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Beginner lessons for Trick Taking

Master the Basics of Trick Taking Card Games!

DEFINITION

Trick taking is a style of card game where players aim to win rounds by playing higher cards. Each round is called a 'trick' and the player with the highest card wins it.

KEY CONCEPTS

Trick

A trick is a round of play where players play one card each.

Leading

The player who plays the first card in a trick is said to lead.

Following Suit

Players must play a card of the same suit as the lead card if they have one.

Winning a Trick

The highest card of the leading suit wins the trick unless a trump card is played.

Trump Cards

Trump cards can beat cards of other suits, adding strategy to the game.

EXAMPLES

- In a game of Hearts, players must follow the suit led unless they have no cards left.
- In Spades, playing a spade card beats any other suit if spades have been declared as trump.
- In Bridge, the highest card played in the leading suit wins the trick unless trump is played.

MEMORY TIPS

- ★ Remember 'Lead, Follow, Win' to recall the basic flow of a trick.
- ★ Use the acronym 'TFL' for Trick, Follow, Lead to keep the order in mind.
- ★ Think of 'Trump beats all' to remember the power of trump cards.

COMMON MISTAKES

- ✗ Playing a card from a different suit when able to follow the lead.
- ✗ Underestimating the power of trump cards and playing lower cards.
- ✗ Failing to keep track of which cards have been played.

QUICK RECAP

Trick taking games involve players aiming to win tricks by playing higher cards. Remember to follow suit when possible and leverage trump cards for strategic advantages.