

Spades Tournament Rules

Tournament Setup

- Teams consist of 2 players seated across from each other.
- Use one standard 52-card deck with no jokers unless the tournament director announces a different deck style before play begins.
- Ace is high in every suit, and spades are always trump.
- The tournament format will be single elimination.

Objective

- Each partnership tries to win at least the number of tricks it bids each hand.
- Teams score points for making their bid and lose points when they are set, meaning they fail to take enough tricks.
- A game will be played to a fixed score of 500

Dealing

- Draw high card to determine the first dealer.
- The dealer shuffles, offers the cut to the player on the right, and deals all 52 cards one at a time clockwise.
- Each player receives 13 cards, and there is no kitty.
- The deal passes clockwise after each hand.

Bidding

- Starting with the player to the dealer's left, each player bids the number of tricks expected to win.
- Every player must bid; no player may pass.
- Nil and blinds are allowed.

Scoring

Use this standard scoring method unless the tournament director posts a different system before play begins.

Result	Score
Team makes its bid	10 points for each trick bid
Overtricks (bags)	1 point for each trick over the bid
Team is set	Subtract 10 points for each trick bid
Nil bid made	Add 50 points
Blind nil bid made	Add 100 points
Team reaches 10 bags	Subtract 100 points
Reneging	Subtract 50 points, or apply posted house penalty

Conduct Rules

- No table talk, card signals, coded language, or coaching between partners during play.
- Only players assigned to the table may remain at the table during active play unless event staff permits otherwise.
- Tournament officials decide disputes, rule interpretations, and penalties.
- Unsportsmanlike conduct may result in a warning, penalty, or disqualification.