

Tarneeb

4 players

52 cards

Difficulty: Medium

Duration: Medium

Win the bid and take at least as many tricks as your team declared.

SETUP

- Use a standard 52-card deck.
- Deal 13 cards to each of 4 players in two partnerships.
- Players bid the number of tricks they will win (minimum 7); highest bidder sets trump.

SCORING

- Bidding team scores their trick count if they meet the bid.
- Failing the bid loses points equal to the bid amount.
- Defending team scores their actual tricks won.

Tip: Lead trumps early as the bidding team to strip opponents of their trump cards.

ON YOUR TURN

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

Tarneeb is a popular trick-taking partnership card game widely played across the Middle East, especially in Lebanon, Syria, Jordan, and Palestine. Players bid for the right to set the trump suit and must fulfill their bid to score, making it a game of both estimation and execution.

Objective

Win the bidding auction to set the trump suit and then take at least as many tricks as you bid. The first partnership to reach a target score, typically 31 or 41 points, wins the game.

Setup

1. **Players:** 4 players in two partnerships.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 13 cards.
4. **Bidding:** Starting from the dealer's right, each player bids the number of tricks their team will win (minimum 7), or passes. The highest bidder sets the trump suit.

Gameplay

1. **Lead:** The player who won the bid leads the first trick.
2. **Follow suit:** Players must follow the led suit if possible. If unable, they may play any card including trumps.
3. **Winning a trick:** The highest trump played wins, or if no trump was played, the highest card of the led suit wins.
4. **Continue:** The trick winner leads the next trick. Play continues until all 13 tricks are played.

Scoring

- **Bid met:** If the bidding team wins at least the number of tricks they bid, they score that many points.
- **Bid failed:** If the bidding team falls short, they lose points equal to their bid.
- **Defending team:** The opposing team scores the number of tricks they actually won.
- **Winning the game:** First team to reach the target score wins.

Variations

- **Tarneeb 400:** Uses a different scoring system where card values determine points rather than raw trick counts.
- **No-trump bids:** Some groups allow a no-trump bid that ranks higher than suited bids.

Tips and Strategies

- Bid based on your strong suits and trump length, not just high cards.
- As the bidding team, lead trumps early to strip opponents of their trump cards.
- Defenders should try to force the declarer to use trumps on their strong side suits.

Tips & Strategy

Accurate bidding is the foundation of success. Count your likely tricks based on trump length, side-suit aces and kings, and short suits that can be trumped.

Drawing out enemy trumps early as the bidding side is vital. Once trumps are cleared, your side suit winners become safe to cash.