

# The 'Challenge' Card Game

For 2 Players

Developed by David and Neida Donohoe 11/5/2019

## Object:

Be the first to score points for all 8 of the specific hands listed below. All hands are formed by using the suit of the cards and not their face values. The game is over when one of the players is first to have scored points for each of the various 8 hands; unless a '**Challenge**' is called by the other player who has not yet scored points on a certain hand (or hands). The '**Challenge**' option will be discussed in detail later. The score for the winning hand is the total of the cards face values of only the cards that make up the particular hand. Example: 3 of a Kind (3 Hearts) - AH, 10H, 8H = 29 points.

**Face Values of Cards:** Ace = 11 points. King, Queen, Jack = 10 points. All other cards = their designated face value.

## The 8 Specific Hands Required to Score:

1. **1 Pair.** Example: 2 Diamonds. Points: Total of the 2 cards that make the Pair.
2. **2 Pair.** Example: 2 Hearts and 2 Spades. Points: Total of the 4 cards that make the 2 Pair.
3. **3 of a Kind.** Example: 3 Clubs. Points: Total of the 3 matching cards.
4. **Straight.** To qualify as a **Straight** it must include a Diamond, a Club, a Spade, a Heart. Points: Total of the 4 cards that make the Straight.
5. **Full House.** Example: 2 Spades and 3 Hearts. Points: Total of all 5 cards.
6. **4 of a Kind.** Example: 4 Hearts. Points: Total of the 4 cards.
7. **5 of a Kind.** Example: 5 Diamonds. Points: Total of all 5 cards.
8. **Total Hand.** Points: Total of all 5 cards. (See **Definition** of this hand below).  
**Challenge** option. To be discussed in detail later.

## Definition of 'Call':

In a game of conventional **Poker**, to **call** means to match a bet or match a raise. In the game of **Challenge** however there is no betting, and therefore to '**Call**' simply means when one of the players **Call**, both players are to reveal their hands. However, his opponent can challenge that call with a **Total Hand** call.

## Definition of 'Total Hand'

If you have not yet received points for **Total Hand**, then once you receive your 5 cards you may call **Total Hand** even if your opponent calls his hand first. Example: Your

opponent calls a **4 of a Kind** hand (or any other hand for that matter); you may immediately challenge his hand with a **Total Hand call**. When you call **Total Hand**, it over-rides his **4 of a Kind** call and both players must reveal their hands and total up the points for all 5 cards. If your point score is higher, you write the total point score for all 5 cards on the score sheet next to **Total Hand**. However, if your opponent who called **4 of a Kind** wins, he totals up the points for all 5 of his cards and writes them on the score sheet next to **4 of a Kind** (his original call). And if you lose the **Total Hand** call, you are to write a 0 (Zero) on the score sheet next to **Total Hand**. If both players' hands total the same amount of points, it is a tie and new hands are to be dealt. **Tip:** It is wise to save the '**Total Hand**' call until you are holding 5 cards that consist mostly of the higher point values.

### **Definition of 'Challenge'**

The **Challenge** call is an option for a player if he has not scored points on all of the 8 required hands but his opponent has. Ordinarily the game is over at this point. If your opponent has scored points on all of the 8 required hands and you have scored points on all of the hands except for the **Full House** for example, you may call to **Challenge** your opponent for that particular hand. If you should call to **Challenge** that hand, the cards are then dealt, discarded and drawn in turn until one of the players' calls **Full House** first. If you call it first, you total up the points for the 5 cards and write them on the score sheet next to **Full House**. However, if your opponent gets a **Full House** first, you lose and write a 0 (Zero) next to **Full House**. Once a Zero is written next to a hand, that hand cannot be challenged again. If your opponent wins the **Challenge**, he totals up the point score of the 5 cards and writes it on the score sheet next to **Challenge**. In the event both players' hands total the same point score, it is a tie and you may choose to **Challenge** again or not. Once all of the 8 required hands have been scored by both players' (or a player decides to quit and not challenge for his missing hands), the game is over. Total up both players score and the one who has the highest score wins the game. **Tip:** If you are ahead in points, it may not be wise to **Challenge** a hand. The **Challenge** call has both its risks and rewards and the decision to use it should be weighed carefully.

### **Game Rules:**

1. Both players' are dealt 5 cards then immediately examine their hands carefully to see which one of the 8 various hands shown above they have received. Either player may call for both players' hands to be revealed before any cards are discarded and drawn. Example: After both players are dealt their 5 cards, you call **3 of a Kind** (3 Hearts for instance). Both players show their hands. Your opponent holds **2 Pair** (2 Clubs, 2 Spades and a Diamond). You win because **3 of a Kind** beats **2 Pair**. Therefore, you write the total points of the 3 cards (10H, 8H and 9H = 27 points) on the score sheet next to **3 of a Kind**.

2. When both players' hands are revealed, it is always the highest ranking hand that wins. Example: If you call **3 of a Kind** and your opponent is holding **4 of a Kind** (4 Spades for instance), your opponent wins and he totals up the 4 cards face values (8S, 10S, 5S and 9S = 32 points) and writes the score on the score sheet next to **4 of a Kind**. However, if your opponent had previously scored points for **4 of a kind**, he does not win additional points and you do not lose, but that round is considered a wash and new hands are to be dealt.

3. In the event of a tie when both players hold the same hand (**3 of a Kind** for example), and neither player has scored points for that hand, then both players total their **3 of a Kind** cards and the highest scoring hand wins. The player with the winning hand writes the total points on the score sheet next to **3 of a Kind**.

4. In the event of a tie when both players' hands total the same amount of points, neither player scores and new hands are to be dealt.

5. In the event of a tie when one of the players' had previously scored points for that hand, both players' total up the point value of their hand. If the player who had not yet received points for that hand has the highest score, he wins and writes the total points on the score sheet next to that particular hand. However, If your opponent's hand totals higher than yours but he had previously scored points on that hand, it is a wash and new hands are to be dealt.

6. When new hands are dealt and neither player wishes to call a hand, then each player in turn may discard as many cards as he desires and draw the same amount of new cards. Discarding and drawing cards continues until a player calls a particular hand.

### **Good Strategy:**

Every time you are dealt a new hand, always examine it carefully for the following 2 hands that are easily overlooked: a **Straight** and a high point **Total Hand**.

Always keep a close eye on the score sheet to help determine what hand you opponent may be trying to achieve by observing how many cards he is discarding and drawing. Example: If you notice that your opponent still needs to score **4 of a Kind** or **5 of a Kind** and he is drawing 2 cards at a time, you know he is most likely holding **3 of a Kind**. You can call and defeat his effort if you hold **3 of a Kind** or better, even though you will not receive points for your winning hand because you had previously scored it; but at least you may have defeated his effort.

Create your own Score Sheet on a ruled sheet of paper as shown below:

	<b>Dave</b>	<b>Mike</b>
1 Pair	20	18
2 Pair	35	29
3 of a Kind	26	25
Straight	40	45
Full House	34	28
4 of a Kind	0	30
5 of a Kind	36	37
Total Hand	47	49
Challenge		32
<b>TOTAL</b>	<b>238</b>	<b>293</b>

If you examine the above sample score sheet, you will notice that Dave **Challenged** Mike on his **4 of a Kind** but Dave lost the challenge and received Zero points, but Mike received an additional 32 points for that hand as recorded next to CHALLENGE. Mike won the game by 55 points.

### **Email Me**

I would appreciate any comments or suggestions you may have regarding the card game Challenge. You may email me direct at [dgdonohoe@gmail.com](mailto:dgdonohoe@gmail.com)

Thanks,

Dave Donohoe