

How to win at Spades ... and DevOps

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Marc | Tek

@Teknikhul

Alright this is for the Spades players

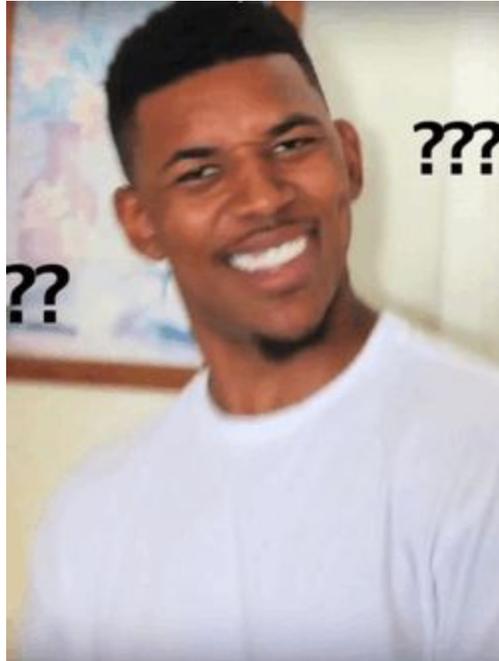
How many books you getting with this hand right here?





So many terms

- Joker joker deuce deuce
- Books
- Bid
- Bags
- Board
- Set
- Reneging
- Boston



#0: Know the Rules

The Rules

Tl;dr version

- Teams of 2 players sitting directly across from each other when playing.
- The Dealer will deal all cards to each player
- As a team, you place a “bid” or estimate of how many rounds or “books” you can win
- Each turn, the player to lead plays any card. Other players must play a card of the same suit, if they have any.
- The highest value card wins the turn (aka "trick/book"). The player winning the trick starts the next turn.
 - ♠ A, ♠ K, ♠ Q, ♠ J, ♠ 10, ♠ 9, ♠ 8 ♠ 2

The Rules

Tl;dr version

- A player can not lead with a spade until a spade has been played.
- If a player does not have a card of the leading suit, they can choose to throw a spade or another suit.***
- Points are scored equal to your bid if you meet your estimate otherwise you get negative points of your bid
- NO TABLE TALK

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- **Reneging is when a player fails to play the suite of the led card and later throws that same suite.**

The Rules

Tl;dr version

- A player can not lead with a spade until a spade has been played.
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- Points are scored equal to your bid if you meet your estimate otherwise you get negative points of your bid
- NO TABLE TALK
- **Reneging is when a player fails to play the suite of the led card and later throws that same suite.**
 - (example: Hearts are led, Player A throws a spade to win the trick. Later, Player A throws a Heart. Player A has Reneged.

Online Option - cardgames.io/spades

SPADES

[New Game](#) | [Rules](#) | [About](#) | [Options](#) | [Multiplayer](#) | [Statistics](#)



Bill



Mike



Deal



Lisa

Click Deal to start the game.

Change player...

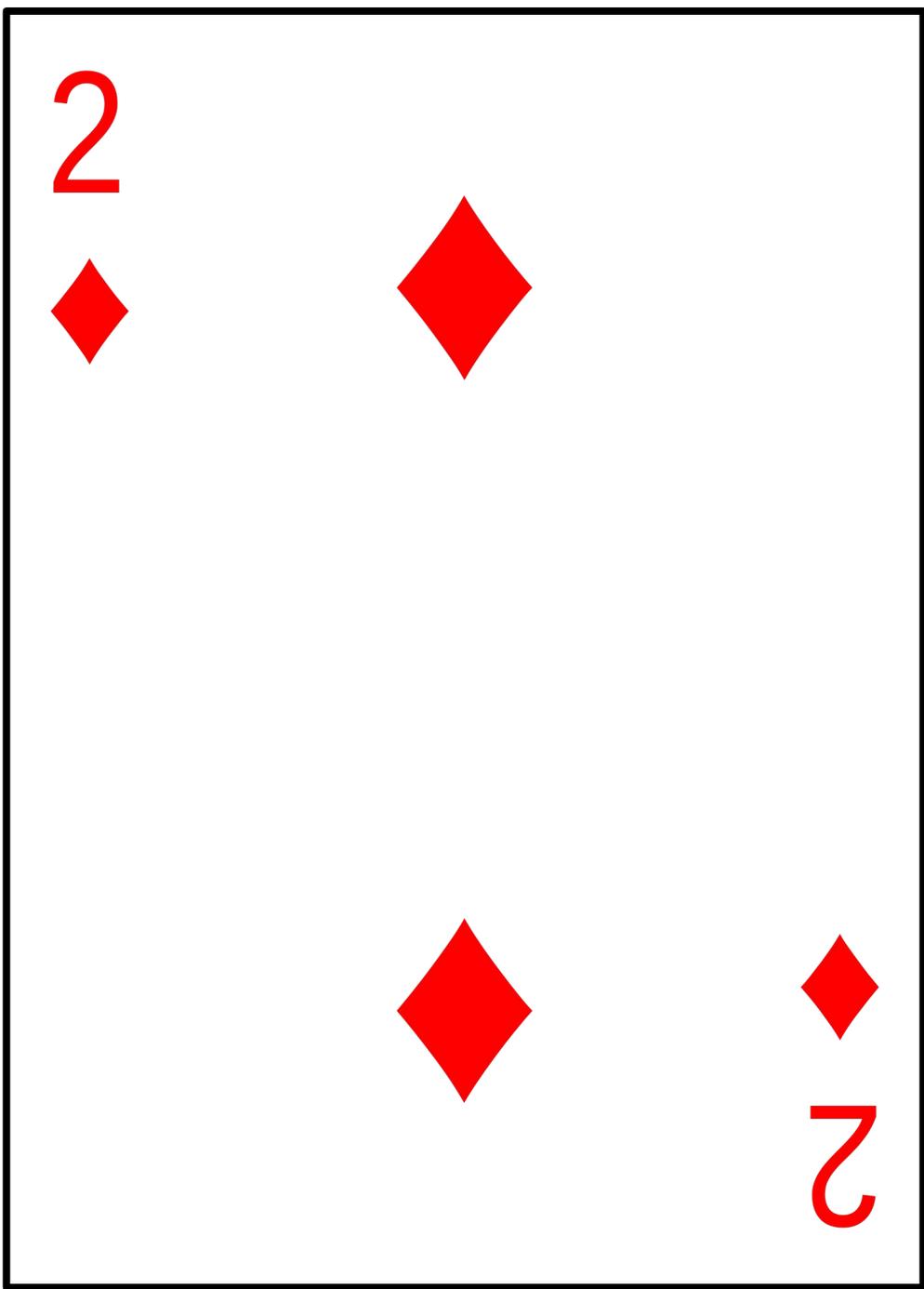
Multiplayer



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

#1: Culture > Rules



What are we playing?

➤ **Ace High**

- The traditional game played with 13 Spades ranked 2 through Ace
- ♠ A, ♠ K, ♠ Q, ♠ J, ♠ 10, ♠ 9, ♠ 8 ♠ 3, ♠ 2

➤ **Joker-Joker-Deuce-Deuce (JJDD)**

- Adds a Red Joker ★H as the highest Spade, and a black Joker ★L as the second highest Spade and also using ♦2 as the third largest spade, with the ♠ 2 followed by the ♠ A
- ★H, ★L, ♦2 , ♠ 2, ♠ A, ♠ K, ♠ Q, ♠ J, ♠ 10, ♠ 9, ♠ 8 ♠ 3

What are we playing?

➤ **Joker-Joker-Ace**

- Adds a Red Joker ★H as the highest Spade, and a black Joker ★L as the second highest Spade while removing the ♥2 and ♣2 from the deck
- ★H, ★L, ♠A, ♠K, ♠Q, ♠J, ♠10, ♠9, ♠8 ... ♠3, ♠2

➤ **Joker-Joker-Deuce-Ace (JJD)**

- Like Joker-Joker-Ace but ranks the ♠2 above the ♠A but below ★L
- ★H, ★L, ♠2, ♠A, ♠K, ♠Q, ♠J, ♠10, ♠9, ♠8 ... ♠3

Priorities & Processes

♠ A - Best Practices

♠ K - Documented procedures

♠ Q - Undocumented procedures

♠ J - What your boss tells you

♠ 10 - What the SME tells you

♠ 9 - What everyone else tells you

Priorities & Processes

↑
 Joker - What your boss tells you

 A - Best Practices

 K - Documented procedures

 Q - Undocumented procedures

~~ J - What your boss tells you~~

 10 - What the SME tells you

 9 - What everyone else tells you

Priorities & Processes

 Joker - What your boss tells you

 Joker - Culture ←

 A - Best Practices

 K - Documented procedures

 Q - Undocumented procedures

 J - What the SME tells you

 10 - What everyone else tells you

Home Recent Spaces Teams More + Search 2 ?

Engineering

SHORTCUTS

- Engineering Wiki Guide

CONTENT

- Getting Started at Datadog
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Engineering / ... / Performance & Reliability Wins

Performance & Reliability Wins

Owned by Joey P ...
 Last updated: Aug 29, 2023 by Carl L • 2 min read • 332 people viewed
 Translator

This page is designed to capture any performance or reliability win shared in the [#performance-wins](#) and [#reliability-wins](#) channels, respectively. The goal of this doc is to maintain a history of these wins (see [Slack History](#)) for the future, that way we can collectively remember great wins and use past wins as inspiration for future ones.

Feel free to add a link to another doc (Confluence page, Google doc, [Datadog Notebook](#), Jira card, PR, or anything else) directly on this page, or create a child page with the details. No structure necessary - feel free to be as informal and creative as you'd like!



Performance Wins

Date	Link to Win
Dec 12, 2021	Nicky Sarama Batching Performance Win
Jan 5, 2022	Husky Locality Phase 1 Performance Wins
Jan 5, 2022	Late 2021 Driveline Cost Improvements



#1: Culture > Rules

(for better or worse)

This will make or break a friendship, How many books do you see? (not playing with the Joker's)



Bill

Mike

DEALER
Lisa

What's your bid?

0 1 2 3 4 5 6 7 8 9 10 11 12 13

8♥ A♥ 5♠ 7♠ K♠ A♠ 9♦ 4♣ 6♣ 7♣ 10♣ K♣ A♣

You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

0/2
Bill
I bid 2

0/1
Mike
I bid 1

DEALER
Lisa
0/4
I bid 4

0/5
You
I bid 5

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



#2: Cooperation and Trust

In modern systems
Cooperation beats collaboration

0/2
Bill

0/1
Mike

DEALER
Lisa
0/4

Your turn!

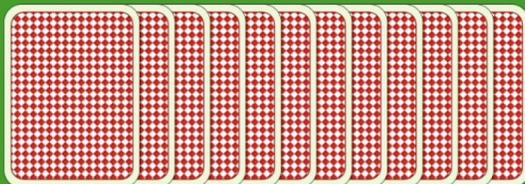
8♥ A♥ 5♠ 7♠ K♠ A♠ 9♦ 4♣ 6♣ 7♣ 10♣ K♣ A♣

0/5
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

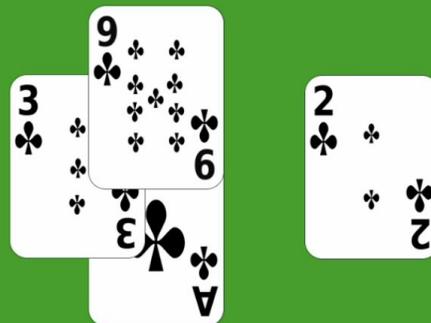
0/2

 Bill



0/1

 Mike



DEALER

 Lisa
 0/4



Lisa's turn!



0/5

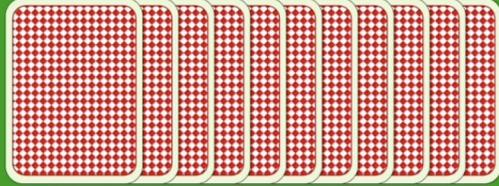
 You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



0/2

Bill



0/1



Mike



Lisa

0/4



Lisa's turn!



1/5

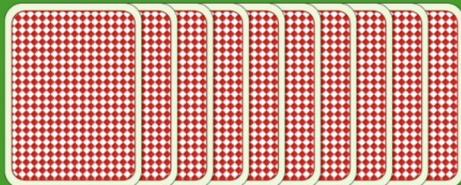


You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



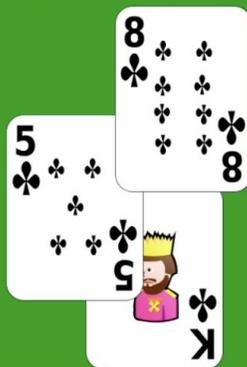
Bill



0/1



Mike



Bill's turn!



Lisa

0/4



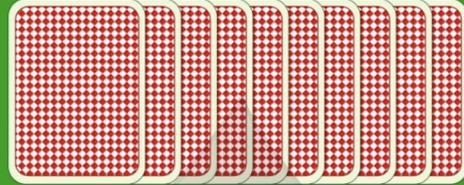
2/5



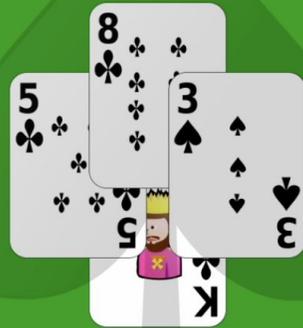
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

0/2
Bill



0/1
Mike



DEALER
Lisa
0/4



SPADES ARE BROKEN!!! SPADES ARE BROKEN!!!



2/5
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

#2b: Limit your spread.

Bill 0/2

Mike 0/1

DEALER Lisa 1/4

Bill's turn!

8 5 7 K A 4 6 7 10

You 2/5

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

Bill 0/2

Mike 0/1

DEALER Lisa 2/4

Bill's turn!

5 7 K A 4 6 7 10

2/5 You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

0/2
Bill

0/1
Mike

DEALER
Lisa
3/4

2/5
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

0/2
Bill

0/1
Mike

DEALER
Lisa
3/4

Bill's turn!

2/5
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

DevOps is not
one engineer doing both
development *and* operations

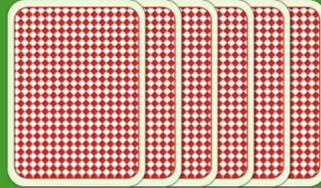
#2b: Limit your spread.

(rely on cooperation and trust)



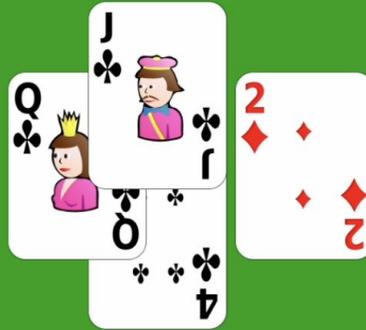
0/2

Bill



0/1

Mike



Lisa



3/4

Lisa's turn!



3/5



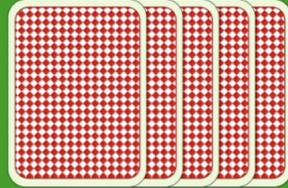
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



0/2

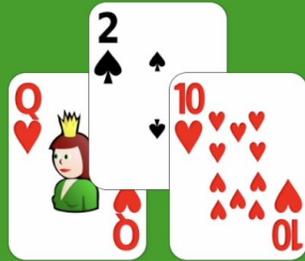
Bill



1/1



Mike



Lisa



3/4

Your turn!



3/5



You

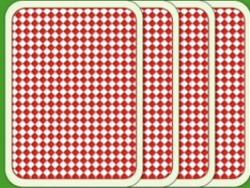
Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



1/2

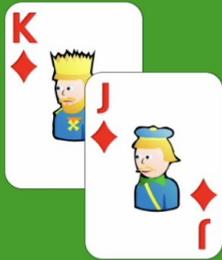
Bill



1/1



Mike



Lisa



3/4

Your turn!



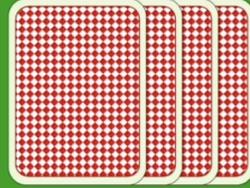
3/5



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

Bill



1/1

Mike



Lisa



Mike's turn!



3/5

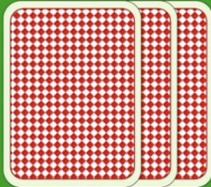
You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



2/2

Bill



1/1



Mike



Lisa



3/4

Your turn!



3/5



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

#3: Monitor Everything



DATADOG



 **Trello**

 **Jira**

RFCs

 **slack**

 **Confluence**

GitHub

 **DATADOG**

Engineering

- All content
- Blogs
- Space settings
- SHORTCUTS
 - Engineering Wiki Guide
- CONTENT
 - Getting Started at Data...
 - Technical Policies and O...
 - Oncall
 - Incidents and Outages
 - Disaster Recovery Da...
 - Production Operations
 - Reliability - Project E...
 - Reliability - Project D...
 - RFCs**
 - Published RFCs
 - RFC Problem State...
 - RFC Design Templ...
 - RFC Guide
 - RFC Reform Propo...
 - Reviewer Areas of ...
 - RFC: Team or Panel?
 - Team Level RFCs
 - Policies in Engineering
 - Codebases
 - Infrastructure and Relia...
 - Identity and Access Ma...

Engineering / ... / RFCs

RFCs

Owning by Alan ...
Last updated: ...

Datadog uses Requ...
and new projects. O...
information about a...

Table of Content

- New Process Pro...
- What are RFCs?

New Proce

The revised process...
teams. This page will...
process, please ask...

The goal is to improv...
Github account r...

- clarify when a rev...
- break up the proj...
- add a shepherd v...
- identify 3-5 engi...
- assure all is done

See more details in...

Engineering Programs

All content

Space settings

CONTENT

- All Hands - Engineering ...
- OKRs at Datadog
- Company-Wide Progra...
- Tax Credit Programs
- Fortnightly Updates**

APPS

- Decisions

Engineering Programs / Fortnightly Updates

Fortnightly Updates

Owning by Ian N ...
Last updated: Mar 08, 2023 · 4 min read · 43 people viewed · Translator

Common FAQs

What is a fortnight?

(noun) BRITISH a period of two weeks

Used as "biweekly" [is ambiguous](#).

What is the process?

Fortnightly Updates are an *optional* process that engineering management can opt their organization into, consolidating updates up their chain; then posting updates to a mailing list which anyone in engineering can [opt into here](#). A key aspect is that they need to be written for that general audience.

- VPs, Sr Directors, Directors and EM2s can choose to opt their org into publishing.
- Every 2 weeks they walk up the management tree of that org, writing a short number of bullet points of wins and challenges for the last 2 weeks.
- At each level, the most important, interesting and/or impactful points get reused, although often rewritten for a broader audience.
- Finally at the highest level of "opted in" aggregation, the leaders send an email both to their organization, and to the general mailing list [\[redacted\]](#)@.

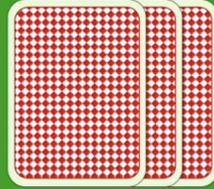
What is the purpose?

- A lightweight, regular way for everyone to have an appropriate amount of information about what other teams are doing.
- As opposed to [OKR Scoring](#) which is measuring against what was intended, it works as a high fidelity record of what really went on



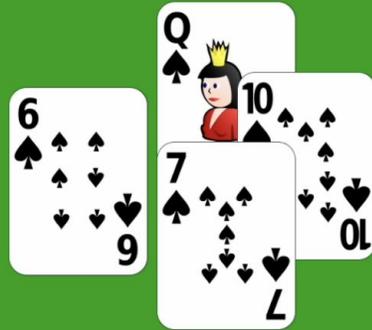
#3b: Documentation FTW

Bill



1/1

Mike



Lisa

Mike's turn!



3/5

You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



Bill



Mike



Lisa



3/4

Your turn!



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



Bill



Mike



Lisa



3/4

Mike's turn!



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

Bill 3/2

1/1

Mike

Lisa DEALER 3/4

Lisa's turn!

10

4/5

You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0

Bill

3/2

1/1

Mike

DEALER

Lisa

3/4

10
♣

5/5

You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



Bill

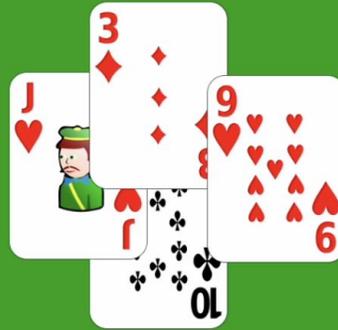


3/2

1/1



Mike



Lisa



3/4

Lisa's turn!

5/5



You

Team	Score	Bags
You & Bill	0	0
Mike & Lisa	0	0



 3/2
 Bill

Congratulations! You made your bid!

Round 1

	You & Bill	Mike & Lisa
Combined bid	7	5
Tricks taken	9	4
Bags	2	0
Bags from last round	0	0
Total bags	2	0
Scoring		
Successful bid	70	0
Failed bid	0	-50
Bag score	2	0
Points this round	72	-50
Previous points	0	0
Total points	72	-50

Play another hand

1/1


 Mike



 Lisa

 3/4

6/5


 You

Team	Score	Bags
You & Bill	72	2
Mike & Lisa	-50	0

Recap

1. Culture trumps rules.
2. Cooperation and trust.
Limit your spread. Don't do everything; cooperate and trust others to contribute.
3. Monitor everything.
Document things so others can monitor too.
4. Be Welcoming to Newbies!
So they can know the culture too

Questions?

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DevOpsDays Atlanta Co-Organizer
Manager, Advocacy - SRE & Platform
ajuna@datadog.com

P.S. Shoutout to cardgames.io/spades



SPADES

[New Game](#) | [Rules](#) | [About](#) | [Options](#) | [Multiplayer](#) | [Statistics](#)



Bill



Mike



Deal



Lisa

Click Deal to start the game.

Change player...

Multiplayer



You

Team	Score	Bags
You & Bill	72	2
Mike & Lisa	-50	0

So many terms

- Joker joker deuce deuce
 - Type of game of Spades
- Books
 - refers to taking or winning one hand
 - Also called a “trick”
- Bid
 - A player chooses the number of books they have
- Bags
 - Number of tricks a team takes over their total bid.
 - (example: a team bids 5 tricks total, but wins 7+ result is 2 bags)
 - Also called “Sandbags”
- Board
 - Minimum number of bids which is 4
- Set
 - When a team fails to win enough tricks to reach its total bid
- Reneging
 - when a player fails to play the suite of the led card and later throws that same suite. (example: Hearts are led, Player A throws a spade to win the trick. Later, Player A throws a Heart. Player A has Reneged.)