

# THE GAME OF DOOLITTLE

1. Deal six cards to each player, three at a time.
2. The player at the left of the dealer begins the game by leading any card he pleases, the others follow, playing if possible cards of the same suit as the one led. If unable to follow suit, any card in the hand may be played.
3. The highest card of the suit led takes the trick.
4. Tricks taken score as follows:—The first and second trick each counts five points, the third and fourth trick ten points each, the fifth trick twenty points, the sixth trick thirty points and any further tricks ten points each. But observe that these points are counted **against** the players taking the tricks, **not for** them.
5. Each player deals in turn and after each has dealt and the hands have been played the player who has the smallest score **WINS** the Game.