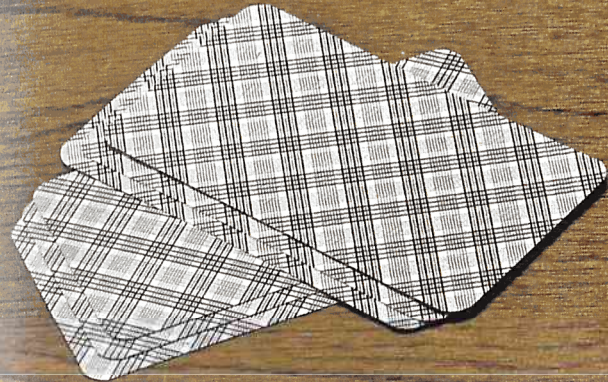


PIATNIK



ORIGINAL
TAROCK



Introduction

The game "Tarock" has its origin in Italy where it developed from a game called "Trappola", as far as we know in the middle of the 15th century. It was played with Trappola-cards originally and also had the "suits" of this game: "spade" (swords), "coppe" (cups), "denari" (coins) and "bastoni" (sticks). The game especially spread in France under the name "Le Jeu de Tarots" and obtained there most of the features we know nowadays.

The game found its way to Austria (a very large country by that time) and became very popular. One can say that Tarock is the most Austrian of all card-games. It spread to all corners of the old Austro-Hungarian monarchy (mainly through the officers in the garrisons) and even to overseas, where it is still played. Austrian poets have mentioned the game in their works.

The great dissemination of the game led to many different variants and it is not easy to select a choice that will satisfy everybody. Tarock can scarcely be called a single game: Tarock is the name of a whole family of games. We therefore must apologize that not all variations are mentioned in this book which is for beginners; we have treated the principles with more attention in order to find new followers of this fine game.

The principles

THE PLAYING-CARDS (THE SUITS)

The cards for Tarock differ greatly in look and size from all other playing-cards.

Today a pack of 54 cards is used; 32 of these are cards of a suit and 22 are "Tarock"-cards.

The suits have no order but there is a difference between the "black" and the "red" suits:

			
spades	clubs	hearts	diamonds
black		red	

Each suit contains four honours and four "scartins". Those are cards which show no figure but only a certain number of pips. Honours always rank higher than scartins.

The honours are the same in all suits:

King (highest), queen, knight, jack.

The scartins of the black suits are:

Ten (highest scartin), nine, eight, seven.

The scartins of the red suits are:

Ace (highest scartin), two, three, four.

We draw your attention to the Knights which rank between Queen and Jack. You will not encounter them in any other cardgame. They are taken from the "Trappola" and prove the origin of "Tarock".

THE PLAYING-CARDS (TAROCK-CARDS)

Besides the 32 cards we have mentioned (which have a traditional appearance) the pack contains 22 Tarock-cards which make the characteristic of the game. 21 of these cards are marked with Roman ciphers:

I, II, III, IIII (not IV!), V . . . XIX, XX, XXI

The 22nd Tarock card is not marked and shows a figure in the dress of Harlequin, called the "Skues". The Skues is the highest Tarock and could be treated as Tarock XXII.

Two cards of the marked Tarock have a name and are also of special value: the card marked I is called "Pagat", the card marked XXI called "Moon".

Skues (not marked), Moon (XXI) and Pagat (I) form the "Trull", which is a combination of special value.

Former Tarock cards had a designation, for instance The High Priest (II), The Justice (VIII), The Death (XIII), The World (XXI). As the French word for the world is "monde" this card is called "Mond" in German which means "moon".

Because of these designations Tarock cards have been used for fortune telling, which is done with reprints of old cards.

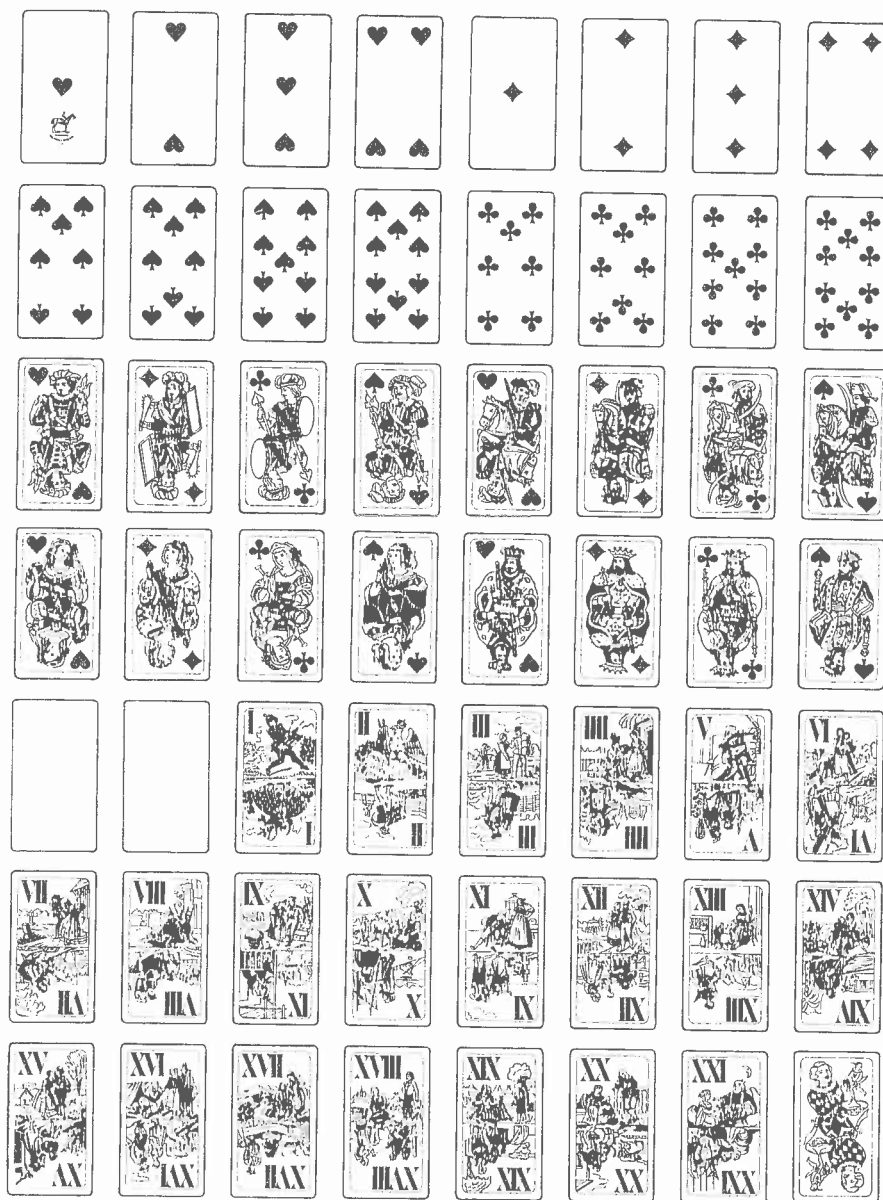
DEVELOPMENT OF THE TAROCK-CARDS

The development of the Tarock-cards is of some historical and cultural interest because the illustrations have changed through the centuries.

In the 18th century most games showed animals ("Tier-tarock"). Later the "Ansichtstarock" was developed which showed views of a certain country or city, usually two on each card.

In the 19th century there were cards with scenes from the wars against Napoleon, a "Revolution Tarock" (1848), a Tarock with caricatures called "Narrentarock" (Narr = fool), a Tarock game with famous Hungarians, a Tarock showing scenes from hunting and many others. From this variety one can see the degree of popularity of the game. The cards which are still in use show folkloristic scenes from all parts of the Austro-Hungarian monarchy but the illustrations vary. Only the Pagat is uniform and one half of Tarock II where an eagle holds a stone with the inscription "Industrie und Glück".

The cards which are in use in Austria nowadays:



THE TRICK-TAKING POWER OF THE CARDS

Suit cards can only take tricks if a card of the same suit is led. The highest card wins the trick but even the king of hearts cannot win a trick if a spade is led. In the black suits the card with more pips is higher in rank (the ten is higher than the nine) but in the red suits the card with less pips is higher in rank (the ace = one is higher than the two!).

Tarock-cards have more power than suit cards because they are permanent trumps. Their rank is determined by the Roman cipher, the Skues being the highest.

A lead of a suit calls upon each player to follow suit. If unable to do so a player must play a Tarock. If he has neither a card of the suit led nor a Tarock he may play any card to the trick.

The purpose of the game is not solely to win tricks (as in bridge) but to get a certain amount of points with the tricks. Therefore each card has a specific value in points.

VALUE OF THE CARDS

The value of the cards is the same in all variations of the game but the method of counting is sometimes different.

Value:

King	5 points
Queen	4 points
Knight	3 points
Jack	2 points
Scartins	1 point (no value in some variants of the game!)
Skues, Moon, Pagat	5 points
all other Tarock cards	1 point

The whole pack therefore contains 106 points ($5+4+3+2+4\times 1=18$ in each of the four suits and $3\times 5+19\times 1=34$ in Tarock). But this sum is never decisive because some variants do not count the scartins and others have developed a special method of counting. Most variants count the cards not one by one but always three at a time. It works like this: the sum is taken of the value of the three cards, then two points are subtracted. As the game consists of $54=18\times 3$ cards the sum of 106 is decreased by $18\times 2=36$ to 70 points. This is in most variants the maximum of points that can be obtained.

COUNTING

Examples to counting in "Lagen" (a "Lage" is three cards).

A "Lage" contains:

- a) King, Queen, Knight $5+4+3-2=10$
- b) Queen, Knight, Nine $4+3+1-2=6$
- c) King, Jack, Skues $5+2+5-2=10$
- d) King, Tarock II, Tarock V $5+1+1-2=5$

If a "Lage" contains one honour and two „common" cards as a scartin or a Tarock the count is that of the honour.

- e) three scartins or three Tarock (except I and XXI and Skues) or any combination of these cards

$$1+1+1-2=1$$

If a "Lage" contains no honour and no card of the Trull the count is 1.

If Tarock is played between 2 or 4 players it is possible that one or two cards are left after all the "Lagen" have been counted. In this case the cards are arranged in a way that the supernumerary cards are scartins or Tarock. Then the "Lagen" of three are counted normally and the mark "One card" or "Two cards" is added. It is usual not to count "one card" but "two cards" as a full point ($24/\text{one card} = 24$, but $24/\text{two cards} = 25$).

If it is impossible to arrange the cards in this way the procedure is: if one card is left the value of this single card is decreased by one and to the sum you add the mark "one card". If two cards are left the value of the two cards is decreased by two and to the sum the mark "two cards" is added.

Example: King, Queen, Knight and Jack count

10 for the "Lage" and 2 minus 1 for the Jack = 11/one card.

King, Queen count

9 for the "Lage" minus 2 = 7/two cards.

PREPARATION FOR THE GAME

Tarock has developed variants for two, three and four players but only well-known variations will be described. Tarock for two players is called "Scarecrow". The most popular variations of Tarock for three players are "Tap-pen" and "Point-Tarock". Most frequently, however, Tarock is played by four players; these variations are called "Königsrufen" (call the king) and — a more simple variant — "Zwanzigerrufen" (call the twenty).

If there are three or four players the positions at the table are usually arranged (one suit is associated with each place and the players draw cards). The first dealer is also arranged (by drawing cards from the pack, Tarock cards are higher than all suit cards).

The dealer has to shuffle the cards. The player on his left has the duty to cut or to knock (with four players the player opposite dealer). Dealing and playing proceeds from the right to the left (anticlockwise!) at most variants of Tarock. The first cards are always the talon if one exists (the talon is usually six cards). Then the cards are dealt beginning with the player to the right of dealer. The dealer gives each player six (four players) or eight cards (three players) at each deal if there was a cut. If there was a knock it is common to deal all the cards at once. Each player in turn can decide whether he wants the first or the second card; only the dealer has no choice. In some Tarock-circle knocking is not allowed; Point-Tarock allows knocking but the method of dealing is unchanged.

THE PARTIES

After the dealing parties are formed. If there are three players, one player is declarer and plays against two defenders. If there are four participants it is possible that one declarer plays against three defenders but it is more common that both parties consist of two. In which way the partnerships are decided will be subject of later discussion (usually during a bidding). Both parties are closely connected with the taking up of the talon. Declarer is often entitled to take up the talon thus improving his hand; he must then remove the same number of cards from his hand (he must discard). Kings and cards of the Trull as Pagat, Moon and Skues must not be discarded. Tarock may only be discarded if declarer has no suit cards to discard (except kings); they must always be shown to the defenders.

As mentioned above, a player must play a card of the suit led but he can decide whether he plays a lower or a higher card; there is no compulsion to win a trick in normal games (the only exception are nullo-games). The trick is taken by the player who contributed the highest card of the suit led, or the highest Tarock. A player who has taken a trick has the next lead; the cards played to the previous trick belong to his side and count towards his score. After the last trick both sides count their points. Declarer (or declaring side if two play against two) has won if he has one point more than half of all the points, that is at least 35/two cards (= 36!).

THE PAGAT

The Pagat (Tarock marked I) is a special card at almost all variants of the game and one of the most important of the game. Therefore each player looks at this card with great pleasure. The peculiarity is that one should always try to take the very last trick with the Pagat. That is called "Pagat Ultimo" or simply "to make the Pagat". A special premium is paid to a player who is successful in this respect. A player is allowed to announce his intention to "make the Pagat" before the first lead; in this case he simply says "Pagat". The play becomes more colourful if the Pagat is announced because the intention to make the last trick with the lowest Tarock needs special treatment in play. If the last trick is taken by the Pagat without announcement it is called "quiet Pagat". The defending side can avoid the intention of declarer in two ways:

- a) The defending side takes the Pagat out early in the play, that means that declarer must take a trick with the Pagat before the last trick, because he has no other Tarock left; or he must play it to a Tarock an opponent has led or put in a trick where a suit was led of which declarer is out;
- b) the defending side catches the Pagat, that means that the last trick is not taken by the Pagat but by a higher Tarock. Catching the Pagat is also possible if the Pagat was "quiet".

If a player has announced Pagat, he is not allowed to play this card unless he has no other Tarock left.

Scarecrow

Tarock for two players is called "Scarecrow Tarock". It is played with a complete pack of 54 cards. Each player draws a card; the player who draws the higher is the first dealer. He shuffles the cards, the other player must cut. The cards are dealt as follows: first the nondealer gets five cards, then dealer; this is repeated twice so that each player has 15 cards. This is his hand.

The nondealer has the first right to "take up", that means that he binds himself to make more points than his opponent, namely 35/2 cards. If he has decided to do so he simply says "I take up". If he does not want to play because his cards are bad he says "pass". In this case the right to take up is the dealers. If the dealer also refuses to play, the cards are thrown in and a new deal by the other player begins.

Had one of the players decided to take up, dealer distributes the remaining 24 cards as follows: each player in turn receives three packs of four cards; the first pack is distributed to the non dealer irrespective of who has taken up. The packs are laid face down in front of each player; they are the "men of straw".

The Scarecrow belong to the hands of the players and are picked up according to certain rules. Each player turns the upper card of the first Scarecrow (on his left) face up. If the card happens to be a king or a Tarock it can be taken in the hand and the next card might be turned face up. But if the first card is a queen, knight, jack or scartin it must be left face up on the Scarecrow. The last card of a Scarecrow can always be picked up. After the first Scarecrow each player repeats this procedure with the other Scarecrow: he takes kings, Tarock and the lowest card in his hand. It is a rule that each player lays all these cards aside before taking them up; opponent has the right to inspect the cards.

The cards which remain face up on the Scarecrow also belong to the hand of the player; he can play and discard them.

If during the play a player uses one of the face-up cards, he can turn the card underneath face up and take it in his hand if it is a king, a Tarock or the last card of the Scarecrow. Each player is entitled to see the cards his opponent takes up.

Nondealer has the first lead; afterwards the player who has taken the last trick leads to the next. Players must always follow suit or Tarock; if a player is out of a suit he must take the trick with Tarock. But there is no compulsion to win a trick (if a player leads the jack of clubs his opponent can play the king or a scartin to the trick).

If the player who has "taken up" wins the deal by reaching 35/two cards or more he gets two units from the loser.

If the player who has taken up loses the deal because he could not reach more than 35/1 card he must play three units to his opponent.

If a player holds the Trull or all four kings he gets a premium. It is necessary to hold the three respective four cards contemporary in the hand and the possession has to be announced as soon as one of the specific cards is played. The possessor of the Trull or the four kings also takes one unit from his opponent. It is not possible to announce the Pagat but it can be played "quiet". This is also worth one unit. If a player "catches" the Pagat he has to get one unit. This case is rare but possible.

Sometimes the players agree that the deal is played out even if no player has taken up; in this case the winner only gets one unit. In this special case the deal is a draw if both players have exactly 35 points. Usually the deal after a draw is played for double stakes.

It is rather difficult to decide when a hand is strong enough to "take up"; some experience is needed. As a rule there should be at least three cards of the value 5 in the hand and kings should be accompanied by the queen or the knight. The Pagat — although counting 5 points — has not the same value as kings, Moon or Skues unless a player has a good Tarock hand. In this game it often happens that a player cannot bring home this card because it rarely happens that a player is void of a suit. With four or more cards of value 5 one should always take up. Still it can happen that one loses because the contents of the Scarecrow is unknown. As a rule a player can hope to find one or two cards of value 5 in them.

When turning up the Scarecrow a player often comes across a card he cannot take up; therefore he does not know what cards are underneath. At the beginning of the play each player knows only a part of his cards and he should try to get to know the rest by playing the cards from the Scarecrow. This might be difficult. It is very dangerous to play a queen if one has not got the king of the same suit. The difficulty of this game is the right treatment of the cards which lay face up on the Scarecrow. It is almost impossible to give rules; but a player should always try to win honours with his own honours. It is highly advisable to bring home the Pagat as soon as possible and also the Moon if the card is not accompanied by the Skues.

Tappen

Tappen is a popular variation for three players and is also played with the complete pack of 54 cards.

Position at the table and first dealer are decided by cutting the cards. Dealing and play are anti-clockwise. The first six cards are put in the middle of the table, face-down; this is the talon. Afterwards each player receives sixteen cards in two deals of eight, beginning with the player at dealers right (eldest hand). The player at dealers left is called "middle hand" and has to cut the cards before dealing. Before the play there is some bidding to decide who is the declarer. Each player makes a bid in turn or passes. The bids are: Dreier, Unterer, Oberer, Solo. The Dreier is the lowest, a Solo the highest bid.

Eldest hand has the first right to bid. The first bid is always a "Dreier"; it is against the rules to start with anything else (except a Solo). Eldest hand can also pass but in this case he must always pass; he cannot enter the bidding later. Next middle hand can either pass or overbid eldest hand; this can only be done with an "Unterer". Now the dealer has the right to pass or to overbid. If he passes the right to bid reverts to eldest hand who can "hold" the bid that middle hand has made (he need not overbid him). In this case he has to play an "Unterer" himself. Middle hand can pass now or bid further but must play an "Oberer" now.

It is absolutely necessary to take care of the right order of bids. If a player has passed once he must pass always. The bidding has to start with a "Dreier".

Some Examples:

Eldest hand	middle hand	dealer
Dreier	pass	Unterer
"I hold"	pass	pass

middle hand had to pass at his second turn but dealer could have bid on with an "Oberer". As he did not the non dealer is declarer now and plays an "Unterer".

Non dealer	middle hand	dealer
pass	Dreier	Unterer
pass	I hold	Oberer
pass	pass	

Here dealer is declarer and plays an "Oberer".

If the non dealer passes, as well as middle hand dealer either can pass (in this case there is no play) or can play a Dreier.

After the bidding has ended declarer turns up the talon. He can choose between the first or the last three cards (he cannot take any other combination of cards). He takes these cards in his hand and discards three cards from his hand face down. He can discard some of the cards he has just taken up (rules for discarding see page 9). The discards count towards his score.

The three cards declarer did not take, belong to the defending side but may not be taken up. They just count for the defenders.

The highest bid is "Solo" where declarer must play against his opponents without taking up the talon. A Solo can be bid directly if it is a player's turn to bid but can also be reached during the auction. It is, however, extremely rare because a very good hand is necessary to play a Solo — a hand that only one player can possess. The difficulty of a Solo is in two respects: declarer cannot improve his hand with the talon and this talon belongs to the opponents entirely. This is a handicap as the talon may contain as many points as 15 or even more. Declarer has to take all his points from tricks.

A hand suited for a Solo should contain at least twelve Tarock with one or two cards of the Trull, good suits headed by the king and one or two voids:

Skues, XX, XIX, XVII, XVI, XV, XIII, XI, X, VII, V, I

hearts: king, ace

spades: knight, jack

diamonds and clubs: void

or

XXI, XX, XVIII, XVII, XVI, XV, XIV, XIII, X, VIII, V

hearts: king, queen

spades: king, queen, ace

diamonds and clubs: void

The scoring is as follows:

Dreier	3 units
Unterer	4 units
Oberer	5 units
Pagat (quiet)	4 units
Pagat (announced)	8 units
Solo	8 units
Pagat (quiet, in a Solo)	8 units
Pagat (announced, in a Solo)	16 units
Trull	3 units
Four Kings	3 units
Double	$\times 2$
Redouble	$\times 4$

Opponents can double declarer as soon as he has discarded. A double shows that opponents think declarer will lose. The game can be doubled as well as the (announced) Pagat. Declarer can redouble thus showing his confidence in his own cards. A double increases the scoring to the double amount; redouble leads to quadruple scores. A Solo doubled and redoubled is worth $4 \times 8 = 32$ units; a double Pagat in a normal game is worth $2 \times 8 = 16$ units.

A certain amount of strength is necessary for bidding because declarer has two opponents; his hand should certainly be better than average. It has to contain some kings, queens and one or two cards of the Trull — cards with a high point count. As a rule the hand should contain eight to nine Tarock with one card of the Trull and four or five high Tarock (that is Tarock XIV to XX) and two kings. With such a hand a player will be able to win if the talon is normal and brings a little help and if the rest of the Tarock is evenly divided.

If a player decides to overbid another bidder, his hand should be a little stronger because — by bidding — one of the opponents has already shown a good hand. Therefore the hand should either contain a second card of the Trull or two more Tarock.

If a player bids up to an "Oberer" his hand should be almost as good as a hand for a Solo: at least ten or eleven Tarock with two cards of the Trull and five high Tarock and at least one king. The difference between a hand suited for a Solo and a hand suited only for an Oberer is that: a hand for an Oberer can contain all four suits because with the help of the Talon the player might be able to discard one or even two of them afterwards; a hand for a Solo must always contain at least one void.

The right decision, which half of the Talon to take up, and what cards to discard is an art which can only be learned by experience. The take-up is influenced by the type of hand the player holds. If the hand is weak in Tarock, the player will prefer the half which contains two or three Tarock even if the other half contains many points. On the other hand a player with sufficient Tarock in his hand can afford to take up the half with many points, especially if the other half contains Tarock; these cards stay out of actual play.

A half with a king or a card of the Trull should usually be taken up especially in the case that this honour is missing from the Trull or four Kings. It is, however, advisable to let a king go if the declarer has the queen of that suit in his hand and if the other half is worth taking up. With the Pagat in the hand a player should consider the take-up of Tarock and the possibility of announcing the Pagat. As this counts 8 points and the game only 3 it is more lucrative to make the Pagat than to win the game.

In discarding a player should try to get one or two voids. If this is not possible, one should keep the scartins and discard the honours. It is sound tactics to discard as many points as possible, for instance two queens and a jack which counts 8. The player then needs only 28 points from the play.

Cards which are taken up with the talon can be discarded again.

Königrufen – Call the King

Königrufen (Call the King) is a variant for four players and surely the most popular and widespread in Austria. Most people think of this game in connection with "Tarock". The popularity is caused by the variety and the fact that it is a partnership game. Two parties of two players — not always the same as in bridge — compete; sometimes one player fights against three others.

Call the King is always played with a complete pack of 54 cards. Each participant receives 12 cards in two deals of six after six cards have been put aside for the talon. If a player has no king and no Tarock in his hand the cards are thrown in and the deal is repeated.

Originally there were four possible games at Call the King:

1. The Call, lowest game
2. The Solo (Call)
3. The Dreier
4. The Solo Dreier, highest game

Later some other forms of play were introduced to the game which originate from other card-games, namely "nullo-games" where the aim is to make no trick at all or just one trick. These games are the "Bettel", the "Piccolo" and "Trischaken".

We start with the description of the original forms.

THE CALL (I)

In this form the declarer has the right to choose a partner by "calling a King". That means that declarer names a king and the player who has that king will partner declarer. This player must not tell that he has the specified king; the parties are therefore unknown from the start until they are revealed either by the tactics of the possessor of the king or by the fact that the specified king has been played.

The first right to make a bid has eldest hand — the player to dealers right. The other player can overbid him but only with a higher game.

Eldest hand usually bids by saying "I call". In this case the player is bound to win the game with 35/two cards together with a partner and with the aid of the talon. The partner is unknown yet. After eldest hand has called all other players must either pass or overbid. If all players have passed eldest hand names the suit of the king, for instance "hearts". The possessor of the king of hearts is now the partner of eldest hand against the other two players.

Declarer turns up the talon and selects one half. He takes the three cards up and discards three. Afterwards he announces "it lays". The other half of the talon belongs to the opponents but may not be picked up by a player.

THE CALL (II)

Sometimes declarer finds the king he has called in the talon. In this case the call is cancelled and declarer can play against three opponents if he thinks his hand is strong enough. The game in this case is doubled automatically. Declarer is not obliged to take the half which contains the king he has called. If declarer thinks that he is too weak to play he can concede the loss in which case he cannot be doubled.

It is not forbidden and quite common that a player calls himself by naming a king he holds in his hand. In this case he plays alone against three opponents but that fact is veiled; so declarer's task might be easier.

Eldest hand should always exercise his right to call even with a very weak hand. There is a chance to find useful cards in the talon and there is the possibility to get a partner with a fine hand. There is, however, an exception: a hand with weakish Tarock but two or three kings should be passed. It is highly probable that another player will call one of these kings.

Usually a player calls the king of a suit where he has the queen in a short holding. If there is no queen in the hand, a player should call a king of a short suit.

KING ULTIMO

A special feature of calling the king is "King Ultimo", that is making the last trick with the king that has been called or giving this king to the last trick which is taken by partner. King Ultimo can be announced or played quietly. The announcement has to be done after declarer says "it lays". In this case the parties are marked. Opponents will try to avoid "King Ultimo" which can be done in two ways. Sometimes it is possible to force the king out earlier (his possessor has to play the king to an earlier trick) or opponents are able to make the last trick themselves. This shows the tactics of opponents against announced "King Ultimo" they will play the suit of the king as often as they can. Therefore it is necessary to hold some length in the suit if one announces "King Ultimo" — two or three other cards. It is also necessary to hold a good hand because caller can be quite weak. King Ultimo can be played quiet in which case the premium is smaller. Pagat Ultimo can be played quiet or announced, as well by declarer as by his partner, even by opponents. Premiums for Trull and Four Kings see later (page 40).

SOLO

The Solo is a better form of the call and is sometimes called Solo-Call. In this kind of Tarock the name Solo means that the talon is not used. The Solo is a Call where a player can call a partner but cannot look at the talon and cannot improve his holding. The talon belongs to the opponents and is not touched until play is over. If the king which has been called is in the talon however, the half which contains the king belongs to the declarer who had no partner but three opponents.

The Solo is higher than a common Call and has the purpose to overbid a player who has called. If eldest hand has called the other players cannot overbid him unless they bid a Solo (this is the advantage of being nondealer). A player should overbid eldest hand only if his hand is fine but contains no kings. If he has kings and a fine hand, he should better pass and wait. Eldest hand will call him in most cases.

It is possible to call a king one possesses even in a Solo, but makes no sense as a hand so strong is already suited for a Dreier (see there).

The premium for Trull, Four Kings, Pagat and King Ultimo are always doubled in a Solo.

SOLO (II)

A hand for a Solo should have the following features:
Seven or eight Tarock with one card of the Trull and
a few high Tarock, one king and one void.

Example I:

Skues, XIX, XVII, XV, X, VI, II

spades: king, jack

hearts: queen

clubs: ten, nine

diamonds: void

It is advisable to call the king of h e a r t s.

Example II:

XXI, XX, XVI, XIV, XII, V, I

spades: queen

hearts: king

diamonds: jack, ace, four

clubs: void

Here the king of s p a d e s should be called.

The Solo is often lost if the talon contains many cards
with a high point-count, as these cards belong to the
opponents.

Eldest hand is entitled to bid a Solo instead of a
common Call but a good player will avoid this for
two reasons.

Eldest hand will not miss the chance to improve his
hand with the help of the talon. If his hand is very
good he can consider a game without a partner.

Eldest hand has the right to hold any bid another
player makes — that means he can play a higher
game himself. If eldest hand is overbid by a Solo after
he has called, he can play the Solo himself if he thinks
he is strong enough.

CALLING „BETTER“

The “Besserrufer” is also a higher game and is played as Pagatrufer and Uhurufer.

The “Uhu” (= eagle-owl) is Tarock marked II and can be used similar to the Pagat. The Pagat should take the last trick but the Uhu should take the last but one. In a Pagatrufer the declarer is bound to win the game together with his partner and to take the last trick with the Pagat. In an Uhurufer declarer is bound to win the game together with his partner and to take the last trick but one with the Uhu. The “Besserrufer” overbids as well the common Call as a Solo. But it has to be distinguished from a common call where the partner of the caller announces the Pagat or the Uhu. If a player intends to play a “Besserrufer”, he must announce the king he calls before he picks up the talon; afterwards he announces Pagat or Uhu. After the discarding declarer can be doubled; game and Pagat respective Uhu are independent. Therefore the game can be doubled alone as well as the Pagat or Uhu or game and Pagat together. It sometimes happens that one opponent doubles the Pagat because of his Tarock holding and the other opponent thereafter doubles the game because he has a lot of valuable honours.

Game and Pagat (Uhu) are also independent if there was no double. A player can win game and lose the Pagat or the Uhu or vice versa.

THE PAGAT-POOL

The "Pagatrufer" is rendered more intriguing in introducing a pool which makes the possession of the Pagat more interesting and desirable. In this pool each participant pays a fixed amount at the beginning of the game. The amount should be not less than the tax for simple "call" and not more than the two-fold. This amount is also paid by each dealer; therefore the pool increases steadily. Whenever a player wins a Pagat Ultimo which was announced he can win the pool. Usually he is only entitled to withdraw a certain amount. If he played with a partner he must share. In case a player loses a Pagat Ultimo which he had announced, the loser must double the pool or pay a fixed amount into the pool (which is as large as the amount a winner can withdraw). Playing with partner the loss is split up.

Regulations for "Double" and "Redouble" have to be made prior to the game. Usually a loser must pay the double or quadruple amount respective if he was doubled or redoubled. If the pool was 24 units, a loser must pay also 24 units, but 48 or 96 if there was a double or a redouble. In case the withdrawal was limited with 20 units he must only pay 20, 40 or 80 units. A player cannot win more from the pool if he was doubled and wins.

If the pool is empty all four players pay the same amount as they did at the start.

The Pagat-Pool is used for all games where the Pagat can be announced but the main purpose is to make the "Pagatrufer" interesting.

THE DREIER

In a "Dreier" a player has no partner but three opponents. Therefore he wins from three other players or he loses to three.

In a "Dreier" the player (= declarer) uncovers the talon and takes up one half. The other half belongs to the defenders. Declarer then discards three cards from his hand (he will endeavour to get one or two voids).

A "Dreier" is superior to all "Calls" and to all Nullo games with the exception of the "Bettel ouvert" (see later). Usually it is fixed that non-dealer must announce a "Dreier" immediately but it is also possible that he can bid a "Dreier" during the auction. If the talon contains something useful and the outstanding cards are distributed not too wild, a "Dreier" will be a success if declarer had one of the following types of hand:

- a) The Trull + 5 or 6 Tarock and one King,
- b) Two cards of the Trull with some high Tarock (8 or 9 altogether) and one or two kings with one void,
- c) One card of the Trull with many high Tarock (10 Tarock altogether) and one king or two cards in one suit,
- d) Just 11 high Tarock without a card of the Trull.

The first lead always has non-dealer, not declarer.

THE "SOLO-DREIER"

This game is superior to all other games. It is a "Dreier" where the talon remains uncovered till the end; it belongs to opponents. The "Solo-Dreier" is a very rare game because even with a very strong hand it constitutes a certain risk. A talon with many high cards and two or three tricks by opponents may doom a "Solo-Dreier". A necessity for a "Solo-Dreier" is the Trull, one or two kings and a number of high Tarock. The hand can be weaker, however, in that case declarer is also eldest hand and has the first lead. The hand should contain not less than 10 Tarock; it is advantageous if the Tarock are "sequential", that means that no Tarock is missing between Skues and XVIII. In this case declarer can play out his high Tarock and the opponents must give their Tarock on declarers. So the defenders cannot take tricks with them; otherwise they might be able to catch one of declarers kings if one of the opponents is void in the suit. This happens quite frequently because the way of dealing brings about uneven distribution of the suits. If declarer is not eldest hand he is in danger of losing one of his kings: the opponent on lead will usually lead a long suit missing the king, in the hope that declarer has this card but one of the other opponents is void. Declarer will lose a trick he was sure to make! All premiums are double in a Solo-Dreier, such as Trull or Pagat.

OTHER FORMS OF THE GAME

The original forms of the game were Call — Solo — Calling Better — Dreier — Solo-Dreier. There are, however, many other forms which are encountered in every Tarock-circle. Players should agree upon what they will play prior to the game.

These forms are:

1. The "Trischaken"
2. The "Sechserdreier"

Both can only be played by non dealer if the "call" of this player was accepted.

3. The "Piccolo (Piccolo)", also played with the cards face up (Ouvert).
4. The "Bettel" (Bettel = trash), also "ouvert".

The last two forms are nullo games where the purpose of play is to make one trick or no trick at all. The tricktaking power of the cards remains unchanged but the point count of the cards is abolished.

The introduction of nullo games shall guarantee that a player with a very weak hand also has a possibility to show his versatility and skill (and that he has a chance to win).

Nondealer must always call if Trischaken is included in the game, he may not pass.

TRISCHAKEN (I)

If the call was accepted (no other player bid higher) eldest hand may play "Trischaken" in case he has a rather weak hand. If all players pass there are two possibilities: either the talon contains some very good cards, as kings, pieces of the Trull or high Tarock; or one of the players has passed with a good hand in order to take no risk (either he is called by eldest hand or he will double the opponents later). „Trischaken“ has the purpose to defeat such a player because in "Trischaken" there are no partnerships and each player must try to get as few points as possible! To make things worse for a player with good cards each player is obliged to put a higher card to the trick than the player in front of him. Eldest hand has the first lead (if he leads the "Mond" the player with the Skues must take the trick!) and the cards of the talon are distributed to the winners of the first six tricks.

The principle of win and lose is reversed here and bears upon the strategy. There is a special regulation concerning the Pagat: this card must not be played as long as the player in possession of it has any other (higher) Tarock.

There is no premium for the Trull as the player has passed with it.

The winner (who has the least points) gets four units from the loser (with the most points), one unit being the amount which is paid for a simple "Vall". If eldest hand is loser he must pay double. If a player has scored no trick at all, he gets four units from all the other players.

TRISCHAKEN (II)

The aim of each player is to make no tricks, or tricks which contain as few high cards as possible. He should also try to avoid making one of the first six tricks; the talon might contain "fat" cards! Eldest hand will always try to get rid of a high card on the first lead: the Mond, a queen, or a king in a very long suit. Don't forget the obligation to take a trick if you can!

Usually after "Trischaken" the next four games are played at double stakes. In this case a player has a huge advantage if he gets good cards just in these hands.

Therefore the following regulation is more suitable: after "Trischaken" each player gets a match. A player with a match has double win and loss if he is declarer (with or without partner, but this player is not concerned). If he wins, he must return the match; in case of loss he can keep it and try again.

A good player will not play a simple call if he possesses a match; he will wait until he gets a good hand and can venture a "Dreier".

THE PICOLO

The Picolo is superior to a simple call but is lower than a Solo. The declarer is bound to play against three opponents and to make just one trick.

The talon is not used in all nullo games. The first lead has declarer, not nondealer! As in "Trischaken" each player must try to take a trick by playing a higher card than the other players. The declarer can make his trick whenever he likes. Usually the opponents try to prevent declarer from taking a trick; as soon as he has made one, however, they will try to force him to take another trick as in this case the Picolo is also lost.

Hands for a Picolo:

Skues, X; all spades; jack of hearts, jack of diamonds. With face-up cards opponents might find a way to force declarer to take a trick besides the Skues; but with unseen cards this is very unlikely.

V, III; Spade King, Jack; Heart Jack, 2, 3, 4; clubs: 10, 9; diamonds: ace, 3.

Here declarer hopes to take his trick with the king of spades which he should lead; if this plan fails the hand is rather hopeless.

THE BETTEL

The Bettel is superior to all "calls" (simple, Solo and better) and to the Picolo but not to the "Dreier". It is a game where declarer is obliged to take no trick at all. The conditions are the same as in "Trischaken" and Picolo: the talon is not uncovered, tricks must be taken and declarer (not nondealer) has the first lead. To be successful at a "Bettel" the hand must be weak throughout with very few Tarock (best only one low Tarock) and all four suits. If a suit is short it must be weak; a suit like knight — small can yield a trick! If a suit is long it can be strong as there is the likelihood that one of the opponents is void and must take the trick with Tarock. A suit of three cards which contains the lowest card of the suit is also not dangerous under normal circumstances. Dangerous are blank honours but there is always hope that opponents do not find the "weak" spot at once.

A hand for a Bettel:

V, II; Sp.: Jack, 10, 7; Cl.: 8, 7; H.: Queen, 2, 4; D.: 3, 4.

After a spade lead (of course the jack should be led) there is practically no danger to get another trick.

Note: the Pagat can only be played if the player who possesses it has no other Tarock left!

OPEN NULLO-GAMES

Both Picolo and Bettel can be played with the cards face-up (ouvert). These games are superior to a "Dreier" but not to a "Solo-Dreier".

The declarer is obliged to take one trick or no trick at all respective but after the first trick all players face their cards (only the very first trick is played with the hands unseen). As soon as all hands can be seen there are three possible ways to continue:

- a) Silent play, i. e. no opponent may speak and comment on the play;
- b) Strategy discussions to find out how declarer can be forced to take a trick;
- c) Appointment of a supervisor who will have to conduct the play. This player orders who has to play what card and the other player must obey.

Hand for Picolo ouvert:

Sk, 11; all spades, heart: 2, 4.

After the lead of the Skues it is absolutely necessary to lead the Tarock; otherwise the opponents will lead a club or a diamond!

Hand for Bettel ouvert:

XV; all spades; heart: 2, 3, 4.

After the lead of the Tarock it is impossible to take a trick. The opponents possess no cards in spades or hearts which are lower than declarers cards in these suits.

THE "SECHSERDREIER"

This form is not obligatory and can be played by agreement. The special feature is the fact that the player can take up the whole talon (therefore the name: he can take six cards) and must discard six cards. He has no partner but three opponents who have the disadvantage that they get no part of the talon. To give them a better chance there are two regulations:

1. The "Sechserdreier" can be played only by non dealer in case his call was accepted;
2. Declarer wins simple but loses double.

To play a "Sechserdreier" the hand must not be extremely good. Six Tarock with some high and one card of the Trull, one king and some honours will do. Honours are important for discarding; 12 to 15 points can be discarded easily so that it is necessary to take a little more than 20 points out of the tricks only!

DOUBLE, REDOUBLE, SUPERDOUBLE

Each form of the game can be doubled. Forms where the talon is taken up will be doubled as soon as the declarer has changed the cards and shows his readiness to play by saying "I lie". Thereafter all other players must say "all right" or "I double". A double is always binding for all players of a party. Therefore a player who has partners should not double unless he is convinced that his opponent cannot win.

If declarer is sure that he can win he will express this opinion by redoubling.

This redouble should be the end of doubling but sometimes further doubling is possible; it is called super-double.

A double means doubling of the stakes. If the value of a simple call is one unit, the double will increase it to two units; a redouble to four units.

Pagat or King Ultimo can also be doubled.

PREMIUMS

Premiums are amounts which have to be paid for Pagat, Uhu, King Ultimo, Four Kings and Trull; they have nothing to do with the win or loss of the game. Trull and Four Kings can usually be announced if a player holds them in his hand. According to a regulation which can be recommended, a player can only announce Trull or Four Kings if he together with his partner or alone can take them in his tricks. This is more interesting because it is difficult and can also be doubled. Game and Premiums are always independent.

The Valat

Valat can be announced or played quietly. Valat means that a player takes all the tricks. A Valat multiplies the value of the game by four (quiet) or by eight respective (announced). The value is the value of the game that was played; it can be a call, a "Dreier" or a "Solo-dreier". If a player ventures a Valat alone he needs at least 10 Tarocks including Skues, XXI, XX, XIX, XVIII, XVII. The cards in the suits must be solid, that means that it is not possible to lose a trick with them, for instance King — Queen — Knight.

A Valat with a partner is generally played quietly.

No premiums will be paid in a Valat except for the announced Pagat.

VALUE OF THE GAMES

It is rather difficult to set up a scale for "Call the King" as each Tarock-circle has its own principles.
We recommend:

only for	simple call	1
non dealer	Trischaken	2
if there	Sechser-Dreier	3
was no	Sechser-Dreier lost	6
auction		
for all players	Picolo	2
	Solo-Call	2
	Bettel	2.5
	Calling better with Pagat	1+2
	Calling better with Uhu	1+3
	Dreier	3
	Picolo open	4
	Bettel open	5
	Dreier with Pagat	3+2
	Solo-Dreier	6
Premiums	Pagat quiet	1
	Pagat announced	2
	Trull quiet	0.5
	Trull announced	1
	Four Kings quiet	0.5
	Four Kings announced	1
	King Ultimo quiet	0.5
	King Ultimo announced	1
	Valat quiet	value of game×4
	Valat announced	value of game×8

In a Solo all premiums are doubled!

Zwanzigerrufen (Call Tarock XX)

This game is a much simpler form of Call the King and has some popularity although the possibilities are much more limited. This form of Tarock is played with an incomplete deck of only 40 cards. Therefore all cards of the range 2, 3, 4 and 9, 8, 7 are removed as well as Tarock II and Tarock III. The deck then consists of 20 suit cards (King, Queen, Knight, Jack, ten or ace in four suits) and of 20 Tarock cards.

Four players get 10 cards in two rounds of five; therefore there is no talon in this game.

Another special feature of this game: it is usually played clockwise. Eldest hand sits on the left of dealer.

Instead of a cut there can be a knock. In this case each player gets 10 cards at one turn and has the right to choose. Eldest hand has four possibilities and so on; only dealer has no choice.

The Trull is also counted in this game but only in case the three cards are in one hand. A player who has the Trull and is not declarer or part of declarers side is obliged to double.

PRINCIPLE

The parties are built similar to "Call the King". The difference is that a player must call the Tarock XX not one of the kings. The player who possesses this card partners eldest hand; the other players are the opponents. Different to call the king it is an obligation to call as eldest hand; it is not allowed to pass. If eldest hand has the Tarock XX among his cards he must call Tarock XIX; if he possesses this card also he must call Tarock XVIII, and so on, down to Tarock XVI. It is not allowed to call Tarock XV (in this case eldest hand must play without a partner, see later). A player is also not entitled to call a Tarock he has in his own hand. The player who has been called must not show that he possesses the card that was called. The secret is unveiled as soon as the Tarock that was called is played.

The game develops according to the rules of other Tarock games, with one exception. Usually the counting of points is simplified; each king and each card of the Trull counts 5, a queen 4, a knight 3, a jack 2 and each Tarock 1 point, with aces and tens counting nothing. The whole sum in the deck is therefore $7 \times 5 + 4 \times 4 + 4 \times 3 + 4 \times 2 + 17 \times 1 = 88$ points. Declarer needs 45 points for winning, a tie of 44 : 44 means defeat.

THE SOLO

Differently to Call the King, a Solo is a game where one player has three opponents and therefore has no partner.

A Solo can be announced by nondealer instead of a simple call or by any other player who wants to overbid eldest hand; this can be done only with a Solo. Eldest hand must play a Solo if he possesses Tarock XX, XIX, XVIII, XVII and XVI, even if he misses the Trull.

A Solo requires a strong hand with a number of high Tarock, one or two kings and one or (better) two voids, for instance

Sk, XXI, XIX, XVII, XVI, XII, X, V, heart king, spade jack or (with announced Pagat)

XXI, XX, XIX, XVIII, XVII, XIII, XII, I, spade king, queen.

It is worthy of notice that there are only 20 Tarock in the game (good players always count Tarock), not 22 as in other forms of the game. There are also no cards in the talon; therefore all cards are always in play.

Nondealer has the first lead, even in case he has been overbid by another player.

PAGAT AND VALAT

The Pagat can be declared by each of the four players. It is possible that nondealer is strong enough to call "Tarock XX with Pagat". It is also possible that the player who has been called announces "with Pagat". In this case the parties are known from the beginning. Finally it is thinkable that a player who was not eldest hand and who does not possess the Tarock called has a very good hand with the Pagat. In this case he can declare the Pagat but is obliged to double his opponents. This game is called "Counter-Pagat".

As in other Tarock games it is possible to double the game, the Pagat or both. Redouble and Superdouble are provided for.

A Valat can be played quietly but also be declared, as well by one player alone as by a party. In the first case a Valat overbids a call; dealer can play a Solo with Valat for instance if eldest hand has called. In the other case a Valat can only be announced by non dealer. For this he needs a hand with just one gap in Tarock, perhaps a hand without Tarock XVIII but complete otherwise (also in the suits; it must be considered that each suit has only five cards). In this case non dealer calls "Tarock XVIII, with Valat" and leads a low Tarock. The possessor of Tarock XVIII will take the trick and return Tarock.

A Valat can also be played quietly.

FARBERL

The "Farberl" is a special feature of call the XX which is sometimes encountered also at "Call the King".

The power of Tarock is abolished, they have no longer trick-taking power. A player must not lead a Tarock as long as he has suit cards in his hand. If a player is void of the suit led, he must play Tarock if he has (but cannot take tricks with them!); otherwise he can discard other suit cards.

A "Farberl" is played like a Solo without a partner and has the same value; but it is not possible to declare or play the Pagat. The Trull is worth nothing but the Four Kings are. Valat is possible, declared or not declared. Eldest hand has the first lead, double and redouble are possible.

The point count of the cards remains unchanged; for a win it is necessary to get 45 points. Usually it is a rule that a hand for a Farberl must contain at least five suit cards.

Examples:

Sk, X, VII, V; heart king, queen jack; spade king, jack, ten

or (Farberl with Valat declared)

Sk, XXI, XV, X; all diamonds; spade king

(opponents must discard lots of Tarock on the diamonds because they are all void of this suit; declarer will almost certainly take all the tricks with his Tarock).

Value of the games:

Simple call	1 unit
Solo (or Farberl)	4 units
Pagat quiet	1 unit
Pagat declared	2 units
Trull (or four kings)	1 unit
Valat quiet	6 units (but the game has no value)
Valat declared	12 units

Pagat and Trull count double in a Solo.

Point-Tarock

THE PRINCIPLE

Point-Tarock is an advanced form of the game of Tappen and designed for three players although four can play. In this case the dealer does not play but participates on gain or loss of the players who are the defenders. The game is played with the full deck of 54 cards.

The value of the cards, their trick-taking power and "Trull" as well as "Four Kings" have already been explained as also the "Pagat" and the "Uhu". Shuffling and cutting of the pack is the same as in Tappen but the deal is slightly different: after putting down six cards face down as talon the other cards are dealt anti-clockwise in lots of four cards to each of the three players irrespective of the fact of the pack been cut or not. Point-Tarock differs from Tappen mainly in three points:

1. All points made over 35 are scored and count for the settlement (that explains the name).
2. The bidding is enlarged in that way that a player cannot only play with or without the talon but he can also bid "two cards" or "one card" in which case he can take only two or one cards from the talon.
3. Certain bids can be made before the turning over of the cards of the talon or after the turning over and the exchange. This also goes for doubling and redoubling.

THE BIDDING

Before going any further into the details of the game we like to point out that this form of Tarock allows of many variations. You might even find that at the same club at adjoining tables there are different rules. The limited space at our disposal does not allow to go into all the variations we have met; we have to be content to give you the governing principles.

We have already mentioned that points of the tricks are scored. This scoring is done in the following way: Each game has a basic value. An ordinary game counts 3 points, a relieved game 4, a maintained game 5 and a Solo game 8. To the basic points are added the points made over 35; the sum represents the value of the game which might be increased by premium points. The bids "relieved" and "maintained" have been taken from Tappen. Nondealer has the first right o bid. The next player can pass or "relieve"; in this case the value of the game increases from 3 to 4 points. Eldest hand can relinquish his bid or can maintain (keep) it; in this case the basic value increases again from 4 to 5 points. Please note that the contended game is always t h e s a m e. It is not necessary to bid a higher ranking game in order to relieve eldest hand (but it is allowed to overbid eldest hand with a higher game). If eldest hand maintains the bid the other player now must overbid with a h i g h e r game but then the basic value of it is 3 again.

THE BIDS

Nondealer has four possible bids according to the strength and quality of his hand (but he may also pass, in which case he can not bid again but may double later):

1. A three-card-game, the normal game. He can take up out of the talon either the three top or the three bottom cards.
 2. A two-card-game. He can take up only two cards out of the talon, but it must be either the two top or the two middle or the two bottom cards. He therefore can exchange only two cards and four cards go to the opponents; this means his hand has to be stronger than for a three-card-game. In case of a two-card-game the whole game with all premiums counts double.
 3. A one-card-game. The player may take just one card from the talon (the one he likes best, as a king or a high Tarock). Five cards go to the opponents. For this game a strong hand is needed, usually a hand where one card (a blank queen or knight) should be replaced by a Tarock. The game and all premiums count threefold.
 4. A Solo-game. The talon is not uncovered and belongs to the opponents (Note: sometimes a "Without-card-game" is played where the talon is shown to declarer). The Solo is a rather rare game because a very strong hand is needed which should contain the Trull and 12 to 14 Tarock; the holding in the suits should also be fine. In a Solo-game the basic value is 8 and the game and all premiums count fourfolded.
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EXAMPLES

XX, XVI, XV, XI, IX, VI, V, I; heart king, queen, jack, two;
spade king, jack; club jack; diamond four

A hand well suited for a three-card-game where you hope to get rid of your club and your diamond after the buy. You should, however, not keep the game if someone wants to relieve you.

Sk, XX, XVIII, XVI, XV, XII, VII, VI, III; heart king, queen, jack, three, four; spade nine; diamond jack

Typical for a two-card-game with the hope to discard either the spade or the diamond or even both. If you exchange your heart king against a good Tarock (XIX, XVII or XIV) you still have a fair two-card-game with a bid of "Without Kings" before the buy (for this bid see later).

XXI, XX, XIX, XVIII, XVII, XV, XIV, XII, X,
IX, VI, III, I; heart king, queen; spade jack

A good example for a one-card-game with Pagat declared before the buy. You will be extremely unlucky if you find no Tarock and no heart in the talon and the adverse Tarocks are distributed 8:1 but in this case you might get troubles . . .

Sk, XXI, XX, XIX, XVI, XV, XIV, XII, X, IX,
VI, V, I; heart king, queen, four

A hand for Solo-game with Pagat declared and "50" before the buy.

BIDS AND PREMIUMS (I)

The most interesting bids at Point-Tarock are the bids "40" and "50".

The bid "40" is usually called "Absolute", the bid "50" is sometimes called "Kramerpoi", sometimes "Panzer". Declarer is bound to make 40 or 50 points respectively if he makes one of the bids. Both bids can be made before the buy as well as after buying and discarding. "40" counts 10 points if bid before and 5 points if bid after the buy.

"50" counts 40 points and 20 points respectively.

A player can bid "40" before the buy and "50" afterwards if the cards from the talon fit well.

In case a player has bid "40" and gets only 38 points he has indeed won his game but has lost the premium for "40". A player might also win game and "40" but lose "50".

Opponents can double both bids if they think that declarer is not able to get so many points. It is possible to double before the buy but also afterwards (if declarer has found a bad talon or was forced to leave some high-valued cards to the opponents). To bid "50" is always dangerous in a one-card or Solo-game because of the 5 or 6 cards which opponents get.

BIDS AND PREMIUMS (II)

Further possible bids are: "Without Trull", "Without Kings" and the Pagat. All bids are possible as well before the buy as afterwards. "Trull" and "Four Kings" are not declared. For Trull every player gets 4 points, for Four Kings 5 but only in case he is declarer.

The bids "Without Trull" and "Without Kings" are also only for declarer but have consequences. If a player bids "Without" before the buy, he must not take any card from the talon which belongs to the Trull (or is a king). In case a player bids "Without Trull" and each half of the talon contains a card of the Trull he has lost his game without play! Therefore a player has to be careful about these bids before the buy.

If a player loses his game he also loses the premium for "Without"; but the premium for "Trull" or "Four Kings" is independent from win or lose.

The bid "Without Trull" is worth 16 points if made before the buy but only 4 points afterwards; "Without King" is worth 15 or 5 points respectively.

PAGAT AND UHU

The player who declares "Pagat" undertakes to win the last trick with this particular card. The bid can be made before the buy or after the buy and the exchange of the cards.

A good holding in Tarock is indispensable but a long suit can also be of some value in order to force opponents to waste their Tarock.

Look at this sample

XXI, XX, XIX, XVIII, XVI, XV, XIV, X, IX, VI, I;

Spade King, Queen, Knight, ten, eight.

It must be noted, however, that the declaration of Pagat sometimes handicaps declarer in the play, and he might lose the game in order to win the Pagat. The same is true for the bid "40" and the Pagat. Everything depends on the structure of the hand, and a little experience is needed to judge rightly. In doubt one should not declare the Pagat but try to play it undeclared; in this case he has still a chance to change his plans in case something is going wrong.

The undeclared Pagat is worth 5 points, declared 10 or 20, depending whether it was announced after or before the buy.

It is to be mentioned here that Point-Tarock is almost always played with "Uhu" which means that a player undertakes to win the one but last trick with Tarock II. The bid is not obligatory and therefore must be agreed prior to the game. It can be declared before the buy (40 points) or afterwards (20 points) or played undeclared (10 points). If it was declared the card must be played to one but the last trick even if the player loses this trick; in this case the declarer loses the Uhu and must pay the premium to his opponents.

DOUBLING

Usually a holding as in the above sample is necessary but one more Tarock would be better. A player should be careful in declaring Pagat and Uhu and should not do this unless he has 13 or 14 Tarock with Sk, XXI, XX!

The bidding always starts with non dealer (there are no nullo games possible). This player either says "Pass" (in this case he cannot enter the bidding later but may double any bid that is made) or bids, for instance "three cards with Pagat" or "two cards with 40". Middle hand bids next and has the choice to pass, to bid or to double. The last to speak is the dealer. It is possible that eldest hand bids "three cards with Pagat", middle hand doubles the Pagat, and dealer doubles the game (with few Tarock but many cards of high point-count).

Middle hand is entitled to relieve eldest hand of his bid which occurs mostly when "Three cards" were bid. Eldest hand can keep his bid but also leave it to middle hand; in this case he may double. It is also possible that middle hand doubles eldest hand if middle hand tried to relieve but, eldest hand wanted to maintain. A double before the buy means that everything involved counts fourfold, i. e. the points for the game are multiplied by four irrespective of the fact whether it was a three-card-game or another game. A redouble before the buy means that everything is counted 16 fold! (The talon must not be seen unless the whole auction is over and all players have said "alright"). A double after the buy just doubles all points, a redouble doubles again (but: double before and redouble after the buy: $\times 8$). If a game is doubled this double also involves "40", "50", Without Trull and Without Kings (these bids are also doubled automatically). Pagat and Uhu must be doubled separately.

EXAMPLES FOR SCORING

1. A player bids "Two cards with 40" before the buy and afterwards he declares the Pagat. He makes 46 points but loses the Pagat; he possessed the Trull.

Declarer wins

the game (value 3) with 11 points excess	14
"40" before the buy	10
Trull	4
	28

for "two cards" double

56

Opponents win

Pagat declared after the buy but lost	10
for two cards double	20

2. A player bids Two cards with Pagat before the buy and is doubled (game + Pagat) after the buy. He makes only 33 points but brings home the Pagat. He wins

Pagat, declared before buy = 20×2 (doubled after buy) $\times 2$ (for "two cards") = 80 points;

Opponents win

the game with 2 points excess (because declarer made less points than necessary) $\times 4$ (as above) = 20 points.

3. A player wins "one card with 40" and a bid of "50" after the buy and makes 52 points.

He wins

the game with 17 points excess	20
"40" before the buy	10
"50" after the buy	20
	50
for "one card" $\times 3$	150

THE SCORING

It is tradition to score on a little blackboard with chalk. Each player writes down his scores, adding each new score to the sum of the others. A player who reaches 100 or more is allowed to add a bonus of 10 points. As two or all players may score in one game (see examples 1 and 2!) it may happen that more players reach 100 at one time; in this case each player gets the bonus.

Example:

Player A:	4, 44, 68, 75	75
Player B:	45, 65, 145	155
Player C:	28, 48	48

Player B just scored 80 points and reached 145 points; he gets a bonus. As soon as a player gets a bonus all players must write their scores at the right side; thereafter all players start with zero points again. When the game is over the players add all the points at the side. In case a player reaches 100 or more through a revoke of one of his opponents he also writes on the side but gets no bonus!

Rules and regulations

The rules and regulations are not very complicated and are not codified. Therefore it is advisable to follow the regulations which are described here — otherwise the pleasure of the game might be disturbed.

§ 1.

The cards are to be shuffled properly; the dealer has the right for the last cut.

§ 2.

The dealer must inform nondealer in case there was no cut but a knock. Nondealer has the right to decide whether the cards have to be dealt as normal or all at one time. In the latter case dealer must ask the players which cards they want. The right of choice is forfeited if one of the players has seen any of his cards.

§ 3.

There is a new deal without any penalty if there was a card face-up in the deck.

§ 4.

In case of a misdeal the dealer is obliged to deal again but must pay a penalty to all the other players. This penalty has to be fixed prior to the game. Dealer has to count the last cards he deals; if the number of cards is wrong he has to announce "misdeal".

§ 5.

All players must remain silent during the auction and play. Remarks and gestures which reveal a distribution of cards are forbidden. If they are made the other side is entitled to throw in the cards and claim the game and all premiums.

§ 6.

If a player does not follow suit or does not follow with Tarock to a void he has "revoked". The opponents are entitled to claim the game and all premiums without further play. They can, however, continue in case they see a chance for a quiet Pagat or a Valat. A revoke also constitutes: leading or playing to a trick out of turn and any infringement of the rules concerning the talon and discarding.

§ 7.

Discards should not be mixed with tricks because a revoke could not be proved.

§ 8.

Any player has the right to inspect the last trick as long as he has not played to the current trick.

§ 9.

If a player has taken a trick he should put the cards that constituted this trick in front of him on the table (face-down). If he plays and leaves the previous trick face-up on the table it is taken for granted that he plays off cards which cannot be taken by other cards.

§ 10.

Before eldest hand makes the opening lead (or declarer in a nullo game) he must ask whether anybody wants to make another bid. If all players agree, no further bid or declaration is allowed.

§ 11.

If a player has declared Pagat (or King Ultimo) without possession of this card and was doubled by his opponent he loses his declaration and must pay the premium for a Pagat doubled. The result of the game, however, is not influenced by this error.

§ 12. (Only for Calling the King)

If a player calls better with Pagat or Uhu and is unlucky to find the king he has called in the talon he is allowed to surrender; in this case he cannot be doubled but must pay the game and the Pagat (Uhu). If he wants to play the opponents might double him.

§ 13. (Only for Scarecrow)

Dealer is obliged to count the last "Scarecrow". If there was a misdeal (because there are not four cards in this pack) non dealer has the choice of playing (in this case the cards have to be rectified) or throwing in (new deal by same player). The right to choose is forfeited if nondealer has uncovered one of the talons (he is, however, allowed to see his hand).

Technical terms

Honour	Suit card (king, queen, knight, jack)
Skartin	Suit card (ace to four in red suits, ten to seven in black suits)
Tarock	special card with trick-taking power (trumps)
Skues	highest Tarock, not marked
Moon	second-highest Tarock, marked XXI
Pagat	lowest Tarock, marked I
Trull	Skues, Moon and Pagat together
Scarecrow	Tarock for two players
Tappen	Tarock for three players
Call the King	most popular Tarock-game for four players
Pagat Ultimo	Taking the very last trick with Tarock I
	Tappen: lowest bid
	Call the King: to play without a partner
Dreier	Tappen: bids that are higher than a Dreier
Unterer, Oberer	Tappen: highest bid
Solo	Call the King: a form of play without talon but with a partner
Valat	Taking all tricks, either by one player or by one party

Double	Doubling the stakes
Void	a suit that is not present in one's hand
nullo games	the aim is to make only one trick or no trick at all
Bettel	nullo game where no trick must be taken
Piccolo	nullo game where just one trick must be taken
Trischaken	a nullo game where each player must try to take as few tricks as possible
King Ultimo	To play the king that was called to the last trick which must be made by declarers side
Sechserdreier	Special game for nondealer where all six cards of the talon can be taken up. (Non dealer is allowed to take six cards and plays against three opponents

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