

Pitch

3 players

52 cards

Difficulty: Medium

Duration: Long

Be the first player to reach 7 points through bidding and trick-taking.

SETUP

- Use a standard 52-card deck with 3+ players.
- Deal 6 cards to each player.

SCORING

- 1 point each for: High trump, Low trump, Jack of trump, and Game.
- Game point goes to player with most face-card point values.
- Failing your bid costs you negative points equal to your bid.

Tip: Bid aggressively only when you hold both high trump cards and face cards for game points.

ON YOUR TURN

- Players bid 2-4 based on confidence in their hand; highest bidder picks trump.
- Highest bidder leads the first card, setting the trump suit.
- Players play one card per trick; highest trump or led suit wins.

Pitch is a card game that combines betting and trick-taking to accumulate points. Originating from the 1800s, this game requires a deck of cards and at least three players.

Beginning the Game with Bidding

1. **Gather Players:** Assemble a group of at least three players, although four players are ideal. The dealer shuffles the deck and deals six cards to each player in sequential order.
2. **Evaluate Your Cards:** Examine the cards you've been dealt, considering their point values: **Ten** = 10 points, **Ace** = 4 points, **King** = 3 points, **Queen** = 2 points, **Jack** = 1 point.
3. **Make Bids:** Starting with the player to the left of the dealer and proceeding clockwise, each player must make a bid representing their confidence in their hand. Bids can range from 2 to 4, corresponding to the number of points the player anticipates winning.
4. **Match Bids:** Players must match, exceed, or pass the bids made by preceding players. The highest bidder gets to choose the trump suit for the round.
5. **Understand Trump:** Points are awarded for achievements related to the trump suit: **High of Trump** (highest-ranked trump card played), **Low of Trump** (lowest-ranked trump card played), **Jack of Trump** (the jack of the trump suit), and **Game** (points earned based on face cards obtained). The trump suit is determined by the highest bidder, who plays the first card.

Playing the Game

1. **Determine Highest Trump:** The highest bidder throws down the first card, which establishes the trump suit for the round.
2. **Play Cards:** Play proceeds clockwise, with each player throwing down one card per turn. The winner of each hand is determined by the highest card played in the lead suit or the highest trump card.
3. **Complete Rounds:** Players continue playing until all cards are exhausted from their hands. The winner of each round collects the cards they've won.
4. **Assigning Points:** The highest bidder receives the points they bid if they fulfill it; otherwise, they receive negative points equal to their bid. Other players score without penalty. Points are awarded: 1 point for winning the trick with the highest trump, 1 point for the lowest trump, 1 point for the jack of trump, and 1 point for the most game points (calculated using card values: Ten = 10, Ace = 4, King = 3, Queen = 2, Jack = 1).
5. **Reach 7 Points:** The game concludes when a player reaches 7 points. Alternatively, the game ends when all playable cards have been dealt, and points are tallied to determine the winner.

Tips & Strategy

Master the art of strategic bidding to gain an edge over your opponents. Coordinate with your teammate to optimize your chances of winning tricks.

Pitch involves strategic bidding and trick-taking. Team coordination and understanding the trump suit are key elements of successful gameplay.