

OFFICIAL RULES FFT

Attitude to adopt

Code of Arbitration

THE DEAL : The Dealer is the player having draw the lovest card. The lowest card is the ace of clubs, the highest is the 21 of trumps : - in the case of cards of equal value, suit decides :

1) Spades

2) hearts

3) diamonds

4) clubs

For example (10 of heards, and 10 of clubs) it is the 10 of clubs which deals.

- the player who draws the Excuse must redraw. The cards must obligatorily be shuffled by the player opposite the dealer before each new game.

The cut is made by player to the left of the dealer. The cards can only be picked up when the deal has ended. All the Defences tricks must be collected by the player placed opposite the taker.

Any card turned over during the deal must be redealt.

BIDS : Each player can bid only once each game on his turn, in a loud and clear voice. PASS

a player considers that he cannot bid

HOLD or MINOR

25 + Points

TAKE or PUSH

50 + Points X2

KEEP (without the dog)

100 + Points X4

(the dog is not turned up and is acquired by the taker)

DOUBLE KEEP

150 + Points X6

(the dog is not turned over and is awarded to the defense)

A hand of :

10 Trumps = 20 Pts

13 Trumps = 30 Pts

15 Trumps = 40 Pts

The points of a hand of at least 10 Trumps are always identical, whatever the contract.

The 1 of Trumps held to the end is multiplied according to the contract.

HOLD = 10

PUSH = 20

Straight KEEP = 40

Double KEEP = 60

The referee cannot be called in cases of faults contested after the event.

CONTRACT : ALL STRAIGHT or DOUBLE KEEP'S must be shown to the referee on demand ; if not the contract in question will be declared void.

TIME OF GAME : The time allowed for a 3 deal game is 35 minutes, and 45 minutes for a 4 deal game. At the end of this time, the referee will collect all scorecards from

late games.

PLAYER IN NORTH POSITION : He is responsible for the score, under the supervision of three other players, SOUTH, EAST and WEST. He must complete the scorecards indicating the n° of the table, the names and numbers of each of the four players, and calculate the scores.

At the conclusion of each play, he must take the scorecard to the control table.

In the case of an anomaly, all four players can be penalised.

In open deal competitions, it is recommended to call a referee for all contracts higher than a Simple Keep or a Push, in order to avoid all abusive and ridiculous overbids.

THE DOG : It is dealt one card each turn. It is forbidden to deal the dog the first and last cards. Once the bids have ended, the dealer offers the dog, face down, to the taker, who at this moment turns them up.

THE DISCARD : Once the discard is complete, the taker declares play and the discard can thereafter be neither altered or consulted. A miscard consists of not respecting the rules of the discard. If the taker, after having declared play, notices a miscard (for example : 5 or 7 cards) the game continues normally, and is simply called void if the taker wins and is counted if he should lose. It is not allowed to place a king or trump in the discard – except for the following cases : Th
e hand is composed only of trumps

The hand is composed of only kings and trumps.

In these cases, the taker declares the n° of trumps and kings that he discards.

THE OPENING : The first card played is made by the player to the right of the dealer, except in the case of a declared slam, when it is the taker who opens.

THE EXCUSE : Must not be held to the end, otherwise it goes to the other side. Exception : to win a slam, declared or not, the taker, holding the Excuse must win all the tricks and play the Excuse as last card. As a result, in this particular case, the 1 of trumps will be acknowledged the last, if it is placed in the penultimate trick.

THE SLAM : The slam is required in addition to the contract. Points are counted in terms of the demanded contract, and a supplementary bonus (or deduction) sanctions the success or failure of this slam.

THE BONUS :SLAM

DECLARED AND ACHIEVED

Additional bonus of 400 Pts

SLAM UNDECLARED AND ACHIEVED

Additional bonus of 200 Pts

SLAM DECLARED AND NOT ACHIEVED

200 Pts deducted from total

SLAM ACHIEVED BY THE DEFENCE

Additional award of 200 Pts

EXPOSED CARD : A card is termed “exposed “ if it is revealed to the other players at an unspecified moment :

- a card falls from a hand-

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several cards played at the same time by the same player

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a card of following suit : a renounced card

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a card played out of turn, and not covered.

The exposed card is returned to the hand of the player at fault, who can play when he chooses.

PLAYED CARD : A card is termed “played” when it is removed from the hand of a player. It can only then be changed in the case of the intervention of the referee, and then only if it is an error.

CAN PLAYED OUT OF TURN : A card is referred to as being “out of turn” when it is played at the wrong time.

It is “covered” when a player on the other side to the player at fault follows suit. There is then no fault and the game continues normally.

If the card is not covered, it becomes an exposed card.

THE RENOUNCE : To not follow suit though one holds the cards which allow it, is to not

respect the rules of the game.

A renounce is completed as soon as the

player following the “renouncer” follows suit with the card before.

If the renouncer is the player playing last, the renounce is complete as soon as the first card of the next trick is played.

If the renounce is not completed, it is immediately rectified and the card normally played becomes an exposed card.

Violation of the code of ethics : Each player must always maintain a courteous attitude towards his partners and opponents. He must refrain from all remarks and actions which could upset or disturb another player, or spoil the pleasure of the game. Moderation of the tone and remarks ensures the smooth running of the competition. Violations which come under unethical behaviour are serious offences which the referee should penalise with a severity relative to the player’s ranking.

SERIOUS OFFENCES : - Impropriety towards opponents and partners - Unnecessary stoppages and hesitations (during bids and play)

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Manners and signs of approval and disapproval

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Impolite comments

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“Kamikaze” bids which show disrespect towards the opponents.

For such faults, the referee should apply a sanction that he deems appropriate, from a simple warning to exclusion from the competition.

He can declare a deal void, adjust the score or award a penalty point, etc...

RULES FOR PLAYERS AT THE BEGINNING OF A COMPETITION : PROGRESSION OF TOURNAMENT – NUMBER OF DEALS

5 positions of 4 played deals

or

6 positions of 4 played deals

or

7 positions of 3 played deals

ERRORS IN PLAY : All variations, false or incidental, lead to the immediate calling of the referee. It is formally forbidden for players to regulate any incidents between themselves.

WARNING AND PENALTIES FOR SUBSEQUENT MISDEMEANOURS : SCORECARD ERRORS

the total scores do not equal zero

absence of table n°, and the names and n° of players

non-return of the scorecard to the control table.

An error in the scorecard can only be rectified in the presence of all four players.

THE DEAL : - an error by the dealer – if the error is noticed before the declaration of contract, the cards are redealt. - If the error is only noticed after the declaration of contract the error is disregarded and the game continues as normal.

A HAND OF TEN TRUMPS OR MORE

ERRORS IN THE PRESENTATION OF THE HAND : - Presented disorderly : counted as normal
- Presented incomplete and rectifiable : counted as normal

Presented incomplete but unrectifiable :

a)

By the taker not counted

b)

By the defendant : not counted. The deal is declared void if the taker loses.

Presented with too many trumps, by the taker : counted

Presented with too many trumps by the defender :

a)

If the taker fulfils his contract, the set of trumps is counted

b)

If the taker fails to fulfil his contract, the deal is declared void.

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Presented after having played the first card, and before it is covered : counted as normal

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Presented at any other moment by the taker :

a)

If the taker fulfils his contract, the set of trumps is not counted

b)

If the taker loses, the trumps are counted.

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Presented at any other time by the defender :

a)

If the taker fulfils his contract, the deal is counted with the trump bonus going in favour of the taker

b)

If the taker loses, the deal is declared void.

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Presented with the Excuse replacing a trump :

a)

If the side at fault scores positively, then the deal is called void.

b)

If the side at fault scores negatively, then the deal and the set of trumps are counted.

CORRECTABLE FAULTS : Correction doesn't prevent the continuation of the deal : the cards remain as before and the result is upheld without further penalty, other than a warning, to the player (s) at fault.

INCORRIGIBLE FAULTS : Rectification prevents the continuation of the deal :- the exposed card is important (except for the taker)

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a renounce is completed

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a fault in the discard

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a game with an incorrect number of cards, etc...

The cards are reset to the advantage of the side at fault :

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if the side at fault win, the deal is declared void

-

if the side at fault lose, the deal is counted.