**Five Tricks**

*A Card Game Easy to Learn and Easy to Play*

**Cards:**
Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit.
Ace is the lowest card.

**Players:**
Usually 4-6; sometimes varies.

**Deal:**
The dealer shuffles the cards and deals them one at a time.
Each player receives 4-7 cards.
(or some other amount, depending on the number of players).

**Start:**
The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card.
The cards played (one from each player) constitute a trick.
For the last trick, there may not be enough cards for everyone to play.

**Winning Tricks:**
When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

**Continuation:**
The winner of the trick leads the next round which is played as before.
The procedure is repeated until all cards have been played.

**Following Suit:**
The first player for each round may play any suit.
All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
If you do not have a card of the first suit, play a card of any other suit.
The trick is won by the highest card of the original lead suit.

**Trumps:**
In this game, spades are trumps.
If you do not have a card of the first suit, you may play a spade.
This is called trumping.
You win the trick even if the spade you played is a low card.
However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

**End/Win:**
Game ends when all cards have been played.
The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards.
(or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each ___ constitute a trick). For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the highest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards. (or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Trumps: In this game, spades are trumps. If you do not have a card of the first suit, you may play a spade. This is called trumping. You win the trick even if the spade you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the highest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards.
(or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Trumps: In this game, spades are trumps. You may play a spade anytime you want to—even if you have a card of the first suit. This is called trumping. You win the trick even if the spade you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
**Five Tricks**

*A Card Game Easy to Learn and Easy to Play*

**Cards:** Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.

**Players:** Usually 4-6; sometimes varies.

**Deal:** The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards. (or some other amount, depending on the number of players).

**Start:** The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

**Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

**Continuation:** The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

**Following Suit:** The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

**Trumps:** In this game, spades are trumps. You may play a spade anytime you want to—even if you have a card of the first suit. This is called trumping.

You win the trick even if the spade you played is a low card. However, some other player may also play a trump. In this case, the highest trump wins the trick.

**End/Win:** Game ends when all cards have been played. The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
# Five Tricks

_A Card Game Easy to Learn and Easy to Play_

**Cards:** Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.

**Players:** Usually 4-6; sometimes varies.

**Deal:** The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards.

(or some other amount, depending on the number of players).

**Start:** The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

**Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

**Continuation:** The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

**Following Suit:** The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

**Trumps:** In this game, diamonds are trumps. You may play a diamond any time you want to—even if you have a card of the first suit. This is called trumping. You win the trick even if the diamond you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

**End/WIn:** Game ends when all cards have been played. The player who has won the most tricks wins the game.

---


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the highest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards. (or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Trumps: In this game, diamonds are trumps. You may play a diamond anytime you want to—even when you have a card of the first suit. This is called trumping. You win the trick even if the diamond you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit.
      Ace is the highest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time.
      Each player receives 4-7 cards.
      (or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. Other
       players take turns playing a card.
       The cards played (one from each player) constitute a trick.
       For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one
               who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before.
              The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit.
                All other players must follow suit. (This means that you have to play a card of
                the same suit as the first card).
                If you do not have a card of the first suit, play a card of any other suit.
                The trick is won by the highest card of the original lead suit.

Trumps: In this game, diamonds are trumps.
        If you do not have a card of the first suit, you may play a diamond. This is called
        trumping.
        You win the trick even if the diamond you played is a low card.
        However, some other player may also play a trump (Because s/he does not have
        a card of the first suit). In this case, the highest trump wins the trick.

End/Win: Game ends when all cards have been played.
         The player who has won the most tricks wins the game.

Sivasailam “Thiagi” Thiagarajan with Raja Thiagarajan, Barnga: A Simulation Game on Cultural Clashes, Boston: Intercultural

Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
Five Tricks
A Card Game Easy to Learn and Easy to Play

Cards: Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit.
Ace is the highest card.

Players: Usually 4-6; sometimes varies.

Deal: The dealer shuffles the cards and deals them one at a time.
Each player receives 4-7 cards.
(or some other amount, depending on the number of players).

Start: The player to the left of the dealer starts by leading (playing) any card. Other
players take turns playing a card.
The cards played (one from each player) constitute a trick.
For the last trick, there may not be enough cards for everyone to play.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one
who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next round which is played as before.
The procedure is repeated until all cards have been played.

Following Suit: The first player for each round may play any suit.
All other players must follow suit. (This means that you have to play a card of
the same suit as the first card).
If you do not have a card of the first suit, play a card of any other suit.
The trick is won by the highest card of the original lead suit.

End/Win: Game ends when all cards have been played.
The player who has won the most tricks wins the game.

Sivasailam “Thiagi” Thiagarajan with Raja Thiagarajan, Barnga: A Simulation Game on Cultural Clashes, Boston: Intercultural

Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).
**Five Tricks**
*A Card Game Easy to Learn and Easy to Play*

**Cards:**
Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.

**Players:**
Usually 4-6; sometimes varies.

**Deal:**
The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards. (or some other amount, depending on the number of players).

**Start:**
The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

**Winning Tricks:**
When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

**Continuation:**
The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

**Following Suit:**
The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card). If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

**Trumps:**
In this game, diamonds are trumps. You may play a diamond anytime you want to—even when you have a card of the first suit. This is called trumping. You win the trick even if the diamond you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

**End/Winnning:**
Game ends when all cards have been played. The player who has won the most tricks wins the game.


Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (http://sites.lsa.umich.edu/inclusive-teaching/).