

ALL CLUBS NZ SINGLES 500 RULES OF PLAY – (2026)

1. The Game

- a) Each game consists of 10 (ten) minutes duration or a maximum of 4 (four) hands with the winner being the first to reach 500 points or more, or having the highest score, or if one team's score becomes minus 500.
- b) Games are to the bell/whistle or four deals - whichever comes first.
- c) No more 10-point tricks can be taken beyond 490.
- d) You must make and win the bid to go out, unless being awarded 100 penalty points takes you to 500 or above.
- e) Two clicks for a win, one each for a tie.
- f) Winners move to their right after scorecards are clipped.
- g) Winners moving to their right without having cards clipped, lose those points.
- h) Winners shall cross/dab losers' cards, if clippers are not supplied by the hosting venue.
- i) Losers separate and play with new incoming players.
- j) Onus is on all players to check that the correct score is kept, and they have their own scorecard when leaving the table.
- k) The score must be available for all players to see at all times. A player can ask for the score at any time.
- l) Once the deal is complete, players cannot discuss the score until the end of the hand.
- m) No discussion can take place between partners as to the score during bidding or play.

2. The Deal

- a) Scorer shall be first to deal. Players cut for deal if more than one person wishes to be Scorer.
- b) When cutting for deal, hearts are high, spades are low for cards of equal value.
- c) Cards to be shuffled by the dealer and cut by an opponent.
- d) The cut must leave at least four (4) cards in each pack.
- e) Cards to be dealt 3-4-3 or 3-2-3-2.
- f) Single cards to be dealt to the kitty (3).
- g) Last card goes to the dealer, not the kitty.
- h) Cards to be dealt so that play may commence as soon as the start bell/whistle sounds.
- i) Cards to remain on the table until the deal is completed.
- j) Dealer may correct hands or kitty before the players pick up their hands.
- k) Providing one card have been dealt prior to the finish bell/whistle, that hand is deemed to have started.
- l) Each player checks they have 10 cards and the kitty has 3 cards.

3. Misdeal

- a) If any card is exposed during the deal.
- b) If the cards are not cut prior to the deal.
- c) A player, on picking up their cards or during bidding, finds they have an incorrect number of cards.
- d) Two misdeals in a row by the same dealer, the deal passes to the next player; the hand still has to be dealt, but now with the new dealer.

- e) There is no penalty for a misdeal.
- f) A player dealt no picture cards cannot throw in the cards for a new deal; this is a legal hand.

4. Bidding

- a) Players to announce their bid in sequence, starting with the person to the left of the dealer.
- b) A legal bid consists of starting with the number of tricks, followed by a suit or No Trumps.
- c) Misere and Open Misere are not legal bids.
- d) An acceptable call for No Bid is – Away or No.
- e) If no player bids, the Kitty is not picked up and the hand is played as NO Trumps. The lead is to the left of the dealer. 10 points are awarded for each trick taken. (Note the hand is not thrown in for a re-deal)
- f) If two or more players bid, each new bid must be of greater scoring value.
- g) If a player calls a bid of lower value than the current bid, they are forced to bid that suit and must increase their number of tricks bid to make their bid legal. (They cannot pass the incorrectly called bid).
- h) If a player bids out of turn, it is a live bid, however, bidding must continue in the correct order. When it is the player's correct turn to bid, the player may not pass or change suit, but must increase their number of tricks bid to make their bid legal.
- i) If a player changes the suit they have previously bid for the hand, all players may re-enter the bidding, even if they have previously passed in any of the previous rounds.
- j) If two or more players bid, the player who is left with the bid may change suit once or increase the bid. All other players may then re-enter the bidding. If no other player re-enters that bid must stand.

- k) If only one player bids on the first round, that player may increase their bid only once. They may not change the suit. If the player increases their bid, all other players may re-enter the bidding.

5. The Kitty

- a) The Kitty may be viewed by the maker (winning bidder) only, who may, or may not, exchange the 3 cards. The Kitty (and discards) may not be viewed or altered after the first card has been led.
- b) If any card from the Kitty (or discards) is revealed by the maker or looked at by their partner, the maker's bid is deemed lost and the bid deducted from their score, 100 points are awarded to the opposition's score.
- c) If the maker fails to leave exactly 3 cards in the discarded kitty, before the first card is led, then the bid is deemed lost and the bid deducted from the maker's score. 100 points are awarded to the opposition's score.

6. During Play

- a) Any cards exposed by players shall remain face up on the table and played at the first legal opportunity. No penalty will apply.
- b) Any indication from a player that they have a particular card, shall be deemed a tabled/ exposed card.
- c) During play, cards must be played out one at a time into the centre of the table. The team that wins the trick collects the four cards.
- d) If the maker lays down or shows the remaining balance of their hand, the hand ends immediately. The maker's bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition's score.
- e) If the opposition lays down or shows the balance of their hand, the makers automatically add the bid to their score. The opposition scores no points.
- f) If during play the maker or their partner finds they have an incorrect number of cards in their hand, the hand ends immediately.

The maker's bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition's score.

- g) If during play one of the opposition finds they have an incorrect number of cards in their hand, the hand ends immediately. The makers automatically add the bid to their score. The opposition scores no points.
- h) If during play, a player from each side, finds they have the wrong number of cards in their hands, the hand ends immediately, and a re-deal is made.
- i) A card is deemed "led", when it is the first card played in the trick, at the moment it is exposed to any of the other players, regardless of whether or not it has been released by the player. An invalid lead shall be treated as an exposed card.

7. Joker

In a Trump Suit Contract:

- a) The joker belongs to that suit and becomes the highest trump card. It must be played if necessary to follow suit and can be played even if you have suit cards still in your hand.

In a No Trump Contract:

- b) The joker is a suit by itself, but is also the highest card of any suit and wins any trick in which it is legally played.
- c) The holder of the joker cannot play it if they can follow suit to the led suit. The joker can only be used to trump in if the player holding the joker does not have any of the suit led.
- d) If the player leads the joker, they must specify the suit that others must play to, but the joker wins the trick.
- e) A player can lead the joker, and specify a suit, even if the player is holding cards still in their hand of that suit.
- f) The player holding the joker may lay off a led suit and use the joker later on to trump in on that same suit.

8. Renege

- a) Failure to follow suit to a lead if you have that suit in your hand, is considered a renege and invokes a Renege Penalty as below.
- b) If corrected before the next card is led, the invalid card is treated as an exposed card, there are no other penalties and the hand continues. (Refer Rule 6i for definition of “led”)
- c) If during play the maker or their partner reneges, the hand ends immediately. The maker’s bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition’s score.
- d) If during play the opposition reneges, the hand ends immediately. The makers automatically add the bid to their score and the opposition scores no points.