

# Klaverjas rules

## 1. Introduction

This document contains the rules applicable to the 'Lugus Klaverjas Competition'. Klaverjassen is a card game played by four persons, in teams of two, where teammates are positioned across each other. The cards 7 to ace are used, what comes down to a total of 32 cards. With those, 162 points can be obtained. During rounds, both teams get the chance to bid a certain amount of points which they expect to acquire. If they manage, the points are awarded. If not, they go 'nat' and all the points are awarded to the opponents. In short: we play with the rules of 'Amsterdams', and the trump (troef) is chosen by means of bidding. In the next sections, the various elements of the game are explained.

## 2. Bidding

The player left of the dealer can bid first. Bidding can be done on one of the four suits, with a minimum of eighty (approx. half the points). A bid can thus be eighty on hearts, or ninety on spades. After the first player, the second player can overbid (with a minimum of ten points), or pass. Also the player that starts is allowed to pass (bidding is not mandatory). The bidding continues until three players have passed. It is also allowed to pass first and bid later that round when it is your turn again. The team with the highest bid 'plays' and will try to obtain their bid in points. The suit coupled to the winning bid becomes trump for that round. Trump cards always win from non-trump cards.

### 2.1 Sans

It is also allowed to bid on 'sans', which means without trump. In this situation, the trump jack is not worth twenty points but two (see section 3) and the 9 of trump is worth zero points. This comes down to a total of 130 points (instead of 162) and therefore bidding seventy is allowed. Eighty sans can also be bid on top of, for example, eighty clubs. Sans can be used to transfer knowledge to your mate. Examples are seventy sans (I got a lot of jacks and 9s) and eighty sans (I got many aces and 10s).

## 3. Order of cards and counting

With Klaverjassen, a different card order as usual is applied. Also, the order is different in trump and non-trump. The order and points are as follows:

Trump		Non-trump	
Jack	20	Ace	11
9 (nel)	14	10	10
Ace	11	King	4
10	10	Queen	3
King	4	Jack	2
Queen	3	9	0
8	0	8	0
7	0	7	0

Extra points:

- Last trick: 10 points
- 'Roem' (in 1 trick)
  - Three card (three cards in a row in the same suit): twenty roem
  - Four card (four cards in a row of the same suit): fifty roem
  - four of the same cards (7 to ace): one hundred roem
  - four jacks: two hundred roem
  - 'Stuk' (king and queen of trump): twenty roem
  - When a three card or four card is combined with stuk, the total roem is added. So forty or seventy roem is possible.

The usual card order applies to the three card and four card (not the order as seen in klaverjassen). A four card can for example be: 8 – 9 – 10 – Jack.

Roem should be claimed with a knock. If a player knocks while there is no roem, the opponents will receive 20 points. Roem does not count for the bid amount that should be obtained. If the playing team goes nat, all the roem points will go to the opponents as well.

- 'Pit'  
If all the tricks are obtained by the playing team, a pit is obtained and rewarded with one hundred additional points.
- 'Tegenpit'  
If the non-playing team obtains all the tricks, it is a tegenpit and the playing team just goes nat. 162 points (excluding roem) are awarded to the non-playing team.

#### 4. Way of playing

The cards are played in tricks. The player left of the dealer can start and the order of the clock is followed. Everybody plays a card in turn, and who has the best card out of four can start the new slag. In total, eight tricks are played per round.

It is mandatory to 'obey' to the first card. So if the first card of a trick is hearts, all players should play hearts (if possible). If one cannot obey (in this case) hearts, a trump card should be played. The 'duty' to play trump knows three rules:

- If trump is the first suit in a trick, one should play a trick that is higher than the highest trump on the table (if possible)
- If one cannot obey, a trump should be played, if applicable always a higher trump than the one already played
- Playing a lower trump is only allowed if it is not possible to play another (random) card.

The rules, if possible, have to be followed, and are displayed in order of priority. With differently, a non-trump card is meant. If a non-trump card is played at first, the priority rules are:

- Obey suit
- Play a (higher) trump
- Play differently
- Play a lower trump

If trump is the first card played, the rules are:

- Obey suit and play a higher trump
- Obey suit and play a lower trump
- Play differently

There is one exception: if your teammate has the highest card on the table, and you cannot obey suit, it is not mandatory to play a trump. If the opponent has played a trump because s/he couldn't obey, the card of your teammate is not the highest anymore and you should play a higher trump if possible.

## 5. Verzaken

There are numerous ways to make a mistake ('verzaken'). Some possible mistakes are:

- One does not obey suit whilst this was possible
- If one cannot obey, no trump is played while this was possible
- A lower instead of a higher trump is played when trump is already on the table, while it was possible to play a higher trump.

If a player 'verzaakt', a punishment of 262 points to the other team is applied. This equals the points of a pit.

## 6. Score

After the eight tricks have been played, one of the teams counts their total amount of points (including ten points for the final trick). The other team then obtained 162 points minus the amount that has been counted. If the bid amount is obtained, a rounded score is awarded. 125 is rounded to twelve and 126 is rounded to thirteen. Per twenty roem, two points are awarded as well. If a score contains a six (for example 86), both scores are rounded up. In total seventeen points are then awarded. A pit without roem is worth 26 points (162 + 100).

## 7. Extra rules

- Cards are dealt in a 3-2-3 system.
- While counting points, the order of the cards should remain the same.
- One can always check out the previous trick, as long as the next trick is not closed yet.
- It is not allowed to pass information about your cards. A comment such as 'shit' can already spoil a lot about your cards. This can be punished in the same way as verzaken.