

Victoria County Czech Heritage Society of Texas

Texas State "Championship" Tournament

Traditional Rules of Taroky

Victoria, Texas, September 28, 2008

Procedural Rules:

1. The entrance fee is \$30 (includes coffee and kolaches before 10 am and after 2 pm, and a meal).
2. Each player will be assigned a registration number and given a personal score card on which to keep their scores.
3. Seating will be by the "luck of the draw."
4. No spectators allowed to wander through the playing area.
5. Only "necessary" talking allowed after round completed, and at low tone.
6. No signs or hints to be used. Doing so will disqualify a player.
7. Dealer is to take extra care not to expose any cards while dealing.

Rules of Play - Dealing the Cards

1. To determine the "Forhan" each player draws a card out of the deck. The player with high card is "Forhan." The player on his left is dealer for the first round. In case of a tie draw, the tied players will draw again.
2. The dealer shuffles and the player directly across the table cuts the deck of cards. (The dealer is penalized two points to each player for a misdeal).
3. When the deck is cut, the first six cards are placed in the center of the table to serve as the "Talon." The remaining cards are dealt out counterclockwise six at a time until each player has 12 cards.
4. The player who cuts the cards has the privilege of simply slapping the top of the deck (Klupek) and instructs the dealer to deal 1, 2, 3, 4, 6, or 12 cards at a time. When 12 cards are dealt at a time, they are put in four successive stacks with the "Forhan" choosing a stack first, followed by the other players in counterclockwise fashion.

How to Play:

1. The Forhan (player to the right of the dealer) opens the bidding, usually with "Povinnost," or the Forhan may instead open with "Prever," "Zesta," or "Prever Duo" depending upon the strength of the hand the Forhan is holding. After drawing the cards from the Talon, the Forhan should announce the bid first, then allow the other players to respond before the first card is played. During this time, any player with two or one Tarok(y) may declare "Beedah" and collect two points from each of the other three players. A player having no Taroky may announce "Una Beeda" and collect four points from each of the other three players. If the Forhan has Una Beeda, and wishes to retain Una Beeda by not drawing from the Talon, he may elect to pass "Forhan" and the privileges of the opening bid to the next player on his right. This must be done

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before he opens the bidding. By doing so, the player will collect the four point bonus, but lose the next deal which passes to the player on his right.

2. Other bonus points must be collected at this time if announced. A player having any 4 cards, each worth 5 points, calls "Pani" and receives 2 points from each player. A player having the Skyz, Mond, and Pagat calls "Trul" and receives 2 points from each player. A player having the Skyz, Mond, Pagat and 1 king may call "Trul Pani" and receives 4 points from each player. A player with all four kings in his hand may call "Krale" and receives 4 points from each player.
3. If the Forhan is playing Povinost and has not been overbid, he draws the top four cards from the Talon and discards four without revealing them. Under no circumstances may a Kral, Skyz, Mond or Pagat be discarded. If a hand consists of 10 taroky and 3 kings, a tarok with a count of one must be discarded, which must be revealed. The other two cards from the Talon go to the next two players respectively, with a similar duty to discard one a piece. Dealer does not get to draw unless the proper opener passed on account of "Una Beeda."
4. If the Forhan thinks he needs a partner to win with his hand, he calls for one provided that he does not have all taroks from XX to XVII, in which case he is forced to go it alone. If he lacks any of the mentioned set of taroks, he calls the highest one he is missing (XX, XIX, XVIII, XVII). If the Forhan thinks he can win alone, he must have the XX, and may either declare the XX as his partner or simply remain silent.
5. Any player who receives a hand that appears strong enough, may play alone by announcing "Prever" (or if player wishes to go "all the way at once" to the highest bid by announcing "Prever Duo", see item #7 below). Player draws only three cards from the Talon. If these are not suitable for him, he must lay them out for viewing and draw the next three cards from the Talon. He may keep these instead, unless the first fit his hand better, in which case he may return to them. Only now may he place either set in his hand and discard three as usual without showing them. The rejected set of cards count for the opposition. If he wins, he collects triply from each. If he loses, he pays triply to each for the first draw, twice that for his second draw, and three times that for going back to the original draw. The round begins with the Forhan, the player who opened the bidding.
6. Any player who does not have the XX in his hand without drawing any cards from the Talon may call "Zesta". To announce "Zesta" the player must have two kings in his hand. If this player gets a partner who has the XX and wins, each collect quadruple. If the XX is in the untouched Talon, the Zesta bidder either pays or collects quadruple depending on the outcome of the round. After the round of Zesta is played, the Talon is disposed of. If the bidder did not have a partner, he gets the Talon. If the bidder had a partner, the top

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three cards of the Talon go to the bidder and his partner; the bottom three cards go to the opposition. The Zesta bidder must make a trick.

7. Any player who feels he has a better hand than the Zesta bidder may bid "Prever Duo." This bid is similar to "Prever" as mentioned above, but the bidder draws only two cards from the Talon instead of three. He may accept the first, second, third draw or go back to the original draw. The rejected cards (looked at by the bidder) are laid out for viewing. All rejected cards count for the opposition. If the bidder wins, he collects 5 times the count from each of the three other players.
8. The round begins with the Forhan, the player who opened the bidding.

Challenges to the Bid

After bidding, and before the first card is played, any player may challenge the bid by declaring "Contra." This may be counterchallenged by "Re," in return by "Supre," and finally by "Re Supra" (or "Re Mort"). Each challenge doubles the count of the previous when determining points, either won or lost.

Order of Hierarchy

The Skyz is high trump, followed by the Mond (XXI), on down to Pagat (I). Other cards, Kral, Dama, Kaval, Kluk, and the suits – black in order of decreasing number of pips, and red in increasing number of pips.

Determining the Score

1. The number of points for each Tarok and card are as follows:
 - Skyz, Mond, Pagat and each Kral are each worth 5 points.
 - Dama is worth 4 points.
 - Kaval is worth 3 points.
 - Kluk is worth 2 points.
 - All other Taroky and cards are worth 1 point each.
2. There is a possible total points of 106 in each round. The winning count is the surplus over 53, plus 10. If both sides each make 53 points each, a tie, the bidder and his partner lose by one point.
3. For a "Povinnost" win, this sum is doubled, divided by 10, and rounded to the nearest whole number (e.g., if the count is 56, the score is figured as follows: $3 + 10 = 13 \times 2 / 10 = 2.6$, rounded to the nearest whole number of 3. Each winning player will collect 3 points from one of the losing players.
4. For a "Prever" win, this sum is multiplied by 3, divided by 10, and rounded to the nearest whole number (e.g. if the count is 56, the score is figured as follows: $3+10=13 \times 3 / 10 = 3.9$ rounded to the nearest whole number of 4. The Prever winner would collect 4 from each of the other three players.
5. For a "Prever" loss (for the first draw) the "Prever" player pays 4 to each of the three other players if the count is 56 as in the above example. For a "Prever" loss (for the second draw – loss x 2) the "Prever" player pays 8 to each of the

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- three other players if the count is 56. For a “Prever” loss (for going back to the original draw – loss x 3) the “Prever” player pays 12 to each of the three other players if the count is 56.
6. For a “Zesta” win, this sum is multiplied by 4, divided by 10, rounded to the nearest whole number (e.g. if the bidder(s) count is 56, the score is figured as follows: $3 + 10 = 13 \times 4 / 10 = 5.2$, rounded to the nearest whole number of 5). If the bidder played alone, he will collect 5 from each of the three players. If the bidder had a partner, each will collect 5 from one of the losers. For “Zesta” loss, the score is figured as the win.
 7. For a “Prever Duo” win, this sum is multiplied by 5, divided by 10 and rounded to the nearest whole number as above (e.g. if the bidder(s) count is 56, the score is figured as follows: $3 + 10 = (13 \times 5) / 10 = 6.5$, rounded to the nearest whole number of 7). The “Prever Duo” winner will collect 7 from each of the other 3 players.
 8. For a “Prever Duo” loss (for the first draw) the “Prever Duo” player pays 7 to each of the three other players if the count is 56 as in the above example. For a “Prever Duo” loss (for the second draw = loss x 2) the “Prever Duo” player pays 14 to each of the three other players if the count is 56. For a “Prever Duo” loss (for the third draw = loss x 3) the “Prever Duo” player pays 21 to each of the other three players if the count is 56. For a “Prever Duo” loss (for going back to the original draw = loss x 4) the “Prever Duo” player pays 28 to each of the three other players if the count is 56.
 9. When a lone player or partners win everything, leaving the opposition without a trick to their credit, this is called winning a “Valat.” The score is not computed. It is simply 16 points for each of the two “Povinnost” winners, 24 for the “Prever” winner from each of the other players, 30 for each of the “Zesta” winner(s) and 36 for the “Prever Duo” winner. A declared “Valat” before the first card is played is double the points if won, and double the penalty if lost.

Penalties and Bonuses

Losing (Holding) the Pagat: Five-point penalty for losing the Pagat on the last trick. Ten points if the player announced during bidding that the Pagat would be used to catch the last trick. Bonus for keeping the Pagat on the last trick is the same, if earned.

Failure to Discard the Correct Number of Cards: The hand is completed and points determined, with any extra cards in the player’s hand going to the opposition. If the violating player is on the winning team, he will pay his partner the winnings owed as determined by the count, and not receive any winnings himself. If the violating player is on the losing team, he will pay his losses and his partners losses as determined by the count. His partner pays nothing.

Failure to Follow Suit: The hand is completed and points determined. The violator is then liable for all of the points to the other three players. If the violating

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player is on the winning team, he will pay his partner the winnings owed as determined by the count, and not receive any winnings himself. If the violating player is on the losing team, he will pay his losses and his partners losses as determined by the count. His partner pays nothing. At no time may violator collect any points as calculated for the outcome of the hand.

“Zesta” Bidder Fails to Make a Trick: Pay each of the other three players 20 points.

Misdeal: Pay 2 points to each of the other three players.

The Judges’ Decisions Are Final!!