

# Card Game for 3 Players

## PITCH

### Concept

There have been many games whose object is to win “high, low, jack, and game.” The one that is still popular to this day is Pitch (previously called Auction Pitch). Two to seven can play Pitch, but it works especially well with three. The goal is to be the first player to score seven points.

There are four possible points in each hand: one for the highest trump, one for capturing the lowest trump card, one for capturing the jack of trump, and one for capturing the most card points.

### The Deck

Standard 52-card deck. Rank is 2 (low), 3, 4, ... 9, 10, jack, queen, king, ace (high).

### The Deal

Six cards to each player, dealt three at a time. The remainder of the deck is not used for that hand.

### Tricks

A trick consists of one card from each player’s hand placed, in turn, face-up in the middle of the playing area. The first card so placed is the lead. A trick is won by the highest trump card in it or, if the trick contains no trump, by the highest card of the suit led.

### Bidding

After the deal is completed, each player, in turn, starting with the player on the dealer’s left, has one opportunity to either pass or to bid. The bid is the number of game points (1, 2, 3, or 4) that the player believes he can make during that hand. A bid of 4 ends the bidding. The high bidder determines what suit is trump by leading (pitching) any card of that suit. Simply leading a card is the same as making a bid of four.

### The Play

The first card led is trump and all players must follow with a trump, if possible.

The player who captures a trick makes the lead for the next trick. If a non-trump is led, play-

ers may either follow suit or they may trump — even if they have a card of the suit led. (This rule may be unique to Pitch.) There is no requirement to trump (unless trump is led) nor to play a higher ranked card.

### Scoring

Once all six tricks have been played, the cards captured by each player are examined. One point is awarded for capturing each of the highest, lowest, and jack of trump that are in play. Note, these could all be the same card. Another game point is awarded to the player who has captured the most card points as follows: tens are worth 10 points, aces are worth 4, kings 3, queens 2, and jacks are worth 1 point. In the case of a tie for card points, no one receives that game point.

If the pitcher receives at least as many points as he bid, he scores whatever he makes; if he falls short of his bid, the amount of his bid is deducted from his score. The other players score whatever points they have captured. ■

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