they may play any card including trump.
3. **Winning tricks:** The highest trump card wins. If no trump is played, the highest card of the led suit wins.
4. **Collecting tens:** Partners combine their captured tricks and count the tens at the end of the round.

## Scoring

- **Three tens:** The team capturing 3 tens wins the round and scores 1 point.
- **Mendikot (four tens):** Capturing all 4 tens scores 2 points.
- **Whitewash:** If a team also wins every single trick on top of all four tens, they score 3 points.
- **Game target:** The first team to reach the agreed point total wins the match.

## Variations

- **Dehla Pakad style:** Some groups combine Mendikot with Dehla Pakad rules, where capturing tens across multiple rounds creates a scoring ladder.
- **No-trump Mendikot:** Played without a trump suit for a purer trick-taking experience.

## Tips and Strategies

- Protect your tens by leading aces of the same suit first to draw out higher cards from opponents.
- Signal to your partner through card play which suit your tens are in so they can support you.
- Use trump cards strategically to capture tricks where opponents have played their tens.

## Tips & Strategy

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Always know where the tens are. If you hold a ten, plan the entire suit's play around protecting it. If you do not, plan to capture your opponents' tens with trump.

The opening lead often sets the tone for the entire round. Leading a strong suit where you hold the ace and ten can immediately secure one of the four crucial cards.