



Official Rules
For
Bid Whist Tournaments

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1. Introduction

This guide is the official document that governs the rules used by officials in administering Card Sharks, Inc. Bid Whist tournaments nationwide. These rules will be implemented to maintain the integrity of the game, avoid confusion and promote fairness.

OVERVIEW

- **Cheating** - If you feel you have to cheat by passing signals, excessive talking, body language, stacking the deck, or any other form of cheating to win, *WE DON'T WANT YOU HERE!* We feel that people who cheat to win tournaments are no better than a common thief trying to steal a wallet or pocketbook on the street. A cheater is trying to unfairly steal money from all of the players who contributed their entry fees. Reports of cheating will be reviewed by the tournament officials. Any player caught cheating may/will forfeit their entry fee, be removed from the tournament and prohibited from participating in future events. We reserve the right to refuse registration from an individual due to a high volume of complaints.
- **Starting Play on time** – We must make every effort to ensure that we conform to the following schedule and start on time. We encourage players to ask questions during the registration period.

Friday Night Special

Registration, Check In & Review Rules: 7:00pm -7:45pm

Tournament Seating: 7:45pm-8:00pm

Tournament Starts: 8:00pm (\$10 per player late fee after 8:00pm.)

No team admitted into tournament after 8:15pm

Saturday Early Bird

Registration, Check In & Review Rules: 9:00am -9:45am

Tournament Seating: 9:45am-10:00am

Tournament Starts: 10:00am (\$10 per player late fee after 10:00am.)

No team admitted into tournament after 10:15am

Saturday Main Event

Registration, Check In & Review Rules: 1:00pm -1:45pm

Tournament Seating: 1:45pm- 2:00pm

Tournament Starts: 2:00pm (\$10 per player late fee after 2:00pm.)

No team admitted into tournament after 2:15pm

Saturday Night Fever

Registration, Check In & Review Rules: 6:00pm -6:45pm
Tournament Seating: 6:45pm-7:00pm
Tournament Starts: 7:00pm (\$10 per player late fee after 7:00pm.)
No team admitted into tournament after 7:15pm

- Registration – Each player shall pay the posted entry fee per tournament. Both players must pay the entry fee and be present before a team number is entered in the draw for seating. Players should review rules and ask questions during registration. Players will be assessed a \$10 late fee after the tournament start. No team will be admitted into the tournament 15 minutes after start time. Players prepaying the full amount in advance for all tournaments will be entered into a drawing for a refund (when available).
- **Preliminary Rounds**- During registration, each team is assigned a team number, which will be their team number for the duration of the tournament. Team numbers will be randomly drawn 2 at a time if both players are paid. Those two teams will be matched to play against each other in the 1st round of the tournament. Each team will play 3 rounds. Each round consist of 4 hands. When each round is over, one member from each team must sign the score sheet. By signing, you are verifying the accuracy of the score sheet. The score sheet should then be turned in to the official at the end of each round. One team will stay at the table and the rotating team will move forward one table. The rotating team will be determined by random draw at the beginning of the tournament. It is proper etiquette that a member of the team that moves turns in the score sheet.

Determination of which team moves will be announced before game starts and the direction they will move (E/W or N/S). The rotation may change if there is an odd team. In this situation, a team will be randomly picked to play the remaining game by the tournament officials. Points are of no value for the team picked to play the odd team.

- **Playoff Determination** - The tournament official determines the top 16 teams to advance to the next round (The Sweet 16). The 16 teams are determined by the teams with the most rounds won using a bracket format .If there is more than one team in 16th place, the team with the most total points earned during the 3 rounds will break the ties. (Remember, total points earned only comes into effect, if there are ties in the number of rounds won). If the points are equal there will be a single game elimination to determine the 16th team. *Note: If the number of teams participating is from 64 to 127, then our playoffs will consist of the top 32 teams. If the number of teams participating is 128 or more, then our playoffs will consist of the top 64 teams.*
- **Playoff Pairings** - The Sweet 16 teams are paired off in a bracket in the following manner. 1st vs. 16th, 2nd vs. 15th, 3rd vs. 14th, 4th vs. 13th, 5th vs. 12th, 6th vs. 11th, 7th vs. 10th, 8th vs. 9th. The official has the right to change these pairings in the case of an error in seating after play begins. The official also has the right to eliminate a team if they are not present to play their round.

Teams will play a 1 round game (4 hands) to determine the Elite 8 teams. The winners of the Elite 8 round are paired off via the bracket, in a 1 round game to become The Final Four. The Final Four are paired off via the bracket. Then the winners of the Final Four pairings play for 1st & 2nd Place, and the losers of the Final Four pairings play for 3rd & 4th Place.

- **General Rules for Frequently Asked Questions**
 - The Guarantee Joker is the little joker.
 - No Sporting the kitty.
 - You cannot count your partners kitty.
 - Minimum bid is 4.
 - If you bid a 7 NO, you can state your direction and pick up the kitty without waiting for other players to pass.
 - Pay Attention – No bid whist talking after play begins. You cannot ask what the trump card is, what card led, or who played what, after the 1st card has been played to the board. (You may look at the scoresheet to review the bid).
 - You may ask the bidder to repeat a bid before play begins.
 - Bid blinds, when available, will be used for the Sweet 16, and Final Rounds. The blind will go up after all cards are dealt and before any bids are placed.

2. The Deal

When the round begins, the person that draws the first diamond becomes the first dealer. Cards are shuffled (face down only). Player to the right of (behind) the dealer cuts the cards at least once and no more than twice. Dealer deals cards to the left one at a time in a clockwise order. Each player is to receive 12 cards for a total of 48 cards, and 6 cards are put in a kitty. The kitty may not consist of the first four or the last four cards dealt. Do not put more than one card in the kitty at a time. (No consecutive cards in the kitty). Do not pick up your cards until it is your turn to bid.

3. Bidding

The bidding goes around the table only once starting with the player to the left of the dealer. The bid may range from 4 – 7 points. When you bid, designate your bid clearly. You cannot change your bid. State your bid and place your cards back on the table until the first card is played. Be sure to count your cards before playing the hand. Standard bids should be used as follows:

- **Four, Five, Six, Seven** - Means you intend to name a trump, and that high cards will win.
- **Four Special, Five Special, Six Special, Seven Special** - Means that you intend to name a trump, and low cards will win.
- **Four No, Five No, Six No, Seven No** - Means that there will be no trump named, and that if you win the bid you will determine if high or low cards will have preference.

- **Pass**

Note: The following bids are examples of bids that should not be used:

- “Four High”
- “Five Low”
- Knocking on the table, “You Can Have It”, “Bye me”, “I pass”
- “Five No Trump”

Bids with trumps: When you attempt a bid with trumps, you indicate the direction you are bidding. You do not name which suit you intend to name as trumps, until you win the bid. Bidding is progressive. This means that a ‘Special’ bid does not take out “High” bid. Only a No bid can take out a trump bid of the same number of books.

Rank of Trumps: The priority of the trump suit is as follows.

- **High Bids with Trumps** - Big Joker, Little Joker (Guarantee), A,K,Q,J,10,9,8,7,6,5,4,3,2
- **“Special” Bids with Trumps** - Big Joker, Little Joker (Guarantee), A,2,3,4,5,6,7,8,9,10,J,Q,K for a low bid.

Bids without trumps: A No bid takes out a trump bid of the same number. (Example: if I bid a 4, a 4 special bid does not supersede me, but a 4 No or any number above 4 with or without trumps does supersede me.) When bidding a No bid, you do not indicate which direction (uptown or downtown), until you win the bid. In a no bid the jokers are nil, (of no value, cannot win a book.) and must be played the first time that you do not have any cards of the suit led. Failure to do so results in a renege. In the event the joker is the only remaining card in your hand, the suit of the player to the left determines the play.

The Kitty: 6 card kitty. Once every player has bid, the winner may pick up and discard the kitty. The discarded kitty should remain with the bidder. Do not sport the kitty. All books collected during hand play should be placed on the same side of the table.

Rank of Bids: The priority of winning the bidding process is as follows. (Starting with the lowest bid possible, to the highest bid possible.)

- **4 or 4 Special**
- **4 No**
- **5 or 5 Special**
- **5 No**
- **6 or 6 Special**
- **6 No**
- **7 or 7 Special**
- **7 No**

4. Play of Hand

Once the bid is won and the player has discarded 6 cards for their kitty, the bidder should ensure the bid was recorded properly by the scorekeeper. Play begins with the player winning the bid leading out with the first card. If bid blinds are in effect, the blind goes down.

With Trumps Hand: A trump always wins the book. If there is more than one trump played, then the highest or lowest ranking trump based on the type of bid taken will win the book. If no trumps are played, then the highest or lowest ranking card to the suit led wins the book. Players must follow suit, if they have it in their hand. If a suit is led and the player does not have that suit in their hand then that player has the option to play a trump or play a different suit.

No Trump Hand: In a No Trump hand, the highest or lowest ranking card to the suit led wins the book. If the bidding team makes the No Trump bid double points are earned, if the bidding team does not make the No trump bid, the opposing team earns double-points.

Scoring by Hands. At the end of the hand (all cards are played), the bidding team must count their books and have to make at least as many points as their bid or they will be set (lose the hand). If the bid is set, the opposing team will be awarded the points of their bid. The opposing team cannot make odds on a bid. If the bid is made, the bidding team wins the points that they actually made, which may exceed the amount they bid.

5. Scoring by Rounds

At the end of the 4th hand, the total scores earned for the 4 hands are added and the winner of that round is determined by the highest score. (Example: If on the first hand your team just makes their 4 No bid, your team earns 8 points. Please note that the game is not over because you still have 3 hands remaining in the round.) The winner of the round is not determined until all 4 hands are played except in Sweet 16 and Final Rounds.

TieBreaker: If each team has earned the same number of points, a tiebreaker hand will be played to determine the winner of that round. Note: Points earned in the tiebreaker hand will not count toward the team's total score. The tiebreaker hand is only used to determine the winner of that particular round.

6. Renege (Loss of Bid)

A team cannot call a renege on themselves, only the opposing team can call a renege. Once the book is turned, it cannot be viewed, unless a renege is called. A book is considered turned when a book has been turned over, removed from playing area, and placed face down. A player should not attempt to turn a book until each player has played a card.

A renege or error can be caused by the following:

- If a player fails to follow suit when they have a card of that suit in their hand.
- A player plays a trump on a led suit that the player has in their hand.
- A player bids out of turn
- A player plays out of turn
- Pay attention and play the right card the first time, you cannot put back a card in your hand, once it is exposed.
- A player talks bid whist across the board or to anyone else during bidding and play.
- Note: If a player makes an improper bid, they must bid the next higher number. Example: if a player bids a 4 Special after a 4 bid, that player must bid the 5 Special. A player cannot change their bid (direction, between trump or no trump.)
- In a No hand, a player fails to play a joker the first time a suit is led which they do not have in their hand.
- Exposed cards during play or while setting the kitty

Players must pay Attention! Players cannot ask what trump is, what led, or who played what, after the 1st card has been played to the board. (A player may ask to look at the scoresheet to view the bid).

The tournament director is the final authority on all rulings & disputes. In some cases these rules may seem harsh to the casual player, but remember, you're in a tournament now!