

Hopfgarter Tournament Rules

Contract	Score	Remarks
Rufer (F)	1	Only by the Forehand / isn't played out without additional announcements
Fahren (F)	2 / 3	Only by the Forehand / no compulsory overtaking ; talon to the last trick
Pagat	2 + 2	Rufer mit I / the partner can announce the taken Pagat on declarer's behalf
Uhu	2 + 4	Rufer mit II / the partner can announce the taken Uhu on declarer's behalf
Maus	3 + 6	Rufer mit III / the partner can announce the taken Maus on declarer's behalf
Auf	5	Dreier mit Talon / has to be bid right away ; ends the round of announcements

Announcements	unann.	ann.	Remarks
Pagat	1	2	I wins the last trick
Uhu (eagle-owl)	2	4	II wins the second to last trick
Maus (mouse)	3	6	III wins the third to last trick
Trull	1	2	Pagat, Mond and Sküs (Gstieß) in the tricks (excluding the talon)
Könige (4 kings)	1	2	All four kings in the tricks (excluding the talon)
König Ultimo	2	3	Called king to the last trick
Königfang	1	-	Called king captured during the game (is not applied with König Ultimo)
Mondfang	10	20	Mond is captured by Sküs (only if the holders are not partners)
Durch (slam)	x 2	x 4	Contract and announces are multiplied together
10 Tarock	-	1	Declaration of 10 or more Tarocks in hand (after discarding)

1) Deal

Dealt and played is **clockwise**. The Player who draws the highest card is Forehand. The talon is usually dealt first. The player to the right is cutting the cards (knocking instead of cutting is not allowed). To win the contract it is necessary to achieve **35 points plus 1 card**.

If you have **no Tarocks and no king in your hand**, you may **annul the deal** (same dealer deals again). There are no negative games (except Fahren), no suit games, no Solo games and no Sechserdreier. The emperor's trick is not played.

"Was liegt pickt!" You are not allowed to withdraw a played card. Only obvious accidental slips can exceptionally be withdrawn, if the mistake is corrected immediately (before the game has went on).

2) Bidding

The game is played with **bidding by escalation**. A bid can only be overbitten by a higher contract (no holding). The Forehand starts with **"Erster"** or **"Auf"** (an Auf has to be bidden right away). The Forehand games "Rufer" and "Fahrer" can only be bid by the Forehand and only if the other players have not declared a contract. In this case the Forehand can only choose between **"rufen"** or **"fahren"**.

The "Rufer" is **only played with additional announcements** (10 Tarocks do not count as announcement in this rule). The **Suits** are: "Schell/Karo" = diamonds, "Pech/Pik" = spades, "Holz/Eichel/Treff/Kreuz" = clubs, "Herz" = hearts.

If you find three kings in your hand, you may call **"den Vierten"** (the fourth king), without declaring the suit. **It is allowed to call a king you hold in hand**.

If the **called king** is to be found **in the talon**, you may surrender the game (**"schleifen"**). You may take either half of the talon. If you take the half without the king, you have to pay a penalty equal to the score of a captured king, even if the "Rufer" isn't played (see above).

3) Announcements

Contract and bonuses are scored separately, except with the announcement **Durch** (slam).

It is allowed to announce **Pagat, Uhu and Maus on declarer's behalf**, if the relevant card is seen to be taken from the talon. The announced cards must be played in correct order.

The **captured king** only counts during the game (but not to the last trick).

A player who holds at least **10 Tarocks** in his hand (after discarding), can declare 10 Tarock (optionally). This Announcement is always scored in favor of the declarer (and his partner), no matter if the contract is won or lost. It's never doubled, neither by **Durch**, nor by any **Kontra**.

Durch (= slam): contract and announcements are always multiplied together (except "10 Tarock"). If you loose the announcement, the contract is lost as well. Unannounced bonuses do not count.

All declarations may be doubled by saying "**Kontra**". A "**Rekontra**" or "**Subkontra**" doubles the points to four respectively eight times the original score. All **Kontras** are counting for the score.

All Announcements have to be declared at first chance. The declaration is closed with "**fertig**".

4) Fahren (=Trischaken)

You can lead any card. The **Pagat** cannot be played until it is the holder's last trump. There is **no compulsory overtaking rule**. The talon is given to the last trick. There is no **Captured Mond** and no **Kontra**.

The **two players with more points pay** the two players with fewer points **3 game points each**.

If the two players in the middle are on a tie, their score is annuled.

If one player takes 35 points + 1 card, he is called **Bürgermeister** and pays alone (3 x 2 pts.).

If the declarer has most of the card points, he pays alone as well (3 x 2 pts.).

If the declarer becomes **Bürgermeister**, he pays double (3 x 4 pts.).

If one player takes no tricks at all, he is called **Jungfrau** and wins alone (6 pts.).

If two players take no tricks at all, they have to share the score (3 pts. each).

If one player makes a **Renonce**, he pays three times two points (3 x 2 pts.).

5) Renonce

If a player plays against the rules (e.g. is not following the suit), he has to pay the contract plus all announced bonuses to all regular players (even to partners).

Every player has to obey the rules of **Fair Play**. Everybody himself is responsible for regular play.

6) Tournament Mode

There are only four players per table. The tournament starts **on time!** It's not possible to join later.

It has to be played for money. The score is noted during the rubber and payed afterwards (1 point = € 0,10).

If in one line a counting error occurs, which cannot be corrected, this game is annuled.

There are **three rubbers** in advance (20 games each with a time limit of 1 hour and 45 minutes). The score is summed up. The first 12 players are qualified for the final rubber (in case of a tie the best rubber counts).

The score of these three rounds is halved and taken to the **final rubber** (20 games, no time limit). The player with the highest score wins (in case of a tie the better final rubber counts).

Translated by Markus Mair, Innsbruck on the 5th of April in the year 2018.