

## Game rules of the World championship of Color Whist 2018-02-03

Minimum age for participants : +16

The World Championship of Color Whist 2018 is to be played according to the rules that are described below and to which the signed-in participants are committed.

Every player is expected to behave in a fair and constructive way in order to manage small misunderstandings or mistakes.

It is advisable to print these rules by yourself and bring them with you while there will be only few available at the tournament.

These rules will be available for the price of one compartment of the stamp card for beverages and food. We advise to learn and practice the rules of the latest version on the website and we insist to have them with you on paper.

### 1. The Game

The game has to be played with new cards, especially designed for this tournament. This to avoid all kinds of fraud or marked cards. A new deck of cards has to be mixed first.

#### Mixing the cards

The dealer collects the cards, mixes them at least once. Hereafter he lets split the deck by the player that sits at his right. Each split half of the deck has to contain at least 4 cards. The dealer puts the split halves together so that the upper part comes beneath the lower part. He starts to deal the cards. 4-4-5 or 4-5-4, both are allowed.

For each following game, the cards are put together, with the image side down. The next dealer, at the left of the previous dealer, mixes the deck and presents the deck to the previous dealer to split the deck.

The player at the left of the marker starts to deal. The marker takes the 4<sup>th</sup> bar to fill in his points.

#### Dealing the deck

The dealer starts by taking the 4 upper cards of the deck and distributes one set of 4 cards to each player clockwise. This has to be done without showing any of the image downsides to any player.

Next round he distributes again 4 (or 5) cards to each player clockwise and the last round each player receives 5 (or 4) cards. **The last card is not turned but remains in the hand of the dealer.**

If a card is mentioned as marked, another new deck has to replace the marked one.

If the dealer makes a mistake, he keeps his dealer rights and hands the deck to the player at his left side. He is also to be punished with the loss of 3 points, the other players get one point.

Depending on the situation, the players may decide to continue without punishment. Fairplay.

Call for the jury when disagreement occurs. The jury decides.

When all players pass and no game can be played, the same dealer deals again.

#### Important !

In the game of Color Whist, the last card will **never** be turned upside down !

The proposals start after every player has confirmed not to possess 3 aces by saying "pas Troel".

After this confirmation of every player, the first player at the left of the dealer says what he wants to do. He may "wait", propose a color or announce a special game.

If he waits, he can only join any color bid in the 2<sup>nd</sup> bid round. He cannot bid a special game or play solo.

The next players cannot wait but may join a proposed color bid, propose any other color or announce a special game.

Abundance, solo 12 and soloslim (13) have to be announced in this first bid round.

If Troel is announced in the "pas Troel"- round, all players must have the opportunity to announce a higher game like grande misère, abundance 10,11, grand misère on the table, solo 12 or soloslim(13). If anyone wants to play one of these special games, he or she has to announce it now.

If not, all players say "pas grande misère" and the troel will be played.

The sum of the scores of the games is not necessarily zero. A succeeding player gets points, the opponents don't lose points.

A failing player loses points, the opponents get points.

See the points table.

## 2. Proposing and bidding

After the distribution and the announcing of “pas-troel” by all players the proposals start.

The player at the left of the dealer starts to speak. He may propose, pass or call for a special play. He can also “wait”.

When a player proposes, this means that he has good cards in the suit that he proposes trump. He awaits a companion to make a team and to “go with him”. The next player may “go with him”, pass, propose another color or announce a special game.

Proposing and joining is also called “Prop and Cop”. Maybe derived from “propose” and “cooperate”.

The bidding in colors is depending on the value of the colors. The ranking of color value from high to low is as follows : Hearts, Diamonds, Clubs and Spades. For example : one team “prop & cop” hearts and the other team clubs. The clubs team (2<sup>nd</sup> player) has to bid 9 tricks to overbid the hearts team. Then the hearts team (2<sup>nd</sup> player) has to level at 9 to overbid the clubs team. And so on.

### Important

1. The card or table sticks like glue. When a player throws a card on the table, he cannot take it back unless he has to follow suit to the lead card or when he stupidly throws 2 cards at once on the table without having this intention. This should not happen twice. Punishment : jury decides (3 points max)  
He may also take the card back when he comes out as first player by mistake. This also should not happen twice. Punishment : jury decides (3 points max)
2. The lead card has to be followed suit. If not possible to follow suit to the lead card, a player may “buy” with a trumpcard or throw any other card. The trick is won by the highest card of the suit. When one buys and another “overbuys” or “overtrumps” the trick is won by the highest trump.
3. All players are free to “buy” or “overbuy”, it is not obligatory to buy or overbuy.
4. When no player proposes or calls for a special game, the same dealer deals again.
5. Grand slam : when all tricks are won by one team or one player, the game counts double, except when one player scores solo 12 or soloslim.
6. It is allowed to view the previous trick as long as the actual trick still lies open on the table.

## 3. The contracts

**Prop & Cop** : Win together with your colormate at least the amount of tricks of your bidding (between 8 and 13). The player at the dealer’s left comes out.

**Solo (6,7,8)** : You have to win the amount of tricks of your bidding between 6 and 8 on your own. The chosen color is trump. The player at the dealer’s left comes out.

**Abundance** : A bidding between 9 and 11 tricks that you have to win on your own in the chosen color that you name trump. Another player, who has not yet passed, overrules by announcing abundance in a higher color or a higher amount of tricks. The abundance player has to play the first card, it doesn’t have to be a trump card. Abundance has to be announced in the first bidding round.

**Petite Misère** : A bid to win no trick at all. The 4 players dump one card hidden for every opponent. Each player has 12 cards left. Without trump. More players can play this simultaneously. The player at the dealer’s left comes out.

**Piccolo** : A bid to win exactly one trick, no less, no more. Without trump. More players can play this simultaneously. The player at the dealer’s left comes out.

**Troel** : When one player possesses 3 aces, he obligatory has to announce troel. The player with the 4<sup>th</sup> ace becomes his partner. Yet he has to wait to announce this 4<sup>th</sup> ace until every other player has aid “pass grande misère” which means he does not overbid the troel. This player may choose the trump color but this color is not necessarily to be played first. Still he has to name the trump color before playing the first card. This player has to play first. At least 9 tricks to be won.

4 aces in one hand is not troel and doesn't have to be announced. The tricks they win above 9 do not give extra points. When all tricks are won, the points count double.

**Grande Misère** : A bid not to win any trick at all. No cards to be put away. Without trump.

**Grande Misère on the table** : A bid not to win any trick at all. No cards to be put away. Without trump. After the 5<sup>th</sup> card is on the table, this player has to lay his cards visible on the table. The others may not point at the cards or speak a word. Call for the jury. If the jury refuses the game, the player has to pass. More players can play this simultaneously. The player at the dealer's left comes out.

**Solo 12** : A bid to win at least 12 tricks on your own in any chosen color. Can be played without trump. This player plays the first card. Call for the jury. If the jury refuses the game, the player has to pass.

**Soloslim 13** : A bid to win all tricks on your own in any chosen color. Can be played without trump. This player plays the first card. Call for the jury. If the jury refuses the game, the player has to pass.

#### 4. Ranking of the games

Soloslim 13  
Solo 12  
Grande Misère on the table  
Abundance 11  
Abundance 10  
Grande Misère  
Troel  
Abundance 9  
Prop & Cop 13  
Piccolo  
Solo 8  
Prop & Cop 12  
Petite Misère  
Prop & Cop 11  
Solo 7  
Prop & Cop 10  
Solo 6  
Prop & Cop 9  
Prop & Cop 8

#### 5. Punishments

Look into other players cards or play false : 15 points minus. Opponents receive 5 points.

Decided by the jury.

Hints or tips that influence the game : the jury decides. Maximum 15 points punishment.

Not following the suit card, wrong dealing : see higher (page 1)

A player who capitulates and throws his cards open on the table, will pay the points his companion(s) loose(s) when comes clear that for example a misère player still could lose his game. The misère in the example will be counted as won.

A player who shows his cards too early because he is sure of winning his game but appears to lose, loses his game.

We prefer every game to be played until the very last card.

#### 6. Exclusions

Every signed-in participant who does not show up at the registration desk before 9:45 on feb 3<sup>rd</sup> 2018 or leaves the tournament, will be excluded. The ticket money will not be refunded.

Players who are too noisy or who disturb the normal process of the tournament will be blamed by the jury or even be excluded. The ticket money will not be refunded.

#### **7. Jokers**

A pop-up window on the website is made for candidates who want to volunteer as 4<sup>th</sup> player on an incomplete table.

#### **8. Attitude**

Alcohol abuse decreases the fun of playing. So please keep it within bounds in order to stay sharp and fresh !  
We advise not to drink heavy beers before lunchtime.

#### **9. Notes of the jury**

Every player who wants to announce Grande Misère on the table, solo 12 or soloslim 13 HAS TO CALL FOR THE JURY ! If he does not call the jury and still plays his game, the points of this game will be annulated.

If the jury refuses the game, this player has to pass.

Success and lots of fun !