

Handouts for Barnga

Game Rules: Table 1

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the highest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- End/Win:** The game ends when all the cards have been played. The player who has won the most tricks in total wins the game.



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Game Rules: Table 2

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the lowest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- Trumps:** In this game, diamonds are trumps.
- If you do not have a card of the first suit, you may play a diamond. This is called trumping.
- You win the trick even if the diamond you played is a low card. However, some other player may also play a trump, because this player does not have a card of the first suit. In this case, the HIGHEST TRUMP wins the trick.
- End/Win:** The game ends when all the cards have been played.
- The player who has won the most tricks in total wins the game.



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Game Rules: Table 3

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the lowest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- Trumps:** In this game, clubs are trumps.
- If you do not have a card of the first suit, you may play a club. This is called trumping.
- You win the trick even if the club you played is a low card.
- However, some other player may also play a trump, because this player does not have a card of the first suit. In this case, the HIGHEST TRUMP wins the trick.
- End/Win:** The game ends when all the cards have been played.
- The player who has won the most tricks in total wins the game.



Handouts for Barnnga

Game Rules: Table 4

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the highest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- Trumps:** In this game, hearts are trumps.
- If you do not have a card of the first suit, you may play a heart. This is called trumping.
- You win the trick even if the heart you played is a low card.
- However, some other player may also play a trump, because this player does not have a card of the first suit. In this case, the HIGHEST TRUMP wins the trick.
- End/Win:** The game ends when all the cards have been played.
- The player who has won the most tricks in total wins the game.



Handouts for Barnnga

Game Rules: Table 5

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the highest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- Trumps:** In this game, spades are trumps.
- If you do not have a card of the first suit, you may play a spade. This is called trumping.
- You win the trick even if the spade you played is a low card.
- However, some other player may also play a trump, because this player does not have a card of the first suit. In this case, the HIGHEST TRUMP wins the trick.
- End/Win:** The game ends when all the cards have been played.
- The player who has won the most tricks in total wins the game.



Handouts for Barnnga

Game Rules: Table 6

BARNGA Game Rules: Five Tricks

A Card Game That Is Easy to Learn and Easy to Play

- Cards:** Only 40 Cards are used—Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10 in each suit. Ace is the lowest card. Other cards will be worth face value: 10 high, 2 low.
- Players:** Usually four; sometimes varies.
- Time:** Each round will be about five minutes long (longer if time allows) and each round will consist of any number of games within the time allowed.
- Deal:** The dealer can be anyone at the table. The dealer shuffles the cards and deals them one at a time. Each player receives five cards. (Or some other amount, depending on the number of players).
- Start:** The player to the right of the dealer starts by leading (playing) any card. Other players each take turns playing a card. For each round, each player plays one card.
- The cards played (one from each player) constitute a 'trick'. For the last trick, there may not be enough cards for everyone to play.
- Winning Tricks:** When each player has played a card, the highest card wins the trick. The one who played this card gathers up the cards and puts them face down in a pile to keep track of each winning trick.
- Continuation:** The winner of the trick leads the next round, which is played as before. The procedure is repeated until all cards have been played.
- Following Suit:** The first player for each round may play ANY suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
- If you do not have a card of the first suit, play a card of any other suit. The HIGHEST card of the ORIGINAL lead suit wins the trick.
- End/Win:** The game ends when all the cards have been played. The player who has won the most tricks in total wins the game.

