

French Federation of Belote

R ULES OFFICIAL BELOTE

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1. Preamble

The function of this document is to establish the official rules for belote, in its variant more practiced, that is to say the belote with 4 players divided into 2 teams of 2 players, only rules recognized by the French Federation of Belote.

2. Presentation

The game of Belote is played with a deck of 32 cards, including the 7, 8, 9, 10, Jacks, Queens, Kings and Aces the four suits of spades, hearts, diamonds and clubs and oppose two teams of two players facing each other: north / south team opposed to west / east.

The game takes place over several deals (also called leads) and ends when a team reaches or exceeds a number of points defined at the start, or after a defined number of data.

A deal includes several phases of play:

- the distribution,
- auctions,

- the card game,
- the calculation of the score.

3. Distribution

3.1. The donor

The first dealer is drawn as follows: one person from each team draws a random card from the deck spread out face down in the middle of the table. The player who shot the most small card gives. The color of the cards does not matter. The order of the cards to follow, in order descending is the following: Ace, King, Queen, Jack, 10, 9, 8, 7. In the event of a tie, a new draw has location.

3.2. Shuffling cards

Shuffling of the game is mandatory before each distribution. The dealer grabs the 32 cards face down, perform a shuffle before placing the package back on the table, still face down, direction of the player to his left making the cut.

3.3. The cup

The player to the left of the dealer makes a straight cut in two without count the number of cards he wishes to cut. Each pile must contain at least 3 cards. The donor closes the cup.

3.4. Distribution (part one)

The dealer deals 5 cards to each player, counterclockwise. shows, starting with his neighbor on the right, in one of the following ways: 3 cards each then 2, or 2 cards each then 3. He places the remaining deck of cards face down, then turns over above the first card.

Players are strictly prohibited from picking up their cards before the end of the deal. The first betting round begins (4.1).

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3.5. Distribution (part two)

The dealer deals the returned card to the taker, then counterclockwise by showing 3 cards to each player or 2 cards to the taker.

4. The auctions

4.1. First round

The players speak in turn, starting with the player to the right of the donor and have the following options:

- A player passes his turn by saying "I pass" with the exception of any other phrase except prior agreement between the 2 teams.
- A player can choose to "take" by saying "I take" with the exception of any other expression except prior agreement between the 2 teams. In this case, the color of the trump will be that of the returned card. The betting round ends; distribution resumes (see 3.5).

In the event that all four players pass their turn, a second betting round takes place in the following conditions:

4.2. Second turn

The players speak in turn, starting with the player to the right of the donor and have the following options:

- A player passes his turn by saying "two" with the exception of any other phrase unless agreed preliminary between the 2 teams.
- A player can choose to "take" by announcing the color of his choice which then defines the color of the trump. Any phrase other than "Spades", "Hearts", "Diamonds" or "Clover" is forbidden except by prior agreement between the 2 teams. Distribution resumes (see 3.5).

In the event that all four players pass their turn, the deal is over. The located player immediately to the right of the dealer becomes the new dealer.

5. The card game

The card deck consists of eight tricks (or "tricks") of four cards.

5.1. Process

The player to the right of the dealer plays the card of his choice: it is the start. The color of the card of the lead fixes the requested color.

The other three players then play a card in turn, always in the opposite direction to the clockwise, and following the rules below.

The trick is won by the player who played the highest card to the trump or, failing that, to the flush requested.

The latter starts the next fold, and so on.

Any card that leaves the game must be played unless otherwise authorized or advised by the opponents.

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The folds are always collected from the side of the same person in each team throughout the gives, and are stacked in the order they appear.

When a trick is turned over, it can only be viewed at the end of the next trick (when the four cards are played) before it is returned in turn. In no case can a player request to consult the previous trick before playing his card.

When all the cards have been played, the points are calculated.

5.2. Rules

1. You must always provide the color requested at the start if you have one. If the color requested is the asset, when possible, it is also necessary to climb on the highest card already posed.

2.1 If we do not have a card in the color requested, and our partner is not in control or has not yet played: we are required to play an asset if we have one (we say that we "cut"), otherwise we can play any card without exception (we say that we "discard").

2.2. If an opposing player has already cut and holds the fold, if it is necessary to cut, it is mandatory to provide a stronger asset than him (we say that we "overcut"). If this is not possible, an asset must be provided weaker (we say that we "piss").

2.3. If the partner player has already cut and holds the fold, if we do not have the requested color, he is not obligatory to cut. You can discard any card without exception (y including an advantage inferior to his).

6. Order and value of cards

The cards do not have the same order or the same value depending on whether it is a trump card or not. The following tables show the order and value of the cards in descending order.

To the trump		Except trump	
Valet	20 points	Ace	11 points
New	14 points	Ten	10 points
Ace	11 points	King	4 points
Ten	10 points	Lady	3 points
King	4 points	Valet	2 points
Lady	3 points	New	0 point
Eight	0 point	Eight	0 point
Seven	0 point	Seven	0 point

7. The belote and the rebelote

When a player holds together the king and the queen of trump, we say that he has the belote, which gives his team a bonus of 20 points.

To be compliant, it must be announced by saying "belote" when he plays the first of

these two cards (indifferently the Queen or the King), then obligatorily "rebelote" when playing the second. If one of these two terms is omitted, the belote is not taken into account.

The belote announced in a compliant manner is impregnable: the point bonus is granted even in the event of a fall.

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8. Advertisements

The classic belote is played without ads.

9. Der ten and hood

9.1. Ten from der

The team making the last trick gets a 10 point bonus for this trick.

This is the "ten de der" rule, der being the diminutive of "last fold".

The total points of the game are therefore 162, including the "ten de der".

9.2. Hood

In the event of a hood, i.e. the 8 tricks won by the same team, the ten of der is worth 100 points, thus bringing the total to 252 points.

10. Score calculation

10.1. Result of the deal

When the 8 tricks have been played, the score is calculated.

Each camp totals its points, namely:

- the number of points contained in the folds made by his team,
- the ten of der,
- the belote / rebelote.

10.1.1. Successful contract

The contract is successful if the lessees obtain a total of points strictly greater than the total points of the opposing team, including the belote.

10.1.2. Fallen contract

The contract is dropped if the takers obtain a total of points strictly lower than the total points of the opposing team.

10.1.3. Litigation rule

In the event of a tie between the point totals of the two teams (81-81 or 91-91), there is a "dispute". In this case, the taker's points are put back into play (81 or 91) and will be returned to the team succeeding the contract of the following deal. The team that did not take scores its points (81 or 91) from the deal that led to the dispute.

Each tournament reserves the right to apply or not the rule of the dispute and must stipulate it clearly upstream. In the event that it is not applied, the tournament must define in advance whether the tie of score causes the contract to fall or succeed for the winning team.

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10.2. Score of the deal

At the end of the points count, each team scores the number of points as follows:

- If the contract is successful, the two teams score the number of points they have achieved. The sum of the points scored outside the belote is 162 points (252 points in the event of hood made).
- In the event of a fall in the contract, the team that did not fall scores 162 points or 252 points if it she made a hood.
- Any belote is counted for the benefit of the team having announced it, even in the event of a fall.

10.3. Round

Each tournament reserves the right to apply the rounding rule or not and must stipulate it clearly upstream.

- If it is applied, the score scored by each team is rounded to the nearest ten the closest. *Example: 84 is rounded to 80; 85 is rounded to 90.*
- If it is not applied, the score of each team is scored to the point.

10.4. Game over

Each tournament reserves the right to set for each game a deal limit or a point limit and clearly stipulate it upstream.

10.4.1. Data limit

The game ends when as many deals have been played as the number defined by the

tournament. If the four players pass on the two betting rounds, this deal is not counted. In the event that the dispute rule is applied, the deal giving rise to the dispute is recorded; the same goes for the next deal on which the points are reported.

10.4.2. Point limit

The first team to reach or exceed the number of points defined by the tournament wins the game. If both sides exceed the points fixed at the same time, it is the one who has the most points beyond who wins the game. In the event of a tie, a new deal is played until the tie is broken.

If the rounding rule is applied, rounding wins the game .

Example: during a game in 1000 points, if a team has 910 points and achieves 85 points, it scores under the rounding rule 90 points which brings his score to 1000 points. She wins the part.

11. Variant: No Trump / All Trump

The organizer of a tournament can decide to play it with the variant of No Trump / Tout Asset. This variant allows you to take, in addition to the 4 possible trump colors, to "Without Trump" (there is no trump suit) and "Any trump suit" (all trump suit), and implies the following changes:

11.1. Bidding round

A player can take the flush as well as Without Trump and Any Trump.

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11.2. Without Trump

There is no trump card in a Sans Atout contract. In fact, it is impossible to cut. There no belote possible.

The order and value of the cards are as follows:

Ace	19 points
Ten	10 points
King	4 points
Lady	3 points
Valet	2 points
New	0 point
Eight	0 point
Seven	0 point

11.3. All Asset

In an All Atout contract, all colors are defined as an asset. In fact, it is impossible to cut and it is mandatory to climb on the card that holds, when possible. he can have up to 4 belotes.

The order and value of the cards are those of the trump. Therefore the total number of points is 258 points. To calculate the score of the deal, multiply the number of points counted (excluding belote) by fraction $162/258$ then add any belotes. The tournament organizer will provide players with a conversion table which transcribes this calculation.

Example: After counting, my team achieves 198 points plus a belote. After conversion, the score achieved is 124 points ($198 \times 162/258$) plus the bonus of 20 points provided by the belote, or 144 points.

The French Federation of Belote only recognizes the rules mentioned in this regulation. Any variant such as "we do not end up on a hood", "the square of 7 cancels the gives "etc, are null and void in tournaments approved by the French Federation of Belote. The Without Atout and Tout Atout auctions or the "square", "hundred", "fifty" announcements, "Third party" are not part of the classic Belote and are defined in the appropriate rules.

Any question, remark or suggestion concerning these Rules of the Belote Contrée should be sent to arbitrageffbelote@gmail.com.