



Official Rules
For
Bid Whist Tournaments

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1. Introduction

This guide is the official document that governs the Rules and Code of Conduct used by Cardsharks officials in controlling play during tournaments nationwide. These rules will be implemented to maintain the integrity of the game, avoid cheating, avoid confusion and promote fairness.

DEFINITIONS

RENEGE – a move made by a player that is not in conformity with bid whist play.

KITTY – 6 cards placed faced down on the table by the player dealing the cards.

BID BLIND – a divider placed on the table during the bidding process preventing teams from giving signals.

BOOK – consist of four cards, one played by each player.

PASS – means the player will not state a bid.

Four, Five, Six, Seven – Means you intend to name 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 state at that time by saying “Uptown” (meaning high card win) or “Downtown” (meaning low cards win).

Moving Team – the team that has to move to the next table after the round is over.

2. Registration

Pre-registration – Players may register online by the closing date by going to www.cardsharksinc.com. Players prepaying the full amount in advance for all tournaments will be entered into a drawing for a refund (when available).

Onsite 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 starts. No team will be allowed to register 15 minutes after starting the tournament unless allowed by the Director. Any player arriving 15 minutes after tournament starts and his team having been assigned a table will result in that team forfeiting that game.

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.

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: 7:00p.m. -7:45p.m.

Tournament Seating: 7:45p.m.-8:00p.m.

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

No team admitted into tournament after 8:15p.m.

Saturday Early Bird Registration:

Check In & Review Rules: 9:00a.m. -9:45a.m.

Tournament Seating: 9:45a.m.-10:00a.m.

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

No team admitted into tournament after 10:15a.m.

Saturday Main Event Registration:

Check In & Review Rules: 1:00p.m. -1:45p.m.

Tournament Seating: 1:45p.m.- 2:00p.m.

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

No team admitted into tournament after 2:15p.m.

Saturday Night Fever Registration

Check In & Review Rules: 6:00p.m. -6:45p.m.

Tournament Seating: 6:45p.m.-7:00p.m.

Tournament Starts: 7:00p.m. (\$10 per player late fee after 7:00p.m.)

No team admitted into tournament after 7:15pm •

3. Start of Play

Each team will play 3 rounds, except that in the Main Event, each team will play 4 rounds. Each round consists of 4 hands. When the round begins, the person that draws the first diamond becomes the first dealer. Cards are shuffled (face down only). The Player to the right of the Dealer cuts the cards at least once. The Dealer deals the cards clockwise one at a time to each Player. Each Player is to receive 12 cards for a total of 48 cards, and 6 cards are placed in a kitty which is placed in the center of the table as the cards are dealt or after all cards are dealt. 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 the bid blind has been put in place or, if no bid blinds are used, until it is your turn to bid. The bidding goes around the table only once, starting with the player to the left of the dealer. The minimum bid is 4 and the maximum bid is 7. When you bid, designate your bid clearly. You cannot change your bid. 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 a "High" bid of the same number or vice versa. Only a "No" bid can take out a trump bid of the same number.

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

Rank of No Trump (the Jokers have no value in a “No Trump” Bid)

- Uptown - Ace,K,Q,J,10,9,8,7,6,5,4,3,2
- Downtown - Ace,2,3,4,5,6,7,8,9,10,J,Q,K for a low bid.

Once all Players have stated their bid, the Player making the winning may takes the kitty (he now has 18 cards) and determines which 12 cards he/she wishes to keep. The discarded kitty shall remain face down with the Player that won the bid as well as any books won during play. Be sure to count your cards before playing hand. Books won by the Opposing team shall be kept on one side of the table (see Rule 8 below).

When each round is over, one member from each team must sign the scoresheet. By signing, you are verifying the accuracy of the scoresheet. Make sure the number of the Winning Team is shown on the scoresheet. The scoresheet should then be brought to the scoring table by a player on the Moving Team at the end of each round. One team will stay at the table and the Moving team will move to the next table. The Moving Teams will be determined by random draw announced at the beginning of the tournament. It is proper etiquette that a player on the team that moves turn in the scoresheet.

The Moving Team 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.

4. Playoff Determination

The tournament official determines the Top 32 or Top 16 after calculating the standings from the 3 rounds (4 rounds for Main Event) played. The first place team plays the last place team, the second place team plays the second to last place team, etc. (Example: 1 plays 32; 2 plays 31, 3 plays 30, etc.). Teams are positioned in a bracket format. If there is more than one team with the same number of wins, the team with the most points earned during the 3 rounds will break the tie. (Remember, total points earned only come into play, if there is a tie in the number of rounds won for any given seating. (Note: current rules only allow for a tie with the 32nd or 16th seated position.) If the points are equal there will be a single hand elimination to determine the seating.

Note: If the number of teams participating is 63 or less, then our playoffs will consist of the Top16 teams. 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. 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 Sweet 16 and/or the Elite 8 teams. The winners of the Elite 8 round are paired off via the bracket, in a 1round game to advance to the Final Four. The Final Four are paired off via the bracket. Then the winners of the Final Four pairings play for 1st and 2nd place; and the losers of the Final Four pairings play for 3rd and 4th place.

5. General Rules During Play

Rule 1- The Big Joker is the one riding bicycle. The Little Joker is the one marked Guarantee.

Rule 2 – When playing a card, it must be played as near as possible in the center of the table.

Rule 3 – The minimum bid is a 4 and the maximum bid is a 7.

Rule 4 – The allowable bids in a **trumps bid** are: four, four special, five, five special, six, six special, seven and seven special. You cannot say “**High**” or “**Low**”. The highest or lowest ranking trump, based on the type of bid taken, will always win the book. If the four cards on the table are not trump cards, 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.

Rule 5 – The allowable bids in a **No Trump bid** are: Four No, Five No, Six No and Seven No. You cannot say Four No “**Trumps**”, Five No “**Trumps**”, etc. You declare your direction (“uptown” or “downtown”) once you win the bid. If you declare your direction before winning the bid the opposing team may call a renege or continue play. If a renege is called, the non-offending team shall be awarded the points of the improper bid. In a “No Trump” hand, the highest or lowest ranking card to the suit led wins the book. Points are double in a “No Trump” bid. If the bidding team makes the “No Trump” bid they get double the points. If the bidding team fails to make the “No Trump” bid, the opposing team earns double points.

Note: Remember the jokers have no value in a “No Trump” and you must discard the joker at the first opportunity when you no longer have the suit led in your hand.

Rule 6 – If a player decides not to bid, he must say “Pass”. You cannot knock on the table to indicate you “Pass” nor can you say “You Can Have It”, “Bye Me” or “I Pass”:
If anyone violates this rule, the non-offending team may call an official and a warning will be given. Any subsequent violation will be handled by the Director or her designee which may result in a forfeiture of the game.

Rule 7 - If you bid a 7 NO, you can state your direction and pick up the kitty without waiting for other players to pass.

Rule 8 – Once all Players have stated their bid, the Player making the winning may takes the kitty (he now has 18 cards) and determines which 12 cards he/she wishes to keep. The discarded kitty shall remain face down with the Player that won the bid as well as any books won during play. Be sure to count your cards before playing hand. Books won by the Opposing team shall be kept on one side of the table.

Note: A book cannot be turned until all four players have had a chance to play a card. In the event the book is turned before all players have had a chance to play a card, any player may correct the situation by pointing out that all players have not played on the book. The offending

team shall be given a warning and the player that did not play a card on the book shall be allowed to play. A second or subsequent violation shall result in a renege, if the non-offending team chooses to call a renege. Otherwise, play continues.

Rule 9 - 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 ask for and look at the scoresheet to review the bid during play).

Rule 10 - You may ask the Player with the winning bid to repeat a bid before play begins.

Rule 11 – There is no Sporting (showing) of the kitty.

Rule 12 – You cannot count your partner's kitty.

Rule 13 - Bid blinds, when available, will be used for the Preliminary Rounds.

Rule 14 - Bid blinds shall be used for the Sweet 16, and Final Rounds. The blinds will go up after all cards are dealt and before any bids are placed.

Rule 15 - During play once a card is exposed you must play that card.

Rule 16 – During play if a card is exposed where your partner can see the card, you must play that card. You cannot put the card back in your hand. Pay attention and play the right card the first time.

Rule 17 - Once the book is turned, it cannot be viewed unless a renege is called.

Rule 18 - If a Player makes an improper bid, he/she must bid the next highest bid.

Example: if a Player bids a 4 Special after a previous 4 special bid, that Player must bid a 5 Special.

Rule 19 - If a Player names a trump in a Trump Bid before winning the bid, the Non-Offending Team may call a renege or continue play.

Rule 20 - If a player names the direction in a NO bid prior to winning the bid, the non-offending team may call a renege or continue play.

Rule 21 - A No bid takes out a trump bid of the same number.

Rule 22 - In a no bid the jokers are nil, (of no value, cannot win a book) and must be played the first time a Player does not have any cards of the suit led. Failure to do so results in a renege, if called. In the event the joker is the only remaining card in the hand of the person that has the lead, the suit played by the person to his left determines the controlling suit.

6. A Renege May Be Called When

Player fails to follow suit played:

Scenario 1: Team A gets the winning bid of a 5 special in hearts. Player on Team A fails to play the suit led when he/she has that suit in his/her hand resulting in a renege. Only Team B may call a renege assuming they notice the violation. Team A cannot call a renege on itself. In the event Team B calls a renege, Team B gets the bid on the table which is a 5 special in hearts and is awarded the 5 points. Team A may decide not to call a renege with

the hopes of making 6 or 7 points instead of 5 points.

Player bids or plays out of turn:

Remember the deal of a hand is done clockwise and the bidding occurs in the same manner. If a player bids or plays out of turn, the opposing team **may** call a renege or continue play.

Scenario 1: Players A and C are on same team. Players B and D are on the opposing team. Player A gets the deal. Player B bids a 5 NO. Player D bids a 6 special before Player C bids or passes. Only Players A or C **may** call a renege or continue play. If Players A and C call a renege they are awarded the 10 points.

Scenario 2: Team A gets the bid of 6 NO. During play a player from Team B plays out of turn. If Team A calls a renege they get the 12 points. However, Team A **may** choose to continue play and not call the renege with the hope of making a 7 NO.

Player fails to play joker in a NO bid:

In a NO bid, if a player fails to play a joker the first time a suit is led which he does not have in his hand, the opposing team **may** call a renege or continue playing the hand.

Scenario 1: Team A bids a 5NO. Player on Team B has a joker and does not have a card in the suit led. If Player on Team B fails to play the joker, Team A **may** call a renege or continue play in the hopes of making a 6, 7, 6NO or 7NO.

Scenario 2: If Team A has a 4 NO bid on the table and Team B calls a renege because player on Team A failed to play the Joker on the first opportunity. If the book is turned over and it is revealed that Team A did not renege, Team A has the option of taking the 8 points (remember in a No bid points are double) or continuing with play.

D. Card exposed during play:

An exposed card is a card whose value is visible to the partner of the offending player. A player may not expose a card in the area of play. The area of play is any area where the offending player's partner can see the card. The exposed card must be played. If the card does not follow suit, the non-offending team **may** call a renege or continue play.

Scenario 1: If Player A accidentally drops a card in the area of play where the card can be seen by his partner, the opposing team **may** call a renege or continue play. If a renege is called, the non-offending team gets the bid on the table.

Scenario 2: If a Player on Team A lifts a card ever so slightly in the view of his/her partner, he must play the card lifted. If the card does not follow suit on the table, Team B **may** call a renege or continue play.

Note: The renegeing team cannot call a renege on itself, only the opposing team may call a renege.

Bids without trumps: (Example: if a Player bids a 4, a 4 special bid does not take out a "4" bid, but a "4" No or any number above "4" with or without trumps does take out a "4" bid.)

NOTWITHSTANDING THE ABOVE RULES, THE DECISION OF THE DIRECTOR IS FINAL.

7. Code of Conduct

Canon 1- Play must start on time. Teams must appear for registration no more than 15 minutes after registration closes. Failure to appear may result in your exclusion for tournament play.

Canon 2 - Players must not delay the start of play. If a player is not seated within 15 minutes of the Director's call to begin play, the following penalties shall be applicable:

- 1) First Violation – written warning from the board;
- 2) Second Violation – Forfeit of game;
- 3) Third Violation – Forfeiting the game and suspension from next tournament entered.

Canon 3 - Players may not bring food or drinks into the room where the tournament is held unless permission has been granted by the Director. If a player fails to remove food and/or drink after having been warned not to do so, that player may be denied further participation in the tournament. Additionally, if a player is being disrespectful to other players, being loud or doing anything that the Director deems to retard the progress of the tournament, the following penalties may be imposed:

- 1) First Violation – written warning from the board; and
- 2) Second Violation – Suspension from next tournament.