

500 Help And Features

About 500

500 is a bidding trick-taking card game played with a standard deck and common local variations. Score Cards supports the scoring structure even when house rules vary.

Topic	Standard Support In This Scorecard
Players	Team play
Deck	Standard deck
Main Score Flow	Bid, play the hand, enter tricks taken
Result	Bidding team is scored for making or missing the bid and the non-bidding team scores tricks taken

How This Scorecard Works

Scoring Item	What You Enter	How The Scorecard Uses It
Bid Score	Winning team and winning bid	Calculates the bid value for the hand
Tricks Taken	Number of tricks won	Scores the bidding team and the non-bidding team

Supported Bid Scores

Bid	Spades	Clubs	Diamonds	Hearts	No Trump
6 (optional)	40	60	80	100	120
7	140	160	180	200	220
8	240	260	280	300	320
9	340	360	380	400	420
10	440	460	480	500	520
Nula (optional)	250				
Double Nula (optional)	500				

Supported Game Play Options

Option	Description	Default	Customizable
Play 6 Bid	Allow 6 bids	No	Yes
Play Nula	Allow Nula bids	No	Yes
Play Double Nula	Allow Double Nula bids	No	Yes
Must Bid To Win	Only a bidding team can win the game	Selected	Yes

Option	Description	Default	Customizable
Negative 500 Score Loses	If a team drops to negative 500 or below, the other team wins	No	No

Scorecard Features

- Rename the scorecard.
- Arrange player order to match the table.
- Set the first or next dealer / player.
- Restart the game by clearing hands already played.
- Print a scorecard for the game.
- Print scorecards without preprinted names for progressive or rotating use.
- Print completed game history.
- Download completed game history as a JSON file.