

# Tressette

4 players

40 cards

Difficulty: Medium

Duration: Medium

Win tricks containing high-value cards with your partner to outscore the opposing team.

## SETUP

- Use a 40-card deck (remove 8s, 9s, and 10s).
- Deal 10 cards to each of the 4 players in two partnerships.
- Player to the dealer's right leads first.

## SCORING

- Aces: 1 point each.
- Threes, twos, and face cards: 1/3 point each.
- Winning the last trick earns 1 bonus point.

*Tip: Lead your strongest suit early to draw out opponents' high cards and establish control.*

## ON YOUR TURN

- Lead any card or follow the led suit if possible.
- No trump suit exists; only the led suit can win.
- Card rank from high to low: 3, 2, A, K, Horse, J, 7, 6, 5, 4.

Tressette is a classic Italian trick-taking game for four players in partnerships. Unlike most trick-taking games, it has no trump suit, and card rank follows an unusual order that rewards memorization and careful partnership signaling.

## Objective

Win tricks containing high-value cards. The partnership that accumulates the most card points at the end of a hand wins that deal. The game is typically played to a target score over multiple rounds.

## Setup

1. **Players:** 4 players in two fixed partnerships sitting across from each other.
2. **Deck:** A 40-card Italian deck, or a standard deck with 8s, 9s, and 10s removed.
3. **Deal:** Each player receives 10 cards.
4. **Lead:** The player to the dealer's right leads the first trick.

## Gameplay

1. **Lead a card:** The trick leader plays any card from their hand.
2. **Follow suit:** Other players must follow the led suit if able. If unable, they may play any card but cannot win the trick.
3. **No trumps:** There is no trump suit in Tressette. Only cards of the led suit can win the trick.
4. **Win the trick:** The highest card of the led suit wins. Rank order from high to low is 3, 2, Ace, King, Horse, Jack, 7, 6, 5, 4.
5. **Signal your partner:** Traditionally, players may use specific verbal declarations or play conventions to communicate suit strength.

## Scoring

- **Aces:** Each ace captured is worth 1 point.
- **Threes, twos, and face cards:** Each is worth one-third of a point.
- **Fractions:** Points are rounded at the end; one-third point remainders are counted as a full point only when three are accumulated.
- **Last trick bonus:** The team that wins the final trick earns an extra point.

## Tips and Strategies

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- Lead your strongest suit early to draw out opponent high cards and establish control.
- Pay close attention to which threes, twos, and aces have been played to track remaining high-value cards.
- Use recognized signaling conventions to tell your partner which suits you can support.

## Tips & Strategy

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Counting cards is essential since there are no trumps to create surprises. Coordinate with your partner using established play signals to maximize trick captures.

Because there are no trumps, controlling the lead is paramount. Winning the lead allows you to dictate which suits are played, forcing opponents to discard or concede tricks.