

LLAA

Card Tournament Games and Rules

LOUISIANA LADIES AUXILIARY ASSOCIATION

OFFICIAL CARD TOURNAMENT RULES

1. ENTRY FEE shall be \$15.00 per person. NO REFUNDS. NO LATE ENTRIES WILL BE ACCEPTED. Participants must sign in at least 30 minutes before games begin.
2. No substitution can be made once games have started.
3. Each session will consist of a 30 minute playing time. Hands not completed will be allowed to complete.
4. All games will be TRIPLE ELIMINATION, except Pedro, which will use an official double elimination bracket.
5. Everyone, except Pedro, will receive game tags to show games lost.
6. No one is allowed around game area except those participating in that game. No talking to someone that is playing.
7. Only ENGLISH will be allowed during tournament play by ALL in attendance. If this rule is not followed, you will automatically be disqualified and asked to leave the premises.
8. There will be no foul language used. If the Judge hears anyone, using foul language they will have to forfeit any games won and will be asked to leave the premises.
9. If there is any discrepancy, stop play and call the SPORTS CHAIRPERSON for a ruling, but be sure to leave everything as is for the ruling.
10. Participants will move from tables at the end of third round, except for Pedro.
11. Awards for individual winners will be presented following the conclusion of the tournament.
12. Only two decks of cards will be placed on each table to be alternated each turn during play. A table must not use more than 2 decks.
13. There will be NO cutthroat playing of any kind.
14. All chips given for winning an individual game during a round of games are to be turned in at the end of the round. All games except Boure' and Pedro will begin with 50 chips to be given to the winners of each individual game during a round; Boure' will begin with 100 chips. At the end of the round, the caller or majority of the persons at the table will count the chips and make sure all chips are accounted for before the next round can begin.
15. The seating arrangements are listed on the next page and depend on the number of entries in each category, except Pedro, to be divided as equally as possible:

CARD TOURNAMENT RULES (PAGE 2)

PO-KE-NO

There will be 12 people at a table. Out of the 12 people playing, there will be 3 winners and 9 losers. Out of 9 people playing, there will be 2 winners and 7 losers. Less than 6 there will be 1 winner.

PITTY-PAT

There will be 5 people at a table. Out of the 5 people playing there will be 2 winners and 3 losers. Out of 3 or less there will be 1 winner.

RUMMY

There will be 4 people at a table. Out of the 4 people playing, there will be 2 winners and 2 losers. Out of 3 or less there will be 1 winner.

BOURE'

There will be 5 people at a table. Out of the 5 people playing, there will be 2 winners and 3 losers. Out of 3 or less there will be 1 winner.

PEDRO

There will be 4 people at a table (2 teams). An official double elimination bracket will be used.

BOURE'

This game combining features of Ecart' and Poker, is most popular with Creoles of the Louisiana Region and French-Canadians of that and other regions [according to Bennett W. Richards, on whose description the following rules are based].

NUMBER OF PLAYERS: Two (2) to seven (7), each plays for herself.

THE PACK: 52 cards, ranking A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 in each suit.

THE ANTE: For each deal there is a pot to which each player antes. The amount of the ante to be contributed by each player (the same for all, including the dealer) will be one (1) chip.

THE DEAL: Players draw or cut for first deal; after that, the turn to deal passes to the left. Only the dealer shuffles and the player at her right cuts. Five cards are dealt to each player, one at a time, face down, in rotation to the left. The dealer turns up the last card dealt to herself, which fixes the trump suit, and announces the suit.

MISDEAL: It is considered a misdeal any time the cards are misdealt (example: someone receives 4 cards instead of 5). The deal goes to the next player. You do not have to ante again.

THE DRAW: After looking at her cards, in rotation, each player may discard her hand and forfeit her ante, or may stay in, put up one (1) more chip and have a chance to win the pot, but also to be subject to additional losses. Each active player in turn to the dealer's left may then discard her hand, as in Draw Poker. A player may stand pat. A limit may be placed on the number of cards drawn, depending on the number of players who stay in. (Usually three or four cards.) If there are 4 or more players at the table, there must be a minimum of 3 who play each hand; if less than 4 players, a minimum of 2 must play.

THE PLAY: When the draw is completed, the player at the dealer's left leads and the cards are played out in tricks (one card from each player in turn). The leader must lead her highest trump if she has the ace, king and queen. To each trick a player in turn must follow suit if able, "play over" (play a higher card than any previously played) or play a trump if unable to follow suit; but a player unable to follow suit or play a trump card may play any card. A trick is won by the highest card of the suit led unless a trump is played, in which case the highest trump wins. The winner of a trick leads to the next trick and may lay any card in her hand except if she holds the ace, king, and queen of trumps, she must lead her highest trump.

BOURE' (PAGE 2)

RENEGE: It is considered a renege if a player does not follow suit or does not “play over” the highest card played. If caught at the time, the player must rectify the play and continue the hand, but has to match the pot, not to exceed 10 chips, at the end of hand. The player may not win the hand. It will be handled under the subtitle “THE SCORING”.

OBJECT OF THE PLAY: To win the most tricks or to win at least one trick.

THE SCORING: The player who wins the most tricks wins the pot. If two players win two tricks each or if five players win one trick each, the chips remain in the pot for the next deal. A player who stays in but fails to win a trick must match the current pot, which however is added to the next pot and not to the winnings of the winner of the current pot. A player who reneges cannot win any part of the pot. If the player who reneges has tied another player with two tricks the pot goes to the other player or if the other players have one trick each, the pot remains for the next deal.

ADDITIONAL RULES:

1. Each player will be given one hundred (100) chips to start each session. If player loses all of her chips before session ends, it is considered a loss.
2. When a player Boure's, the player matches the pot not to exceed 10 chips.
3. If a player Boure's and has enough chips to cover the Boure' and one (1) chip to cover the draw, she may stay in. However, if the player cannot cover either the Boure' or the one (1) chip for the draw, she puts the chips she has left in the pot and it is considered a loss for the session.
4. At the end of each session, the player to the left will count the chips. **NO ONE IS TO COUNT HER OWN CHIPS.**
5. It will be the judge's responsibility to make sure that the number of chips on the table equals that which the game was started with and that each player starts the next session with one hundred (100) chips.

ONLY ACTUAL GAME PARTICIPANTS WILL BE ALLOWED IN GAME AREA. THERE WILL BE NO STANDING IN AREA OF GAMES OR HELPING FROM THE SIDELINES BY NON-PARTICIPANTS.

PEDRO

THERE WILL BE NO CUT THROAT PLAYING OF ANY KIND

NUMBER OF PLAYERS: Four (4): Two partners against two partners, who face each other across the table.

THE PACK: 52 cards.

RANK OF CARDS: In trumps, A (high), K, Q, J, 10, 9, 8, 7, 6, 5 (right Pedro), 5 of same color as trumps (left Pedro), 4, 3, 2 in each other suit. A (high), K, Q, J, 10, 9, 8, 7, 6, 5 (except in suit of same color as trumps), 4, 3, 2.

THE SHUFFLE AND CUT: All cards are placed face down on the table, each player picks a card and the highest card is first dealer. The player to the dealer's right has the option to cut cards, leaving at least four (4) cards in each packet. The deal passes after each hand to the left.

THE DEAL: Three at a time, in rotation beginning left to right, until each player has nine cards in hand.

THE BIDDING: Minimum bid is seven (7). The person on the left of dealer bids first and each player has one turn to bid or pass. Each bid must overcall the last preceding bid. The highest possible bid is fourteen (14), all the points in play. Make bids known to all players at table before discarding. No bidders 60 out.

DRAWING AND DISCARDING: The highest bidder names the trump. Then each player, but the dealer must discard all cards but trump (though there is no prescribed penalty for failure to do so). Dealer then gives to each player in rotation enough cards to fill her hand out to six (6) cards. Dealer then discards and robs the pack (looks through the undealt cards). If a player is forced to discard a trump, (through having seven (7) or more trumps in her hand), the trump card or cards discarded must be shown to the other players on the first layout after which it is out of play.

THE PLAY: The highest bidder leads first, she may lead with any card and each hand must follow suit. If unable to do so, any card may be played EXCEPT when a trump is led. If a trump is led and a player is unable to follow suit, her hand is discarded for that hand.

PEDRO (PAGE 2)

SCORING: If the bidding team makes the amount they bid or more, it is added to their score. If they do not make the amount they bid, that bid number is deducted from their score. The opponents score all points the opponent made in that hand.

IRREGULARITIES

NEW DEAL BY SAME DEALER: If a card is found faced up in the pack or on demand of an adversary, if a card is faced up in dealing or if the shuffle or cut was improper, providing attention is called to it before the deal is completed.

MISDEAL: (Loses the deal, which passes to the left.) If dealer gives too many or too few cards to any player in any round and the fact is discovered before the first bid is made. No participant in a Pedro game will be able to call a misdeal unless the sports chairman, or monitor of the game, and the participants of the table agree. Before a misdeal is called, the rules will be reviewed to see if it states a misdeal must or can be called. Play will stop until the Sports Chairman or game monitor is called to the room. A decision will be made after the Sports Chairman or Monitor hears all sides of the action from everyone who is play at that table.

INCORRECT HAND: A player with too few cards must play on; a player with too many cards must offer her hand, face down and an opponent draws the excess out, which will be shuffled into the stock.

BID OUT OF TURN: Person bidding out of turn loses the opportunity to bid in that round.

ONLY ACTUAL GAME PARTICIPANTS WILL BE ALLOWED IN GAME AREA. THERE WILL BE NO STANDING IN AREA OF GAMES OR HELPING FROM THE SIDELINES BY NON-PARTICIPANTS.

WHEN YOUR TEAM IS NOT IN PLAY, YOU MUST LEAVE THE ROOM OR AREA OF PLAY.

PITTY-PAT

THERE WILL BE NO CUT THROAT PLAYING OF ANY KIND

1. Each player is given 5 cards, dealt one at a time, face down, to each player in rotation to the left, until each player has five (5) cards
2. First card turned over goes to the dealer's left. If not used by another player at table, a second card will be placed to the first person on the dealer's left.
3. If you are dealt three (3) of a kind, two (2) of the three (3) are used as a pair. The third card is used as an individual card and can be played anytime. You must lay down your dead cards but you do not have to lay down a pat hand.
4. Pairs **cannot** be broken.
5. Pat hand wins and gets double chips.
6. If in dealing, the dealer flips a card up going to a person, it is automatically the first card to be played. If a second card is flipped up, it is ducked in the deck.
7. If you miss your turn, you lose it.
8. To break a tie the tied players will play an extra game and a judge will deal the hand.
9. In finals a judge must deal the hands.

ONLY ACTUAL GAME PARTICIPANTS WILL BE ALLOWED IN GAME AREA. THERE WILL BE NO STANDING IN ANY AREA OF GAMES OR HELPING FROM THE SIDELINES BY NON-PARTICIPANTS.

<p style="text-align: center;">PO-KE-NO (PO-KENO)</p>
--

A new game that is a logical combination of the two games known as poker and keno (or Lotto), with features that make it more interesting and exciting than either game alone.

Each player, except the dealer, is given a board and some counters.

THE PACK: 52 cards.

OBJECT OF GAME: The dealer shuffles the cards and turns over the top one, calling it out. For example, “Queen of Spades”. Each player who has the Queen of Spades on her board covers it with a counter. The dealer continues turning over cards in succession and the players continue covering their boards until someone wins by having a complete row of five covered, either HORIZONTALLY, VERTICALLY OR DIAGONALLY, when she calls “out”.

SCORING: **Winner receives one (1) chip.** If you win with **Po-Ke-No [four (4) corners and the center], winner receives two (2) chips.** If more than one person wins, the best winning poker hand wins, except if Po-Ke-No is one of the winners, then the win automatically goes to the one with Po-Ke-No. ONLY ONE (1) WINNER PER ROUND – NO EXTRA CHIPS FOR FIRST CENTER – AFTER EACH SESSION THE PLAYING CARDS WILL BE COLLECTED.

RANK OF HANDS:

1. STRAIGHT FLUSH – five (5) cards of the same suit in sequence. If Ace is high, it is called a Royal Flush.
2. FOUR OF A KIND – four (4) cards of the same denomination, as four (4) Aces.
3. FULL HOUSE – three (3) cards of one denomination and two (2) of another.
4. FLUSH – any five (5) cards of the same suit.
5. STRAIGHT – any five (5) cards in sequence, as Ace, 2, 3, 4, 5 of different suits.
6. THREE OF A KIND – three (3) cards of the same denomination.
7. TWO PAIRS – two (2) cards of one denomination and two (2) of another.
8. ONE PAIR – two (2) cards of the same denomination.

NOTE: The boards are ingeniously arranged so that each line vertically and horizontally represents every different poker hand, ranging from the “Straight Flush” to “A Pair”. Although the values are balanced, no two boards are alike.

ONLY ACTUAL GAME PARTICIPANTS WILL BE ALLOWED IN GAME AREA. THERE WILL BE NO STANDING IN AREA OF GAMES OR HELPING FROM THE SIDELINE BY NON-PARTICIPANTS.

RUMMY

NUMBER OF PLAYERS: Two (2) to six (6). Each plays for herself.

THE PACK: 52 cards.

RANK OF CARDS: Ace (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace (low).

VALUE OF CARDS: Ace count as 15; face card and 10 count as 10; 2 thru 9 count as 5.

SHUFFLES AND CUT: Draw or cut for deal; low deals. Each player may shuffle, the dealer last; it is customary for the dealer only to shuffle. The player at the dealer's right cuts the cards.

THE DEAL: Dealer gives one card at a time, face down, to each player in rotation to the left, until each player has ten (10) cards when two (2) plays; seven (7) cards when three (3) or four (4) plays; six (6) cards when five (5) or six (6) plays. The remaining cards are placed face down in the center of the table, forming the stock. The top card of the stock is turned face up and placed beside the stock to form the discard pile. When two (2) play, the winner of each hand deals the next. When more than two (2) play, the turn passes from player to the left.

OBJECT OF PLAY: To form in one's hand matched sets consisting of: groups of three (3) or four (4) of a kind, as 9 of spades, hearts & diamonds; or sequence of three (3) or more of same suit, as Jack of hearts, 10 of hearts & 9 of hearts.

THE PLAY: Each player in turn, beginning with eldest hand, must draw one card – either the top card of the stock or the top card of the discard pile – and add it to her hand; she may then meld or lay down on the table, face up, any matched set. She must then discard one card, face up, on top of the discard pile. If she drew the top card of the discard pile, she may not discard it in the same turn. Other than the exceptions listed in PREMATURE DISCARD, a discard ends the player's turn and no meld or lay downs can occur after the discard. A player may pick up any card in the pile, provided the player also takes all cards that may be on top of it. The player must also be able to meld some cards, using the card drawn from the discard pile. EACH PLAYER WILL HAVE 30 SECONDS EACH TO DRAW AND PLAY HER HAND.

LAYING OFF: A player in turn may add one or more matching cards from her hand to any matched set already shown on the table even if she has no other cards showing; thus, if threes are showing, she may add the fourth three; if hearts 10, 9, 8 are showing, she may add J, Q, K of hearts.

RUMMY (PAGE 2)

GOING OUT: When in this fashion a player gets rid of all her cards, she wins the game. If all her remaining cards are matched, she may lay them down but **has to have one remaining in her hand, she may not float** and then she discards that card only provided it is not a card that will play. If the last card of the stock has been drawn and no player has gone out, the next player turns the discard pile over to form a new stock (without shuffling it) and draw the top card, after which play proceeds.

SCORING: When any player gets rid of all her cards, play immediately ends. Each player's score is then figured as follows: each is credited with the point value of all cards she has shown on the table; from this figure is subtracted the point value of all cards remaining in her hand. The difference is added to or subtracted from her hand, as the case may be. Highest score after 30 minute round.

PLAYING OUT OF TURN: If a player is not stopped before she has completed her turn by discarding, it stands as a play in turn and intervening players lose their turns. If the player out of turn has taken the top card of the stock, it is too late for rectification after she has added that card to her hand. If corrections are required in time, the offender restores the card drawn and retracts any meld she may have made and the play reverts to the player in turn.

ILLEGAL DRAW: If by playing out of turn or by drawing more than one card from the top of the stock, a player sees a card to which she is not entitled, that card is placed face upon top of the stock. The next player in turn may either take the card or may have it put in the center of the stock, face down and proceed to play as if no irregularity had occurred. If more than one card is exposed at the top of the stock, the option of each player in turn is only to take the top such card remaining there, or the top face-down card of the stock, or the previous discard.

INCORRECT HAND: A player with too many cards discards without drawing; one player with too few cards draws without discarding, one card in each turn until her hand is restored to the correct number. (This applies to a player who draws too many cards and adds them to her hand before correction is required.) A player may not meld in any turn in which her hand is incorrect. If, after a player goes out, another player has too many cards she simply pays the value of all cards in her hand; if she has too few cards, she is charged 10 points for each missing card. If a player who goes out is found to have too few cards, she retracts her meld and continues.

PREMATURE DISCARD: If a player discards without drawing, she may then draw from the stock to restore her hand to the proper number of cards; except that if the next player in turn has drawn, the section of incorrect hand applies. A player who discards more than one card may retract one, unless the next player has drawn it or the next player has already ended her turn.

RUMMY (PAGE 3)

REDEAL: There must be a redeal if more than one card is exposed in dealing or if more than one card is found face up in the pack. A player who is dealt an incorrect number of cards may demand a redeal at any time it is discovered that the pack is incorrect, but the results of previous deals are not affected.

EXPOSED CARDS: When each plays for herself, there is no penalty for exposure by a player of her own cards.

CARDS LAID DOWN ILLEGALLY: If a player lays down cards which are not in fact a matched set, they must be restored to her hand if discovered at any time before the cards have been mixed together; any card laid off on such a set remains on the table, but no card may be added to it unless there are more cards, which themselves form a matched set, have been laid off on it. If a player announces that she is out when she is not able to get rid of all her cards, she must lay down and lay off all she can. In either case play proceeds as if no irregularity had occurred.

SCORING ERRORS: An error in counting a hand may not be corrected after that hand has been mixed with others cards. An error in recording an agreed score may be corrected at any time.

ONLY ACTUAL GAME PARTICIPANTS WILL BE ALLOWED IN GAME AREA. THERE WILL BE NO STANDING IN AREA OF GAMES OR HELPING FROM THE SIDELINE BY NON-PARTICIPANTS.

