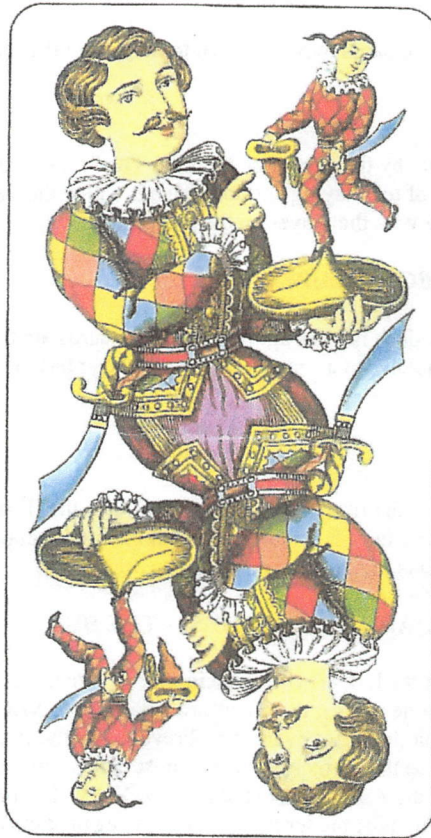


1-1-13

SPJST Tarock Rules



SPJST Tarock Rules

XIX

1 CHIPS

Each player starts with a count 100 in chips. A player may borrow chips from the bank. The chips will have to be paid back.

6 blue, 6 red and 10 white. Blue = 10. Red = 5. White = 1

2 SHUFFLING THE DECK

The deck should be shuffled at least seven times. Be wary of a poor shuffler. Cards are apt to be dealt as tricks were taken.

3 STARTING THE GAME

Anyone can deal the first hand or cards may be drawn to determine first deal. High card normally deals first.

4 DEALING THE CARDS

The cards are shuffled and "cut" by the person on the left. The first six cards of the deck are taken off the top of the deck and placed in the middle of the playing surface. This is called the TALON. The cards are then dealt in groups of six to each player beginning with the player on the dealer's right.

5 KNOCKING ON THE DECK (KLUPEK)

The person who knocks on the deck has the option of how the cards are to be dealt. One at a time, two, three, four, six, or twelve. When dealing twelve at a time the Povinost player has the first choice followed by the other players in counter clockwise fashion.

6 INITIAL BIDDER

The holder of the II of trumps is the first bidder. If not the II than the III or IV etc. The first bidder announces Povinost/Vorhand or Prever. Povinost is announced when the bidder plans to play with a partner. Prever is announced when the bidder plans to play alone against the opponents.

7 POVINOST/VORHANDHAND (FOUR TIMES) – THE BID

Bidding Povinost declares that the bidder will be asking for a partner. However this is not always true. Should the Povinost player care to play alone against the other three players the XIX is announced when it is in the Povinost player's hand. The Povinost bidder if not overbid by Prever takes the first four cards from the Talon before announcing which trump will be the partner. The Povinost bidder normally calls for the XIX. Should the XIX be in the Povinost bidder's hand, the next highest card (XVIII, XVII, XVI or the XV) is called. Should the Povinost hand contain these cards the Povinost bidder must play alone against the other three players.

The remaining two Talon cards go to the two players to the right of the Povinost player.

Povinost cannot be passed.

8 PREVER (THREE TIMES) – THE BID

Bidding Prever is the highest bid. The Prever bidder plays alone against the other three opponents. The Prever bidder draws the first three cards from the Talon and may draw the second three cards after exposing the first three. The Prever bidder may go back to the first three cards. A Prever loss costs double for the second three and triple for going back to the first set. The Povinost bidder leads the first card.

9 DISCARDING

Each player must discard the same number of cards drawn from the Talon being careful not to discard a King. Should it be necessary to discard a Trump it must be discarded face up.

10 BID RANKS

Prever outranks Povinost/Vorhand or Four times.

11 LEADING THE FIRST CARD

The Povinost/Vorhand player must give the other players a chance to declare their values (8 or 10 trumps, Pane, Trull and etc.) and make challenges (Kontra, Re and etc.). Thus the Povinost/Vorhand player must ask "Can I go" or "Is everyone ready to play". No values can be declared once the 1st card is played.

12 DECLARATIONS/ANNOUNCEMENTS

The winning bidder declares any values such as Taroky, Trull, Pane etc. The other players should follow suit in order. Values must be declared. Failure to declare a value may have a bearing on how the hand is played; however, failing to declare does not result in a penalty, as this may be difficult to prove at the end of the hand. However a failure to declare nullifies a valat call should the valat be lost because of the omission.

13 CHALLENGES

Challenges are Kontra, Re, Supre & Mort. Challenges can be made on the hand, and the Pagat. A challenge doubles the original win or loss and subsequent challenges double the previous challenge. A challenge is an announcement that the bidder will not win. Thus a 53/53 tie is a loss for the bidder and the challenge(s) is/are applied.

14 FOLLOWING SUIT

If you cannot follow suit to what is led, you must play a trump. If you do not have a trump, then you may play anything.

15 PAGAT

Taking the last trick with the Pagat earns the winner(s) 2 chips. Losing the Pagat at the end costs you and your partner 2 chips. Announcing the Pagat doubles the chips. Announcing the Pagat can be challenged.

16 VALAT

Taking all the tricks is Valat. This earns the winner(s) 20 chips. Announcing a Valat doubles the chips. Valat voids the collection of any chips for the Pagat.

17 NO TRUMPS (UND) (Beeda)

Four chips are paid for a hand containing no trump cards. You may pass the Talon card to insure the collection of chips. If the 1st of the two remaining Talon cards is passed, it is given to the person that ordinarily would not have received a card. The passed Talon card may be refused. The bidder cannot receive a passed card.

18 TWO TRUMPS

Two chips are paid for a hand containing one or two trump cards. You may pass the Talon card to insure the collection of chips. If the 1st of the two remaining Talon cards is passed, it is given to the person that ordinarily would not have received a card. The passed Talon card may be refused. The bidder cannot receive a passed card.

19 PAGAT WHEN ANNOUNCED

Pagat must be held to the last trick when announced unless you are forced to play the card.

20 ACE

The Ace of Diamonds and Hearts is low.

21 VALUES

8 or 9 trumps	Taroky	2
10 or more trumps	Tarocky (Velki)	4
Skys, Pagat & Mond	Trull	2
4 five counters	Pane	2
Skys, Pagat, Mond & King	Trull Pane	4
4 Kings	Kings (Krale)	4
4 Kings and 1 five counter	Rosanne Pane	6
All 7 of the 5 point cards	SPJST	10
1 or 2 trumps no 3 trumps	Beeda or Ulni	2
22 MISDEALING - PRE PLAY	Ulni Beeda (BARVI)	4

If there is a misdeal and the problem cannot be rectified, the dealer re-deals and pays two chips to each player.

23 MISDEALING - POST PLAY

If a mistake in dealing is discovered during play or at the end of the hand, the hand is continued to a normal conclusion. The extra card(s) go to the opponents. There is no penalty. Each player is responsible for the correct number of cards in his/her hand before play commences.

24 PLAYERS RESPONSIBILITIES

Each player is responsible for the number of cards in the hand, and the number of cards discarded. These rules encourage each player to assist others when a possible error is detected (no cards discarded or to many discards etc.). This sportsmanship reduces conflicts, keeps the game moving and more importantly will earn you the respect of the other players.

25 VALUE OF CARDS

	VALUE
Skys, Mond & Pagat (Skys, XXI & I)	5
Kings	5
Queens	4
Riders	3
Jacks (Walkers)	2
Other Trumps	1
Other Cards	1

26 RED SUITS

King
Queen
Rider
Jack
Four
Three
Two
One

BLACK SUITS

King
Queen
Rider
Jack
Ten
Nine
Eight
Seven

27 WINNING POINTS

Fifty-Four

28 TRICK TAKING

Each player should take tricks won. Tricks should not be combined with your partner until the hand is concluded. This practice may facilitate the correction of misplays should they occur.

29 DETERMINING CHIPS WON OR LOST

The game is based on a 54-point win. Take the total number of points and either subtract from 53 or subtract 53 from the total number of points won; depending on whether you won or lost. Add 10, multiply by 2 for Povinost and 3 for Prever and take the first digit(s) to determine what number of chips or won or lost. Major fraction (5 or greater) goes to the next highest number.

30 ERRORS AND PENALTIES

Tabulating score sheets.

Errors in recording the scores at the end of a round can affect the players standing especially if they are contending for the top positions in the tournament. It is recommended that a person verify that each player's score is entered correctly and that the final score equals 400. In case of a negative score; add the positives and subtract the negatives and record the negative with a minus sign (-).

Discarding irregularities

The game will be completed. The extra card(s) will go to the opponents. The violator(s) will pay a penalty of two chips to each player. The violator(s) will not collect any chips. Should the violator have a partner(s) that is/are due chips because of a win, it is the violator that pays the chips. The violator is also responsible for any losses suffered by the partner(s). Chips collected for values at the beginning of the hand are not affected by discarding irregularities.

Discarding a King or a Trump

Violator pays a five-chip penalty to each player. A trump can be discarded but it must be discarded face up or shown to each player.

Failure to follow suit (re-nig)

When detected, every effort should be made to back-up the cards played to rectify the error. If this is impossible, the hand will be completed and the error will be subjected to the same conditions and penalties as those for discarding irregularities.

Illegal declarations

Declaring and collecting chips for values you do not have, results in a two-chip penalty to each player unless the error is announced before the 1st card is played. Any chips collected must be returned. The hand will be completed.

Should an incorrect declaration result in a failed valat call, the valat call is voided.

31 Other Problems

Announcing the wrong trump

Bidder announces the wrong trump for a partner. The holder of the trump that should have been called should announce that the call was in error. The hand is declared void. The bidder loses the Povinost and pays a penalty of five chips to each player. Chips collected for values must be returned.

If the holder of the correct trump is also negligent and the error is discovered during the course of play or at the end of the hand, the bidder and the holder of the trump that should have been called each pay a five-chip penalty. The hand is declared void. The bidder loses the Povinost. Chips collected for values must be returned. If there is no announcement, the XIX is assumed and cannot be changed after the 1st card is played.

Wrong person plays Povinost

When discovered during the course of the game that the wrong person was on Povinost, the game is concluded. The player that should have been on Povinost and the violator each pay a two-chip penalty to the other two players. The player that should have been on Povinost now gets to play and the person that was out of turn is skipped. No one loses a Povinost unless the bidder announces the wrong trump for a partner.

Partners not known

It is permissible to ask the players if the called for trump has been played and who played it. If at the end of the hand the cards become merged with the wrong player's cards, the cards are counted and chips are paid as if there was no mistake. It is highly recommended that each side should count their cards.

Calling the Pagat on the end

Only the holder of the Pagat can call it on the end. Should the Pagat be called and the caller not have it in the hand, the holder of the Pagat can give contra doubling the number of chips. The caller must also pay a two-chip penalty.

Player calls the Pagat and player is a card short or player has an extra card in the hand either because player failed to discard or did not discard the proper number of card. This is usually discovered on the final or prior to the final play of the hand. Solution: The holder of the Pagat loses the right to take a trick with the Pagat. The Pagat, the trick taken with the Pagat, (if the Pagat did take a trick) and the extra card if there is one, belongs to the opposition. This is a violation and the same penalties as in discarding irregularities apply.

Seated at the wrong table

Play continues.

To few cards in hand

If not covered under discarding irregularities and/or misdealing, these rules apply: If a hand or hands has an improper number of cards and there is no discarding error, player must have played two cards to a trick, dropped a card or there was a misdeal. If there was a misdeal it will effect two or more players. Each player is responsible for the correct number of cards in the hand. This is a violation and the same penalties as in discarding irregularities apply.

Dealer exposes a card

The card is placed back in the remaining un-dealt deck, shuffled and dealing continues where it was interrupted. There is no penalty.

Player exposes a card

The card remains on the table face up and must be played and/or led at the first opportunity. There is no penalty.

Improper cut

The deck should be cut at least 6 cards deep. There is no penalty.

Other unforeseen problems

Should there be a problem that cannot be resolved to everyone's satisfaction by the players at the table, a judge will render a decision. Please make every attempt to identify problems before the hand is played. This practice will keep the game flowing smoothly while decreasing the probability of conflicts and penalty situations.

RULES QUICK SHEET

- The II begins play. If not II then III, IV, etc.
- Povinost calls XIX thru XV.
- Povinost cannot give up. Must call the XIX if playing alone.
- Povinost must indicate that play is to commence.
- Values must be declared before any challenges.
- After 1st card is lead, no values or challenges may be made.
- Ace is low.
- Misdeal costs dealer 2 chips per player. Dealer re-deals.
- Failure to follow suite if not correctable is same penalty as misdeal.
- Declarer loses tied game.
- Discarding King is 5 chip penalty.
- Discarded trumps must be face up.
- 8 or 9 trumps earns 2 chips.
- 10 or more trumps earns 4 chips.
- Trull earns 2 chips.
- 4 five counters earns 2 chips.
- 4 kings earns 4 chips.
- 4 kings and a 5 counter earns 6 chips.
- All counters earns 10 chips.
- No trumps earns 4 chips.
- Two or less trumps earns 2 chips.
- A card can be passed to preserve a No trump or Two trump hand.
- Povinost cannot be passed.
- Pagat made earns 2 chips. Pagat called and made earns 4 chips; same if lost.
- Valat made earns 20 chips. Valat called and made earns 40 chips; same if lost.
- Pagat called must be held to the last trick if possible.
- A Prever loss costs double for the 2nd three cards and triple for going back to the 1st set.
- Discarding incorrectly costs you 2 chips. You do not earn chips if you win. You must pay partner chips won and or partners loss to opponents.
- Calling wrong trump costs you 5 chips and the loss of Povinost. Holder of correct trump also pays 5 chip penalty if not discovered. Chips collected for values must be returned.
- Prever 2nd hand is double. 3rd hand is triple.

REMINDERS FOR TAROK BEGINNERS

1. Must be 4 players.
2. One person must shuffle cards each hand.
3. Person on left of dealer must tap or cut deck. (See instructions)
4. Dealer takes 6 cards off top of deck and place in the center.
5. Deal rest of the cards counterclockwise in stacks of 6. (See instructions)
6. The person with #2 trump is first to lead off person, if #2 trump is in center, use #2 trump and so on.
7. Lead off person asks other players if they wish to play solo, prever, if not.
8. Lead off person takes 4 cards from center and the next 2 players get 1 card each, dealer doesn't get any.
9. The lead off person checks to see if he has the #19 trump, if he does, he must call for #18, 17, 16, 15 to be his partner.
10. But, if he wishes to play alone and has the #19 trump in his hand, he calls for #19 to be his partner but does not have to reveal this to the other players. Payoff counts the same as a regular hand.
11. Each person who drew cards from center must discard same amount of cards before play.
12. Now lead off person asks if anyone has anything to declare.
13. If someone declares something . . . (See instructions)
14. Lead off person plays the first card.
15. Whoever catches the trick plays next.
16. At the end of the hand, count cards as to the value of each card and losers pay chips to the winners.
17. Start new hand. Person who was lead off person is no the dealer.
18. For detailed explanations, see the complete set of Tarok Rules.

Key Phrases Tarok Players

How to pronounce Key Phrases and the meaning of those phrases:

Povinnost (Po-vee-nost) – lead off person who is always on the dealer's right.

Skys (Skeesh) – is the number 22 Trump card.

Mond (Mônd) – is the number 21 Trump card.

Pagat (Pâh-gôt) – is the number 1 Trump card.

Valat (Vâh-lôt) – is the solo player or partners who catch all the tricks (to Valat the opposing team).

Items to declare

Tarocky	(small) 8 or 9 trumps	2 chips
Taroky	(big) 10 trumps or more	4 chips
Trull	(all 3) Skys, Pagat & Mond	2 chips
Pane	Any 4 of the 5 point cards	2 chips
Trull Pane	All 3 trull cards and 1 king	4 chips
Rosane or Krale (kings)	All 4 kings	4 chips
Rosane Pane	4 kings and 1 of the trull cards	6 chips
SPJST	All 7 of the 5 point cards	10 chips

UNI – When a player does not have any trumps. He receives 4 chips from every player. The hand is not re-dealt. **The Player who is UNI must declare it. You cannot pass your POVENOST; however, you can pass the draw card to obtain UNI.

Kontra (Kôn-trá) – If opponents believe they can win they call Kontra and the losers will have to pay double.

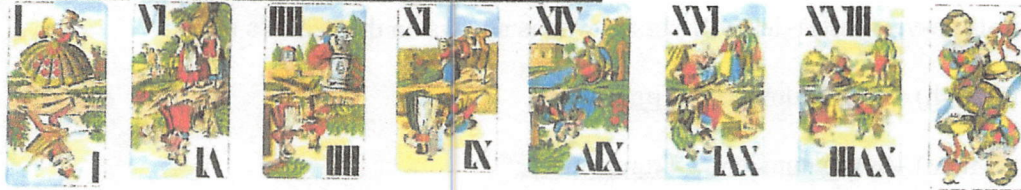
Re (Reâh) – Can be called by the lead off person or his partner and then double the previous double.

Supre (Sup-reâh) – The team that called Kontra calls Suprhea if they believe that they can win double the previous double Mort.

REFERENCE PAGE

HANDS TO DECLARE ON

TAROCKY (ANY 8 OR 9 TRUMPS = 2 CHIPS)



TAROKY (ANY 10 OR MORE TRUMPS = 4 CHIPS)



TRULL (ALL THREE 5 POINT TRUMPS: SKYS, PAGAT & MOND) = 2 CHIPS

PAGAT MOND SKYS



PANE (ANY FOUR OF THE 5 POINT CARDS) = 2 CHIPS



TRULL PANE (SKYS, PAGAT, MOND + ANY ONE KING) = 4 CHIPS



ROSANNE OR KRALE (ALL FOUR KINGS) = 4 CHIPS



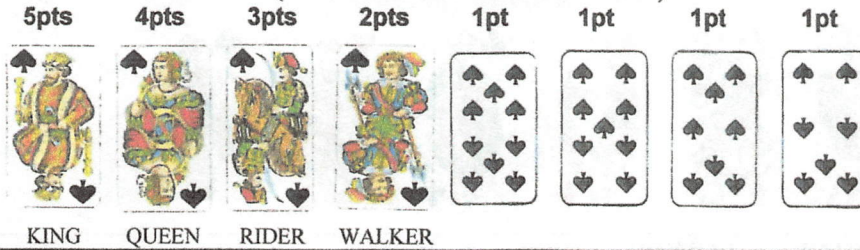
THE SUITED CARDS:

THIS SECTION IS NOT FOR DECLARING YOUR HAND FOR CHIPS, BUT IS A REFERENCE OF THE POINT VALUES FOR SUITED CARDS AND THEIR RANK.

HEARTS AND DIAMONDS (IN ORDER OF SUPERIORITY)



SPADES AND CLUBS (IN ORDER OF SUPERIORITY)



TRUMPS: 5 points each



TRUMPS: 1 point each



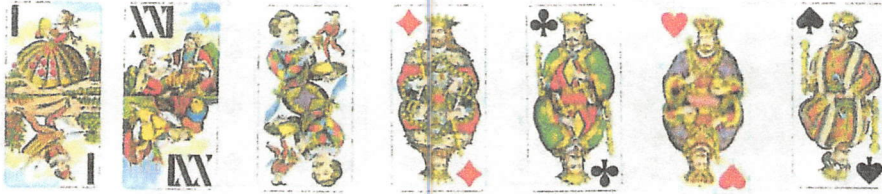
TRUMPS: 1 point each



ROSANNE PANE (ALL FOUR KINGS + ONE 5 POINT TRUMP) = 6 CHIPS



SPJST (ALL 7 OF THE 5 POINT CARDS) = 10 CHIPS



UNI (ZERO TRUMPS) = 4 CHIPS



Beeda (1 or 2 trumps) = 2 Chips