Hat Trick (3p) ∅∅∅

About

Hat trick is a 'last trick' game for 2 – 6 players though it is probably best for 3 or 4. The major objective is to try to take the last trick. There are also points awarded for taking other tricks in the hand and bonuses can be scored for correctly predicting tricks you will take. If any player takes a 'hat trick' (capturing all 3 scoring tricks) they score a bonus, and the scores of all other players are reduced.

Players Cards & Equipment

3 players = 33 cards (7 – A) + joker

♥♦♣♠

Lift a portion of the deck. The bottom card of the lifted portion determines trump or no-trump. Deal two cards to each player, then continue dealing in threes until all cards are dealt.

Trumps

The suit of the card at the bottom of the lifted portion is trumps. However, if the bottom card of the lifted portion is a king, a queen, or the joker, the hand is played at no-trump.

Alternatively players may decide not to lift the deck, and to play in a fixed cycle of ♥,♦,♣,♠,NT

Rules of Play

Forehand (the player left of the dealer) always leads to the first trick. Players must follow suit. If unable to follow suit, they must sacrifice their highest trump (in a no-trump game they must sacrifice the highest card they hold in the suit which is the same colour). If unable to do so, they may play any card.

*The exception is the joker. The joker can be played at any time regardless of the rules above. The joker can never win a trick. If the joker is led, the suit played by the second player establishes the suit that others must follow. * Variations…*

Scoring

Points for 'scoring tricks'

There are 3 scoring tricks in the hand (i.e. the 1st, 6th & 11th trick). A player who wins one of these tricks, scores the matching number of points as shown in **bold** in the table below.

Points for 'predictions'

When it is their turn to play a card to the 2nd, 3rd, 4th or 5th trick, a player may announce 'I predict' as a prediction that they will go on to win the 6th trick. Only one player may make such a prediction (the first one who speaks). If successful, the player wins the additional number of points shown in *italics* in the table below. The earlier a prediction is made, the more additional points it is worth. If the prediction is unsuccessful, the player <u>loses</u> 2 x this *italicised* value. The same sequence occurs once more during the 7th, 8th, 9th and 10th trick.

Points	**1**	*…4*	*…3*	*…2*	*…1*	**4**	*…4*	*…3*	*…2*	*…1*	**8**
Tricks	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**

Points for a 'Hat trick'

If a player takes a 'hat trick' (takes all 3 of the scoring tricks in the one hand) then they win a bonus of 3 points and the score of all other players is reduced by 3 points.

Finish

The game ends after an agreed number of deals (usually a multiple of the number of players).

2 Players	4 Players	5 Players	6 Players
25 cards… 9→A +Jk	45 cards… 4 → A + Jk	54 cards… 2→A + Jk + Jk	61 cards… 2 – 12, J, Q, K, A + Jk *Use a 500 pack (but remove the 13s)*
Deal as normal. 3 cards left over.	Lift the deck to make trumps. Leave card face up on table.	There are two jokers in play.	Lift the deck to make trumps. Leave card face up on table. Alternatively, completely remove the joker from the game. Deal 10 cards to each player in groups: 2, 2, 3, 3
Place these face down and turn the top card face up for trumps.	Alternatively, completely remove the joker from the game and deal out the cards.	The dealer receives 10 cards only and does not play to the first trick.	The sequence of prediction payments for the 10th trick will be *…4 …3 …2* (there will be no prediction worth 1 point going into the 10th trick).

Variations	

Play of the Joker

* Joker	A rule that says that the joker must be played to one of the first 3 tricks (or perhaps first 5 tricks) as opposed to being able to be played to any of the 11 (10) tricks.

Objective and Scoring

'Negative' game	The game is played to avoid taking the 1st, 6th or 11th (10th) trick, and 'penalty points' are awarded. If a player takes the 1st trick they score 1 penalty point, for 6th trick they score 4 penalty points, and for the last trick (11th or 10th) they score 8 penalty points. If a player takes all 3 'scoring tricks' they score an additional 3 penalty points, while the score of all other players is reduced by 3 penalty points. There are no predictions in this form of the game. The player with the lowest score at the end of the game is the winner. In a 'negative' game, the joker always **wins** the trick it is played to.
	A 'negative' hand may be incorporated into the main game described on the previous page either by incorporating a negative hand into the fixed cycle ♥,♦,♣,♠,NT,NEG or by playing a negative hand when a jack is revealed in the lifted portion. When a 'negative' hand is incorporated into the main game as described on the previous page, points are subtracted rather than added and vice versa.

Alternative rules of play

Rules of play	Follow suit → if unable, sacrifice highest of same colour → if unable, sacrifice highest trump → play any card.
Rules of play	Follow suit → if unable, sacrifice **either** highest card of same colour **or** highest trump → if unable, play any card.