

Forty-Five

Object of The Game

The goal is to accumulate the most chips by winning tricks.

Rank of Cards

The ace of hearts is always third-best trump. There are 13 trumps when hearts are trump, 14 when any other suit is trump. Rank of spot cards is different in red and black suits.

Rank in trump suit:

Spades and clubs: 5 (high), J, A, A, K, Q, 2, 3, 4, 6, 7, 8, 9, 10.

Hearts: 5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

Diamonds: 5 (high), J, A, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

Rank of cards in plain suits (no trump):

Spades and clubs: K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Diamonds: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

Hearts: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The rule to remember is, "Low in black, high in red."

The Deal

Deal five cards to each player clockwise - three, then two (or two, then three) in rotation, to the left, beginning with the player on his left. After the deal is completed, the next card is turned over to indicate trump.

Robbing the Trump

The player holding the ace of the trump suit may exchange any card in his hand for the turned card. If the player does not choose to make this exchange, he must ask the dealer to turn down the trump card, thus announcing who holds the ace (otherwise that player's ace becomes lowest trump, even if it is the ace of hearts). If an ace is turned, the dealer may discard at once and take the ace into his hand after the first trick, or may play with his original hand, announcing this intention.

The Play

The player on the dealer's left leads any card. Each player, in turn, must follow suit if possible, or trump. If unable to follow suit, a player may play any card.

When a lower trump is led, a player is not required to follow suit with the five or jack of trumps or the ace of hearts.

A trick containing a trump is won by the highest trump played. Any other trick is won by the highest card of the suit led. The winner of each trick leads next.

The side taking three or four tricks scores 5 points; five tricks, 10 points. An alternative system is that each trick counts 5 points, and the score of the side taking the fewest tricks is deducted from that of the side taking the most tricks. Thus, three tricks count 5; four tricks, 15; five tricks, 25 points; 45 points is game.

Irregularities

There is a misdeal if too many or too few cards are dealt, if the dealer exposes a card in dealing, if the deal begins with an uncut pack (provided a new deal is demanded before the deal is completed), or if the dealer counts the cards on the table or in the pack. If there is a misdeal, the deal passes to the player on the original dealer's left.

Irregular hand

A hand with an incorrect number of cards is dead, and the other players continue play. However, if a player has won three tricks with an irregular hand before it is discovered, he wins the pot.

Revoke

If there is an illegal exposure of a card after any player has won two tricks, the offender's hand is dead, and he does not receive cards until the pot in progress is won. However, he must still add to the pot when other players do.

