

# 1



## 1<sup>st</sup> DEALER

**Both Maker Play: 3-4 tricks = 1 point, 5 tricks = 2 points, 1-2 tricks (set) = 2 points for Defenders**

**One Maker Plays Alone: 3-4 tricks = 1 point, 5 tricks = 4 points, 1-2 tricks (set) = 2 points for Defenders**

**“Renegé” Rule: If a player does not follow suit when able, the opposing team is awarded 2 points.**

# 2



## 1<sup>st</sup> DEALER

**Both Maker Play: 3-4 tricks = 1 point, 5 tricks = 2 points, 1-2 tricks (set) = 2 points for Defenders**

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**“Renegé” Rule: If a player does not follow suit when able, the opposing team is awarded 2 points.**

# 3



## 1<sup>st</sup> DEALER

**Both Maker Play: 3-4 tricks = 1 point, 5 tricks = 2 points, 1-2 tricks (set) = 2 points for Defenders**  
**One Maker Plays Alone: 3-4 tricks = 1 point, 5 tricks = 4 points, 1-2 tricks (set) = 2 points for Defenders**  
**“Renegade” Rule: If a player does not follow suit when able, the opposing team is awarded 2 points.**

# 4



## 1<sup>st</sup> DEALER

**Both Maker Play: 3-4 tricks = 1 point, 5 tricks = 2 points, 1-2 tricks (set) = 2 points for Defenders**  
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**“Renegade” Rule: If a player does not follow suit when able, the opposing team is awarded 2 points.**