



ACTIVITY

BARNINGA game

RULES OF THE GAME

GROUP 1 – RULES

Deal The dealer is the oldest person in the group. They shuffle the cards and deal them face-down, one at a time around the group. Some will get fewer cards than others. The scorer is the person to the dealer's right – they mark down each taken trick.

Start The player to the dealer's left starts by playing any card. Each person in the group plays a card one by one. It makes one trick.

Playing Suit The first card played in a trick can be any suit. Each player must play a card of the same suit if they have one in their hand. If they have no card of that suit, only then can they play a card of a different suit.

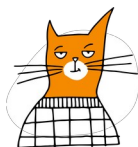
Ace The ace is the lowest card in each suit.

Trump The diamond suit is the trump suit. If you don't have any cards of the suit initially played, you can play a trump card and win the trick. Even a low-ranking trump card, like a 2 of diamond, will surpass a 7 of the original suit.

Winning Tricks The highest card played takes the trick. The winner of the trick gathers all the cards and places them face-down in front of themself.

A round The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the round is finished.

A game The dealer collects all cards, shuffles them and deals them for another round.



THREE rounds make one game. At the end of the game, the winner is the person who collected the most tricks.

GROUP 2 – RULES

Deal The dealer is the oldest person in the group. They shuffle the cards and deal them face-down, one at a time around the group. Some will get fewer cards than others. The scorer is the person to the dealer's right – he marks down each taken trick.

Start The player to the dealer's left starts by playing any card. Each person in the group plays a card one by one. It makes one trick.

Playing Suit The first card played in a trick can be any suit. Each player must play a card of the same suit if they have one in their hand. If they have no card of that suit, only then they can play a card of a different suit.

Ace The ace is the highest card in each suit.

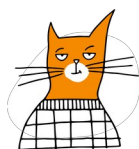
Trump The club suit is the trump suit. If you don't have any cards of the suit initially played, you can play a trump card and win the trick. Even a low-ranking trump card, like a 2 of club, will surpass a 7 of the original suit.

Winning Tricks The highest card played takes the trick. The winner of the trick gathers all the cards and places them face-down in front of themselves.

A round The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the round is finished.

A game The dealer collects all cards, shuffles them and deals them for another round. THREE rounds make one game. At the end of the game, the winner is the person who collected the most tricks.

GROUP 3 – RULES



Deal The dealer is the oldest person in the group. They shuffle the cards and deal them face-down, one at a time around the group. Some will get fewer cards than others. The scorer is the person to the dealer's right – he marks down each taken trick.

Start The player to the dealer's left starts by playing any card. Each person in the group plays a card one by one. It makes one trick.

Playing Suit The first card played in a trick can be any suit. Each player must play a card of the same suit if they have one in their hand. If they have no card of that suit, only then they can play a card of a different suit.

Ace The ace is the lowest card in each suit.

Trump The spade suit is the trump suit. If you don't have any cards of the suit initially played, you can play a trump card and win the trick. Even a low-ranking trump card, like a 2 of spades, will surpass a 7 of the original suit.

Winning Tricks The highest card played takes the trick. The winner of the trick gathers all the cards and places them face-down in front of themselves.

A round The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the round is finished.

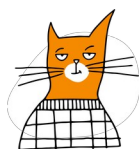
A game The dealer collects all cards, shuffles them and deals them for another round. THREE rounds make one game. At the end of the game, the winner is the person who collected the most tricks.

GROUP 4 – RULES

Deal The dealer is the oldest person in the group. They shuffle the cards and deal them face-down, one at a time around the group. Some will get fewer cards than others. The scorer is the person to the dealer's right – he marks down each taken trick.

Start The player to the dealer's left starts by playing any card. Each person in the group plays a card one by one. It makes one trick.

Playing Suit The first card played in a trick can be any suit. Each player must play a card of the same suit if they have one in their hand. If they have no card of that suit, only then can they play a card



of a different suit.

Ace The ace is the highest card in each suit.

Trump The heart suit is the trump suit. If you don't have any cards of the suit initially played, you can play a trump card and win the trick. Even a low-ranking trump card, like a 2 of heart, will surpass a 7 of the original suit.

Winning Tricks The highest card played takes the trick. The winner of the trick gathers all the cards and places them face-down in front of themself.

A round The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the round is finished.

A game The dealer collects all cards, shuffles them and deals them for another round. Three rounds make one game. At the end of the game, the winner is the person who collected the most tricks.

