

# Newmarket

Players: 3-8

Type: Comparing

Card rank: A K Q J 10 9 8 7 6 5 4 3 2

## **Objective**

To win as many chips as possible.

## **The Deal**

To play the traditional version of Newmarket you need a standard 52-card deck, plus an A, K, Q, and J (each from a different suit) from another deck, which make up the "**stop**" or "money" cards. Cards are ranked ace (high) to 2. You also need poker chips or other counters to play.

A dealer is first randomly assigned. The dealer begins by placing the four stop cards faceup in the center of the table, the dealer puts two chips on each card while the other players place one chip on each. The dealer then deals the cards, one at a time, going clockwise. One extra hand (**dead hand**) is dealt. Meanwhile, all cards are dealt even if players do not have the same number of cards.

## **The Play**

The player to the left of the dealer begins play by placing the lowest ranked card of any suit face-up in front of them and calling out the rank and suit. The player with the next highest card in the same suit must then lay that card. The different players' cards are not mixed together but are kept in front of the person who played them until the end of the play. Play continues with players saying the suit and rank of each played card aloud until the ace of that suit is played or no player holds the card (i.e. its in the dead hand). For example: If the first card of the turn is the 4♠, the next card must be the 5♠, and the following card the 6♠, and so on.

If no further cards can be played, the player who played the last card resumes play by laying the lowest card of a new suit. If this player does not have a card in another suit, the player to their left resumes play. As soon as a player has laid all of their cards, play ends, and each opponent must award you one chip for every card in his or her hand.

Any time a player displays one of the stop cards - A, K, Q, or J - that player collects all the chips currently on that card.

The chips on the stop cards that haven't been taken during play are preserved through subsequent deals. After each hand, players place chips on all stop cards; thus, a large pile of chips could mount on any one of the cards.

## **Variations**

If two decks cannot be obtained, a single deck can be used with a few modifications to the rules. The stop cards will be taken from this deck. The player who lays the card before a stop card collects all the chips on that card and then resumes with his lowest card of another suit as before.

Rather than a dead hand, the dealer deals an extra hand as before, but this time the dealer can choose to stick with his hand or or switch. Note that he may look at his original card but after switching and looking at the second hand he cannot switch back.