



Glossary

Hand - The act of dealing, bidding and playing all cards dealt. A standard 4 person game consists of 13 cards per hand and the hand is considered over after all 13 cards are played.

Game - A game is all of the hands put together and ends when you reach a predetermined score or time limit.

Book - Also referred to as a "trick", is the sum of all four cards played by each player during a hand. The player who played the highest ranking card wins the book. Acquisition of one book fulfills the requirement of one bid.

Bid - The number of books a player predicts to win during a hand, announced by each player before the hand begins and won by that player during the hand. The player immediately clockwise of the dealer announces their bid first and also throws the lead card for that hand. Players who win a bid lead on the next hand.

Points - A unit of counting in the scoring of a game. Points scored are computed by comparing a players combined bids against their tricks taken.

Set - If a player is unable to win the number of books bid during a hand they are considered set and will lose points from their total score. Or when a player bids Nil or Blind Nil and takes a trick, they are considered set.

Nil - A bid to win no books during a hand, a bid of zero is typically considered a Nil bid. If successful the player is awarded a predetermined amount of points. If unsuccessful the player is considered to be set and loses the same amount of points.

Blind Nil - The act of bidding a hand before the player has seen their cards. A player must announce they are bidding Blind Nil before picking their cards up after the deal. Points awarded are typically doubled compared to a Nil bid. If unsuccessful the player is considered to be set and loses the same amount of points as they would have won. *World Spades Championship does not allow Blind Nil bids.

Lead - The first card played in each round. The lead will determine the suit that must be played for that round.

Control Play - Playing an ace on the first round of play is considered taking control. Keeping control involves an aggressive play style that keeps your opponents out of control.

Discovery Play - A tactic used by a player in order to figure out the holding cards of the other three players.

Following Suit - Playing a card from the same suit as the lead card. Players must follow suit if they have that suit in their hand.

Breaking Spades - Playing the first Spade of a hand as a cut card, often referred to as a Trump card. Spades cannot be used as a lead card in any hand until this occurs.

Cut, Cutting or Trump - When the lead card (non-spade) being played gets beat by a Spade from a player who does not have any cards from the lead suit remaining in their hand. Spades always win and can only be beaten by a higher Spade.

Dump - Typically a card that is high in rank which is played in a way to avoid taking a trick. In the game of Spades, only Clubs, Diamonds and Hearts can be dumped. Often used during a Nil bid or avoidance of Sandbags.

Reneg - When a player has a card from the lead suit and can follow suit but does not. Reneging is considered cheating and is penalized if proven. When a player challenges reneging they must identify which book on the table the player did not follow suit. If proven, the reneging player is penalized a predetermined number of points. If the challenge is unsuccessful the challenging player is typically penalized in the same fashion.

Sandbag/Bag - The number of books won by a player in excess of their bid amount. Often sandbags are tracked as a running tally and can impact a player's score based on predetermined rules.

Sandbagging - Intentionally or unintentionally underbidding the number of books predicted to be won for a given hand. This can be the result of strategy or not counting your books correctly during the bidding process.

Cross-boarding - Sometimes referred to as "signaling" is any form of verbal or non-verbal communication during a hand which directly or indirectly reveals the contents of a player's hand or affects game strategy. This is considered cheating and players can be disqualified or penalized based upon predetermined rules.

Misdeal - Any deal when a card has been "flipped" by the dealer, a player has been skipped during the deal or there are uneven amounts of cards in a player's hand at the end of the deal. If any of these occur the hand is considered void and re-dealt. Typically each player should verify they received the correct number of cards (13) before bidding starts. *World Spades Championship does not recognize no Spades or face cards as a misdeal.*