

About

Spar is the most popular card game in Ghana. It is a 'last trick' game, in which the objective is to be the player who wins the last trick. The player who wins the last trick scores for the hand and deals the next. Players score three points for taking the last trick with a 6, two points for taking the last trick with a 7 and one point for taking the last trick with any other card. All hands are played at no-trump. There is never a trump suit in this game.

Players

Up to 7 can play
or up to 5 if 7 cards are dealt

Cards

35 cards [6 – A in ♥♦♣♠ and 6 – K in ♠]

Pen and paper OR counters to keep score

Deal

Deal 5 cards each
Usually, 3 then 2

Variation – deal in ones
Variation – deal 7 cards each

Deal order

The winner of each hand deals the next hand, so that the winner of the previous hand always plays last to the first trick in the next hand.

Rank

Card rank is the same in all suits: A K Q J 10 9 8 7 6 5 4 3 2

Note: No A♠ in the deck

Trumps & Layout

There are never any trumps.

Cards not usually collected after each trick, rather, the next trick is played to the centre on top of the last.

Variation – collect each trick as you go.

Play

Players must follow suit if they can.
If unable to follow suit, they may play any card.
Highest card of the lead suit wins the trick. Trick winner leads to the next trick.
The objective is to win the last trick.

Variation – just before the second last trick begins the top card of the undealt stock is turned over for all players to see.

Scoring

The winner of the final trick scores for the hand:

3 points if won the final trick with a **6**

2 points if won the final trick with a **7**

1 point if won with **any other card**

Finish

If using pen and paper, agree on a set time or a set number of deals.

OR

If using a bowl of tokens, continue play until the last token is taken. The player with the most tokens is the winner.