

TENNESSEE GAME RULES

“ROOK”

1. Draw for partners, the two high plays and the two low plays.
2. Play with 45 cards: 5 through 14 + all four I + the Rook card.
3. The count cards for the game are: Rook - 20 points, One's - 15 points, 14's - 10 points, ten's - 10 points & Five's - 5 points.
4. Deal out ten (10) cards to each player, leave five (5) cards in the Nest. The most you can make in any hand is 180 points. You Bid for the Nest - the highest bidder takes the Nest and discards five (5) cards and calls **Trumps**. You have to make your bid or go set; if you go set your bid is counted against you.
5. The person taking the bid leads off. If you have the color led, you have to follow suit, if not, you may through off any card of any color, or you may trump, the highest card in the color led or the highest trump takes the trick.
6. The first pair reaching 500 points wins the game.
7. You can shoot the Moon any time even if you are in the hole or not, if you shoot the Moon then you have to take all the count in that hand and you win the game. However, if you shoot and lose any trick with game in it you lose the game.
8. The Rook is the highest card and catches anything, the One's are the highest card in each suit and catch the fourteen's which is the next highest card then you go on down to the Five's, which is the lowest card in each suit.
9. If the game should wind up in a tie, then the partners taking the last bid wins the game.