

Westfest Tarock Tournament Rules

(Revised 2012)

Each player is given 100 chips to begin play. If a player loses all chips, he/she may borrow from the bank. The chips will have to be paid back to the bank.

The dealer shuffles the cards and the player to his left has the choice of cutting the deck or tapping (leaving the deck as it is). If the cards are cut, the dealer takes the first six and lays them in the middle; the top card will still be on top. This is called the *Talon*. The dealer then deals the remainder of the cards in groups of six, starting with the player on the right; each player receives 12 cards.

If the cards are tapped (not cut), the dealer puts the first six cards in the center of the table (Talon) as before. The person who taps the deck has the option of how the cards are to be dealt (one at a time, 2, 3, 4, or 12). When dealing 12 at a time, it is the person who will be povenost that receives the first 12 cards, and the dealer will deal 12 cards counterclockwise around the table to the other players. If the person taps the deck and declares choice of 12 cards, then povenost selects which stack of 12 cards desired and each player counterclockwise has the next choice. The dealer will receive the remaining 12 cards.

If the dealer misdeals, the dealer must redeal and pay a penalty of 2 chips to each player. If the dealer drops a card or turns a card face up, and the other players decide to, they may go on and finish the deal with the exception that if the overturned card is a King or a Trump, the dealer must redeal and pay the other 3 players 2 chips each.

No one has the right to look at the bottom card of the deck. If a player, while cutting, looks at the bottom card of the deck, a penalty of 2 chips will be assessed and paid to the other 3 players, and the dealer must reshuffle. If a mistake in dealing is discovered at the end of a hand, the dealer must pay each of the other 3 players the number of chips lost. In this case the deal passes to the next player as if a regular hand had been played.

In the event one of the 3 players who draw cards from the talon fail to discard a like amount of cards, the following procedure will be used: (1) The game will be finished and the points determined by the count of the cards. (2) The violator will then pay all chips owed as determined by the count to the other 3 players.

(Examples)

Solo Player:

Violator/Winner or Loser – Player will pay the other 3 players the count of points (chips) as determined, plus the penalty of two chips per player.

No Violator/Loser – Player will not pay the violator, but must pay the other players.

No Violator/Winner – All of the winnings will be paid by the violator and not the other two players.

Team Partners:

Winners – If the violator is on the winning team, the violator will pay the points (chips) owed to the partner and the losing team will not pay the winners.

Losers – If the violator is on the losing team, the violator will pay **BOTH** partners loss. In all cases the disputed card in question will go to the opposing team. In no case may the violator **Win** or **Collect** any chips.

The player scheduled for povinost draws the top four cards out of the talon unless prever is called. If povinost hand has the XIX before the drawing, the XVIII down to no lower than XV may be called for partner. The povinost player can decline to play the hand if he draws the XIX or any descending card, no lower than XV. If povinost player throws in the hand after drawing a XIX, or any of the descending cards, he pays two chips to the other three players and deals the cards for the next hand.

After the povinost player draws the top four cards, four cards are discarded. The two players to the right of the povinost player, counterclockwise, each pick up one of the remaining two cards and discard one card for each card drawn.

No five point card may be discarded. If your hand has trumps and kings only, you may discard a trump, but it must be shown face up to show the other players your trump discard with other cards face down. A discard of a five point card is a violation and a penalty of five chips is payable by the violator to each of the other three players.

Any player may play Prever (solo). If the individual plays prever, the player must announce this to the other three players. Three cards are drawn from the talon, leaving three cards that will be added to the opponents' total count. The prever player has the option of taking the second set of cards, however, if the prever player loses, he/she will have to pay double the loss. If the prever player decides to go back to the original set of cards, he/she pays four times the original loss. This does not apply if the prever player wins. Example: First draw prever loses by 3 chips. Second draw prever loses by 6 chips. Third draw prever loses by 12 chips.

After the bidder has called their bonus points, the other players may call theirs. (Examples: Tarocky, Taroky, Trul or Honery, etc.)

Card Values

	# of Cards	Value	Total
Skys, Mond, Pagat	3	5	15
Kings	4	5	20
Queens	4	4	16
Riders	4	3	12
Walkers	4	2	8
All Other Trumps	19	1	19
All Other Cards	16	1	16
Total Points			106

In Red suits 1 or Ace is high, followed by 4, 3, 2. In Black suits 10 is high, followed by 9, 8, 7.

Each player is given **100 points** at the beginning of each round. The chip breakdown is as follows:

Blue Chips	10 pts X 6 chips =	60 points
Red Chips	5 pts X 6 chips =	30 points
White Chips	1 pt X 10 chips =	10 points

Pagat

Making a pagat at the end of play is worth two extra chips from the opposing players. Not making a pagat at the end of play costs the player two chips. If you call to make pagat at the end of play, before the play begins, and you win, this earns 4 chips, if you lose, it costs you 4 chips. Pagat is not playable on a called valat hand.

Valat

A solo player or partners make all the tricks. If this occurs the losing players must pay 20 chips to the winner(s). If the bidder or his partner announces that they will win all the tricks before the hand is played, the losers must pay 40 chips to each of the winners. If the player(s) do not make the valat, then they must pay 40 chips to each of the opposing players.

Bonus Points

Tarocky	8 Trumps	2 chips
Taroky	10 Trumps	4 chips
Trul	Skys, Mond, & Pagat	2 chips
Honery	Any combo of four 5pt cards	2 chips
Kralovske Honery	4 Kings	4 chips
Kralovske Honery+	4 Kings & Skys, Mond, or Pagat	6 chips
Trul Honery	Trul + one or more Kings	4 chips
Uni	No Trumps	4 chips
Bida	1 or 2 Trumps	2 chips

Uni / Bida

When a player does not have any trumps, they receive 4 chips from each of the other players. If the player has 1 or 2 trumps, they receive 2 chips from each of the other players. The hand is not redealt. The player who is uni does not have to declare it. You cannot pass your povenost; however, you can pass the draw card (after povenost) to maintain uni or bida.

Counting Of Score

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 your win or loss. Then add 10, multiply by 2 and take the first digit to determine the number of chips won or lost. If the second digit is greater than 4, then the first digit goes to the next higher number.

Examples:

Team 1 earns 59 points Team 2 earns 47 points

59	53
<u>-53</u>	<u>-47</u>
6	6
<u>+10</u> Always add 10	<u>+10</u>
16	16
<u>x2</u>	<u>x2</u>
32	32

You win 3 chips

You pay 3 chips

Calculating Prever Score

Prever score will be calculated as follows:

Example: Prever player makes 59 points

59
<u>-53</u>
6
<u>+10</u> Always add 10
16
<u>x3</u> Always multiply by 3
48 Prever will 5 points from each player

Other Terms and Rules to Follow

Contra: “Contra” is called by the povenost player’s opponent if they believe that their cards are good enough to win the round. If “Contra” is called the loss or win is doubled. A Contra may be given on the player declaring the pagat on the last trick.

Rhea Contra: “Rhea Contra” is called by the povenost (or prever) player or partner to the povenost after their opponent has called “Contra”. By calling “Rhea Contra” the povenost (or prever) players believe that their hand is superior to their opponents and that they will win. If “Rhea Contra” is called the loss or win is 4 times greater.

Suprhea: “Suprhea” is called by a povenost (or prever) player’s opponent after the povenost or his/her partner has called “Rhea Contra”. The opponent still believes that their hand is superior to the povenost (or prever) player’s hand. If the Suprhea is called, the win or loss is 8 times greater.

Ties

If both teams end the game with 53 points, is the player(s) who bid that loose 2 chips.
Any challenge is the loser on break even points

Following Suit

If you cannot follow suit, you must play a trump (Tarock). If you do not have a trump, you may play any card in your hand. Failing to follow suit constitutes a penalty of 5 chips to the other 3 players. Play continues until all cards are played. If the violator is on the winning team, the violator will pay the points (chips) owed to the partner and the losing team will not pay the winners. If the violator is on the losing team, the violator will pay the partners loss. In no case may a violator win or collect any chips.

Judging

If a conflict arises, the judges will confer and **their decision will be final**. If a judge is playing at a table where a conflict arises, the judge **will not** be involved in rendering a decision.