

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL HEARTS RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. **Tournament Outline:** Players will play two matches (1 match consists of the deal travelling all around the table) on the first day of play. Both player and intramural staff will keep track of point totals for the day. Based on point totals, participants may advance to the semifinals. In the semifinals, each player will again play two matches. The top 4 finishers based on all four matches played, will advance to the championship table. The lowest point total from the championship table following 2 matches will be the winner.
3. The game will be played by four players, each player playing singly. Deal and play are clockwise.
4. A standard pack of 52 cards is used. The cards, in each suit, rank from highest to lowest: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.
5. To begin the first deal, all players will draw a card. The player with the highest card will deal first.
6. The cards are shuffled and then dealt singly, in a clockwise order beginning with the player on the dealer's left, until all 52 cards have been dealt and everyone has 13.
7. **The Play of the Hand**

The opening lead is made by the player holding the 2 . Each player in clockwise rotation after the lead must follow suit if he can. If he cannot, he may play any card he desires. Tricks are won by the highest card played of the suit led. The winner of a trick leads the next. Hearts cannot be led until hearts have been *broken* (a heart has been discarded on a previous trick). Obviously, if a player only has hearts in his hand, he can lead a heart even if they have not been broken. Hearts cannot be broken on the first trick. This rule takes away from strategy relating to the suit of clubs, so most players would rather avoid this variation.
8. **Queen of Spades:** The Queen of Spades is a *penalty* card in addition to the hearts. The hearts count 1 point each, while the Queen of Spades counts 13 points. Thus, the focus of play is to avoid winning the Queen of Spades.
9. **Shooting the Moon:** If a player takes all thirteen hearts and the Q: (a) this player scores -26; or (b) all other players score +26.
10. **Scoring:** When nobody shoots the moon, the points taken by each player are added to their running total on a score sheet (1 point for each heart and 13 points for the Q). A game ends when a player reaches 100 points. The player with the lowest score is the winner.
11. **Misdeal:** A misdeal occurs if the dealer exposes a card, gives any hand the wrong number of cards, or departs from normal procedure. A misdeal may be called before the first trick is completed; otherwise the deal stands. If a misdeal is called, the cards are thrown in and redealt by the next dealer.
12. **Incorrect Hand:** If a hand is found to have an incorrect number of cards after the first trick has been played, this hand must take all the cards left over in the other players hands after the last full trick is played. If two or more hands are incorrect, the excess cards go into *all alike*, and each faulty hand is charged with the full number of hearts in the excess cards.
13. **Play out of turn:** There is no penalty for a lead or play out of turn. However, any player who has not yet played to the trick may demand that it be retracted (which also requires any cards already played on it to be retracted). If no player demands retraction, the out-of-turn play stands. The owner of the out-of-turn play may not retract it unless properly demanded by another player.
14. **Revoke:** If a player fails to follow suit when able, there is no penalty if he corrects his error before the trick is completed. If a revoke is not corrected in time, and is discovered before the deal has been scored, the offender is charged for all the hearts in that deal and no other player scores any penalty points.

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