

## Tournament Play

Tables (3 and 4 player) and player position will be assigned by luck of the draw, overseen by the tournament Captain.

Suggested table stakes are 25-50-75 and double on the bump / punish the picker. Table stakes can be higher if all agree.

It is important that each player PRINTS their first and last name clearly on the score sheet, every time. Address labels work great. If you received a tournament mailing at your correct address, only changes in address need to be completed the first time you play at a host location. New players must completely fill out the registration form.

### The Deal and Play

Dealer will shuffle deck a minimum of 3 times, with a mandatory cut. The deal is 3, 2 in the blinds, 4, and then 3. Misdeals – If the cards are dealt out of order, a card flipped over, or not dealt in the proper sequence, it is a miss-deal. It is not a miss-deal if a player accidentally flips over one of their cards.

Dealing Out Of Turn – The hand is played followed by deal(s) to correct the order.

After first trick is taken, the blinds cannot be looked at. You cannot look back at last trick once first card of next trick has hit table. One warning, then automatic loss.

If a player leads out of turn and it is caught before the next card is played, it is pulled back and the correct person leads; it is not a misplay the first time. Afterward it is a 4 point penalty. If it is caught after next card has been played, it will be considered a misplay. After hand is complete, it stands as played.

Played is Played – Once played, card may not be removed from table unless player needs to play another card to prevent an illegal play.

Misplay – If a misplay can be corrected to an obvious completion of the trick, before first card is laid for next trick, the misplayed card must remain face up on table and played first legal opportunity. If, when leading or playing to a trick, two cards fall together out of a player's hand, the TOP card is considered the played card unless it causes a misplay.

Picker – If the picker miss-buries, they forfeit game. If they don't follow suit, they lose the game unless they already have 61 or more points.

One of the Opponents – If possible, put back in hand and play correct card. If it cannot be corrected, picker wins.

### No Table Talk

Throwing In – If there is one card out that will take any of the cards picker has thrown in, it is counted as a loss. Unless picker already has 61.

Disputes at a table may be settled by scorekeeper from another table, or by a tournament official. These decisions shall prevail and be final.

No person other than picker may look at blinds. One warning; after that, a 4 point penalty; normal play of hand still stands.

Scoring - Picker / Win 2; No Schneider 4; No Trick 6 / Loss 2, No Schneider 4, No Trick 6

Opponents / defeating picker 1 each; no Schneider 2 each; no trick 3 each. When using paper scoring, circle all 2 point scoring when won by opponents to aid in proper play count.

Leaster / Win 2; no trick win 4; last trick receives blind. In case of a tie, last person to take a trick losses. Tie with no trick, last person to pass wins. 3 way tie, winner is last person to pass, dealer in 3 player table, player to dealer's right in 4 player table. Misplay by lowest – Winner second lowest is winner.

### Double On the Bump

Scorer – Generally player 1 or 3 (4 on 4 handed table) will score. They should confirm that each player PRINTS their first and last name clearly on score sheet, every time. Complete date, location, table, and session. It is highly recommended they complete not only the score, but number of plays. Adding all wins and losses should total 48 on 3 person table and 64 on 4. This allows host to confirm/double check score before turning them in.