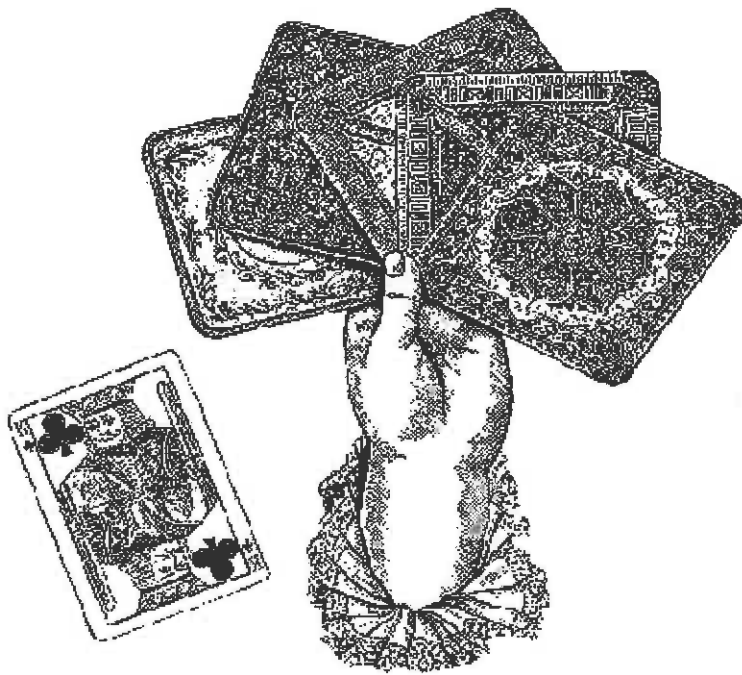


Clobby rules



CLOBBY RULES

NON-TRUMPS	
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TRUMPS	
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	Points
Ace	11
King	4
Queen	3
Jack	2
10	10
9	0
8	0
7	0

	Points
Ace	11
King	4
Queen	3
Jack	20
10	10
9	14
8	0
7	0

	Points
King	= 20
Queen	= BELLA

= JOSS

= MINELL

TOTAL 30

TOTAL 62

POINTS TOTAL

	Points
3 Suits non trumps =	90
1 Suit trumps =	62
Last trick (STUK) =	10
	162

3 Cards running in sequence add	20
4 Cards running in sequence add	50

Obviously you can have more than one run in a hand. A run must be declared when laying the first card of the hand and the highest run wins if there is more than one run. Should a partner have a run at the same time they count together.

BELLA = KING & QUEEN of trumps held together in the same hand. Bella must be declared when laying the first card of the pair during the round, otherwise they do not count as additional points.

DEALING - The dealer deals to his left - 3 cards to each player, then two, then three and turns up the last card (these are trumps in the first instance).

The player to the dealer's left decides whether to play or pass on the shown suit and it passes around the table to the dealer. If no one plays the upturned suit then the player next to the dealer can play any other suit or pass. This continues around the table, returning to the dealer. If someone decides to play then the player to the dealer's left commences play (no matter who has decided to play) – remembering to declare your extra runs etc.

PLAY - You must follow suit at all times, but need not "beat" any card laid when non-trumps are led.

If you cannot follow suit you must play a trump card – this can be any trump. If any person prior to your go has trumped and you also cannot follow suit then you must also trump, but higher, if this is possible. If you cannot trump higher then you too may discard another suit.

When trumps are led, each successive player must trump higher if possible and in any event follow suit if possible.

As mentioned, if Bella is held in a hand it must be declared on the lay of the first part of Bella. Joss and Minell are normally declared but this is not necessary.

If the rules are not followed (other than declaring Bella) it means you have revoked, and if challenged and proven you forfeit all points. Should you revoke but not be challenged then the hand continues. It does not fall upon a person to declare they have revoked (if indeed you know you have) but the opposition must challenge, and prove such, in order to gain all points.

At the end of each round the trick is placed FACE DOWN by the pair winning it and it cannot be looked at again. It can only be seen again if a challenge of revoke is made. If the challenge is wrong then the team making the challenge lose all the points.

At the end of each hand the team who did not opt to play count their points to the values shown, remembering to include runs, Bella, Stuk etc, if they had them. If the total is half or more of the hand value then they win all the points and the playing team have gone "BAIT".

TOTALS ARE

			Points		BAIT
Straight hand			162	therefore	81
Hand	plus	20 run	182	therefore	91
Hand	plus	20 + BELLA	202	therefore	101
Hand	plus	50 + 20 + BELLA	252	therefore	126
Hand	plus	50 + 50 + BELLA	282	therefore	141

AND SO ON

The first team to 1001 wins the game.

If the game is close, ie either team has scored 900 + then that team can declare themselves winners during a hand if they feel they have past 1001 before the hand has been completed. In this case the hand stops. The team that have declared count the points they have won in that hand and add them to their total. If they have reached 1001 then they win the game and the opposition's total remains as it was, ie they do not count the points they have won in that hand. If the team that declare have not reached 1001 then they forfeit all the points of that hand, ie 162 + 20 + 50 + Bella etc and another hand is dealt, unless the non-declaring team have reached 1001.