

Stevens (Sedmy) – brief rules in English

Sevens is a Czech trick-taking card game, usually played by **4 players in two teams**. Partners sit opposite each other.

Cards

Use a **32-card deck**: 7, 8, 9, 10, Jack, Queen, King, Ace in four suits.

Card suits do not matter; only the card values are important.

Card values:

- **Ace = 10 points**
- **Ten = 10 points**
- **Last trick = 10 points**
- All other cards = 0 points

There are **90 points** in total, so the round cannot end in a draw.

Dealing

Each player receives **4 cards**. The remaining cards form a face-down draw pile.

Aim of the game

The aim is to win tricks containing **Aces and Tens**, and ideally also the **last trick**.

How a trick works

The first player leads by playing any card.

Other players then play one card each. They **do not have to follow suit**.

A trick is won by:

1. the **last card of the same rank** as the first card played, or
2. the **last Seven** played, because a Seven can beat the trick.

Example: If the first card is a King, another King can take the trick. A Seven can also take it. If more Kings or Sevens are played, the last relevant card wins.

Turning the trick

The player who led the trick has a special option: they may **turn the trick** and continue it for one or more additional rounds.

Only the player who originally led the trick has this right.

They can do this only if they have the right cards.

For example, if a player leads with a King, they may continue the trick by playing another King or a Seven from their hand. The original leader can do this at the start of their turn regardless of whether another player has beaten the previous card or not. This extension can continue as long as the leader has valid cards to keep the trick going. Once the leader stops playing additional cards, the current round is played out to ensure all players have contributed the same number of cards to the trick. After the trick is completed and taken, players replenish their hands by drawing from the stock pile. Everyone draws back up to four cards, provided there are enough cards left. If the deck is running low, players must draw evenly so that everyone ends up with the exact same number of cards in their hand.

Special role of Sevens

A **Seven** is the strongest card in the game. It can beat any trick, regardless of suit.

If more than one Seven is played, the **last Seven** wins.

Drawing cards

After each completed trick, players draw cards from the pile so that everyone has 4 cards again.

The winner of the trick draws first, then the others in clockwise order.

When the draw pile is empty, play continues with the remaining cards in hand.

Who leads next?

The player who wins the trick leads the next trick.

Scoring

At the end of the round, each team counts:

- Aces won: **10 points each**
- Tens won: **10 points each**
- Last trick: **10 points**

The team with more points wins the round.

A common scoring system is:

* **1 game point** for winning the round * **2 game points** if the opponents score 0 points * **3 game points** if the opponents win no trick at all

The game is usually played until one team reaches an agreed target, for example **10 game points**.

Very short summary

Play any card. You do not follow suit. Try to win Aces, Tens, and the last trick. The same rank as the first card can win the trick, but Sevens are strongest. The player who led the trick may turn it and continue it, but only with the right cards.

Zobrazeno: 5 x

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Last update: **2026/06/18 09:01**

