

CONSTITUTION

RULES

THE GAME

Constitution is a game for four players, but may be played with three or two players and one or two dummies.

The players play as partners, two and two. Two deals constitute the game.

THE PACK

The pack consists of 61 cards, 13 Honor and 48 State cards.

There are two suits: Democrats and Republicans.

The thirteen Honor cards are in honor of the thirteen original States of the Constitutional Union. The forty-eight State cards represent the forty-eight States of the Union as it exists today.

HONOR CARDS

Following is the list of Honor cards in the order of their rank: Chief Justice, Presidents (two—President Washington and President John Adams), Ladies (two—Lady Washington and Lady Adams), Vice President, Secretary of State, Secretary of Treasury, Secretary of War, Secretary of the Navy, First Flag, First White House, and District of Columbia or "Uncle Sam."

STATE CARDS

The forty-eight State cards are divided into two suits: Democratic and Republican, denoted by red and blue stars respectively. They rank in accordance with the electoral vote of the respective states as denoted by the number of stars, and by the figures in the corners of the cards.

SUFFRAGE STATES

Thirteen States are called the Suffrage States, and the cards denoting these States are distinguished by a gold star in the corners. These States have a double vote in scoring for the first deal (see Voting or Scoring). When played in either deal they count as double vote for taking the trick, and the player must announce "Double Vote" as the card is played.

SELECTING PARTNERS

The pack is spread upon the table, face down, and each player draws a card. Should two players draw State cards of one political party they will play together; the other two playing as opponents, representing the other political party. Should no proper choice be made on the first draw, the draw will be repeated until two draw cards of one political party. Or, the players may agree among themselves at any time to play as partners without drawing the cards.

THE DEAL

The cards having been shuffled, are dealt one by one, from left to right by the one drawing the highest State card (not doubling for Suffrage States). The odd card remaining in the dealer's hand is laid face down on the table.

THE LEAD

The lead is determined by the one who finds the District of Columbia (Uncle Sam) in his hand. The player to whom "Uncle Sam" has been dealt picks up the odd card, places it in his hand, and then places Uncle Sam, face up, on the table at his right hand. The player at his right hand having "Uncle Sam" on his left hand deals the second deal.

VOTING OR SCORING

In scoring after playing the first deal citizens are voting and each Honor card counts as one citizen's vote, with the exception of the First Flag and First White House. The votes of Suffrage States are doubled. Thus, the playing of this deal simulates the popular vote in a Presidential election. In scoring after playing the second deal only electoral votes are counted, thus simulating the vote in the Electoral College, but to determine the final score, and thus decide by this game which Presidential candidate is elected, the scores resulting from the two deals are added. After playing the first deal the score is counted

by the players from the tricks they have taken. The combined scores should total 623. The second and final scores are counted by the player who holds the Vice President's card. The combined scores for the second deal should total 533. Thus, the combined final scores should total 1,156. These totals of combined scores for each deal afford a check on the count.

In the final score should each political party win the same number of votes, the player holding the Vice President's card casts the Vice President's vote with his party and announces the President elected.

PRIZES OR FAVORS

Should it be desired to play for prizes or favors the Honor cards, after playing the second deal, are counted for this purpose, according to the scale on the Score Card. This is an optional feature of the Game.

PLAYING THE CARDS

First Hand

The first lead by any player must be the lowest State card of his own suit, thus "Declaring his Party," otherwise he must lead the lowest State card of the opposing party, declaring that his lead is forced. Any subsequent lead may be from either party, the lowest card of that party in hand, except that Thirteen or a President's card may be led at any time after the first lead. If only Honor cards are left in hand one must be led. This is termed a "Forced Lead."

Second Hand

The second hand must, if possible, follow suit with State card entitled to same number of votes, or failing this card, with State card with double the number of votes. Failing this, it is optional to play an Honor card with vote (see Honor Cards With Vote), refuse to vote (see Honor Card Without Vote), or discard the highest State card from his opposing political party. An Honor card with vote played by second hand takes the trick unless a subsequent player has only Honor cards in hand (see Should More Than One Honor Card Be Played). In other words, one Honor card cannot be played over another Honor card to take a trick unless the subsequent Honor card is "forced." When any hand plays an Honor card, or the highest State card in suit that can double, in other words, has the trick, subsequent hands may play the lowest card of suit led, or failing this suit, the lowest card of the opposing suit.

Third Hand

Third hand must, if possible, follow suit with State card having double the number of votes of the card played by second hand. Failing such card it is optional to play Honor card with vote (provided second hand has not taken trick with Honor card), highest card from the opposing party in his hand, or refuse to vote by playing Honor card without vote.

Fourth Hand

The rules for the third hand apply, except that the doubling must be on the last State card played, excepting the possible forced discard of second or third hand. If fourth hand "Refuses to Vote" the trick goes to the player who has last doubled with a State card, provided no Honor card with vote has been played to take the trick.

FAILURE OF RULES TO APPLY

When all the above rules for playing the second, third and fourth hand fail to apply, the lowest card in hand must be played, except that Chief Justice may be played to take the trick.

FOLLOWING SUIT

Playing State cards, suit must always be followed if possible.

For one positive exception to this rule see the rule for playing "highest card from the opposing party in hand" under "Third Hand." For two possible exceptions see "When Thirteen is led" and "Presidents." For instance, if a Democratic State card with thirteen stars, or a Democratic President's card is led and a following hand has no Democratic State card with thirteen stars or more, but a Republican State card with thirteen stars or more in hand, then such card must be played, or if it has no Democratic State card with thirteen stars or more in hand, but a Democratic State card with ten stars and a Republican State card with

twelve stars as highest cards in each suit respectively, the Republican State card with twelve stars must be played.

WHEN THIRTEEN IS LED

A State card with thirteen stars when led cannot be followed by less than thirteen stars when in hand, otherwise the highest State card in hand must be played. It can be taken only by the card which can double thirteen (California), except when not doubled and the above rule cannot be followed it may be taken by the Chief Justice.

WHEN LEAD IS NOT DOUBLED

When the lead is not doubled, and the trick is not taken by an Honor card, the lead takes the trick.

SHOULD MORE THAN ONE HONOR BE PLAYED

When, toward the end of playing the deal, a hand is left with only Honor cards, and more than one Honor is thus forced to be played on one trick, the highest ranking Honor takes the trick.

HONOR CARDS. SPECIAL FUNCTIONS. HONOR CARDS WITH VOTE

Honor cards with vote rank all State cards, and all Honor cards rank among themselves for prizes in accordance with the scale on the Score Card.

HONOR CARDS WITHOUT VOTE

Honor cards not entitled to vote, viz: First Flag and First White House have no rank in the playing of the deal and cannot take a trick. The playing of such a card is called "Refusing to Vote."

CHIEF JUSTICE

The Chief Justice represents the supreme majesty of the law and his card is therefore the highest ranking Honor card and takes any trick upon which played in favor of the party to which it has been dealt. For special occasions when Chief Justice may be played see "Failure of Rules to Apply," "When Thirteen is Led," "Presidents," and "Penalty." In other words the chief function of the Chief Justice is to intervene when the regular rules are not followed. He is entitled to one citizen's vote in scoring after playing the first hand.

PRESIDENTS

Presidents' cards are the only Honor cards which may be led unless a "Forced Lead" is made (see First Hand). When a President's card leads it assumes the politics of its leader, and the lead must be followed with a State card with not less than thirteen stars if in hand, otherwise the highest State card in hand must be played. If the above rule cannot be followed Chief Justice may take the trick. A President is entitled to one citizen's vote in scoring after playing the first deal.