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OFFICIAL RULES OF BELOTE CONTREE

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I - Preamble

There are **all types of belote** . Belote à la vache, belote with 2, 3, 4 players ... belote contrée, belote coinchée ...

Each of the variants of the belote has also suffered from **variations in the rules** according to regions, cities, even neighborhoods and establishments in which the belote and its variants are practiced.

The function of this document is to establish the **official** rules for the Belote Contrée in its most popular variant, that is to say **the Belote Contée with 4 players divided into 2 teams of 2 players** . Any rules going against the rules enacted below will not have the approval of the French Federation of Belote.

II - Aim of the game

Belote is played with a deck of 32 cards, ranging from 7 to Ace. The game being broken down into 4 colors, spades, hearts, diamonds and clubs.

Part of Belote Contrée is made up of deals or leads, broken down into several stages. The distribution, the taking, the playing of the card and the announcements.

The goal of the game of belote is to achieve more points than the opposing team.

III - Card value

During each game a trump suit is designated. The order and value of the cards changes for the trump suit while the value of the other 3 suits is the same. Here is a summary table of the value of each card.

To the asset		Outside of the asset	
Valet	20 points	Ace	11 points
9	14 points	10	10 points
Ace	11 points	King	4 points
10	10 points	Lady	3 points
King	4 points	Valet	2 points
Lady	3 points	9	0 point
8	0 point	8	0 point

7

0 point

7

0 point

At the end of each deal, when the 8 tricks (tricks) of the deal are made, a player from each team adds up the number of points achieved by their team.

The team making the last trick adds 10 points to their score . This is the “ten de der” rule - der is the diminutive last fold.

The total points of the game are 162, including the “ten de der”. If the sum of the two totals obtained is different from this number, a new counting of points is carried out.

IV - Distribution of cards

A - Shuffling of cards

There are many errors circulating regarding the rule of shuffling cards . A long time ago, it was forbidden to mix with Belote Contrée. This rule from another time, **favoring cheaters and card manipulators** , allows ill-intentioned people to arrange the cards at the end of a deal in order **to favor themselves in the next deal**.

The resurgence of these cheating cases has made mixing no longer optional but **COMPULSORY** before each distribution. The dealer will therefore have to grab the cards and perform a shuffle before placing the deck face down to the player to his left so that he cuts the deck.

B - The cut

Please note, to be considered valid, the person in charge of the cut must cut the deck so as to leave at least 3 cards at the beginning or at the end. The player making the cut must cut cleanly and is not allowed to release the cards to define exactly how many cards he wishes to cut.

Once the cut is made, the dealer collects the cut cards and puts them back on the deck.

C - Distribution

Dispensing is done in an **anti-clockwise direction**. The first donor in the game is drawn. The distribution is done by starting with its neighbor on the right and must be done as follows:

- 3 cards each then 2 or vice versa.
- It is strictly forbidden to distribute 1 or 4 cards at a time.
- Cards must be held with one hand (not both). The game must be laid out evenly and cannot be closed to avoid any case of cheating.

V - Taking and contract

A - Grip turn - Contract

The players speak in turn, starting with the player to the right of the dealer. Each player can:

- either pass his turn
- or announce a contract from 80 to 160, or else announce a cover. Auctions are made in increments of at least 10 points.

The way to announce your contract must ALWAYS be the same. We first announce the contract value (80,90,100...), then the suit (spades, hearts...). This will give 80 spades, not 80 spades.

Any announced contract cannot be canceled.

The team that announced the highest contract determines the color of the trump.

If a cover is requested, the team will have to make the 8 folds.

B - Pass

If the player does not wish to announce a contract, he can pass.

He will have to say "I pass" directly. Any other expression such as "Pass" or "Go" is prohibited.

The auctions end after 3 consecutive "Passes". A player cannot therefore outbid himself if all the other players have passed.

C - The Cons

Countering his opponent's bid assumes that the player thinks that the opponent will not fulfill his contract. An overage may be made by the team which announced the auction.

A cons is announced by using the expression "I Against".

A counter must be announced in turn. We cannot counter "on the fly".

Points against:

Points made : in the event of a counter when the game or tournament takes place in points made, the contract is worth 320 points and the additional against 640 points.

Announced points : in the event of a counter when the game or tournament takes place in announced points, the counter is worth twice the value of the auction. (if the bid is at 120, the counter report 240 points to the 2 teams).

VI - The card game

After the bidding round, the lessee and his partner will attempt to carry out the requested contract.

The player to the right of the dealer plays the card of his choice. The color of this card fixes the color requested.

Basic rules of the card game

1. We must always provide the color requested at the start if we have one
2. If you do not have a card in the requested color, two cases arise:
 - The partner is master (he has played the best card on the mat): you can then play any card; we "discard". We can also cut if we want.
 - The partner is not master or has not yet played: one is required to cut by playing an asset if one has one, otherwise one discards by playing any card.
3. When a player plays a trump, the other players are forced to put a stronger trump than the one already present on the mat. If this proves impossible, the player will have to choose a weaker trump.
4. When an opponent cuts and we do not have the requested flush, we have to provide a higher trump card to the opponent.
5. When an opponent cuts and we don't have the requested flush, if we don't have a higher trump, we can discard. That is, we can play any other card, we don't have to play trump.

6. When your partner cuts an opponent's card and you only have a trump card, you don't have to provide a higher trump.
7. Any card shown must be played unless otherwise authorized or advised by the opponents.
8. The folds are always picked up by the same person throughout the lead.
9. The last trick can be viewed by any player in the game as long as the next trick has not been picked up. The start of the next trick is made by the player who has just won the last trick. When all the cards have been played, the points are calculated.

VII - Scoring of points

There are several ways of counting points in the region. In fact points, in announced points, even in fact + announced points.

A - Points made

1. Contract completed

The taker marks the number of points he has achieved in the deal.

- The team that announced the contract must achieve a number greater than or equal to the announced contract.
- The belote enables the contract to be carried out.
- Once counted, the points are rounded down to the nearest ten if the last digit is between 1 and 4 and to the next ten if the last digit is between 5 and 9. (This rounding does not allow the contract to be carried out. team having made 89 points and having requested 90 falls).

The defendant scores the number of points he has achieved in the deal.

2. The fall of the contract

If the team that announced the contract falls, it scores 0 points and the opposing team then scores 160.

The belote is not impregnable. It is also marked by defense if the team that announced the contract falls.

3. The against and against

The counter is worth 320 points and the overage 640. To this can be added the belote in addition, either 340 or 660 points.

4. The hood

The hood not requested is worth 250 points.

The hood requested and achieved, or dropped, is worth 500 points.

The countered cowl is worth 1,000 points.

The overcharged hood is worth 2,000 points.

The Capot team keeps its belote no matter what.

The team which announces a hood and does not realize it loses its belote.

B - Points announced

1. Contract completed

The lessee scores the number of points he announced during the contract phase. If the number of points made exceeds the number of points announced, they are not counted.

In the event of a successful contract, the defender scores 0.

2. The fall of the contract

If the team that announced the contract falls, it scores 0 points and the opposing team then scores 160.

3. Against and against

In case of against, the value of the contract is equal to the Contract multiplied by 2, the additional counter is equal to the requested contract multiplied by 4.

Example: if 90 is requested, the block is worth 180 and the overage 360 points to the winning team.

4. The hood

The unrequested cover earns nothing more than the requested contract.

The hood requested and performed is worth 250 points.

The hood countered is worth 500 points.

The overcharged hood is worth 1,000 points.

C - Points made + points announced

1. Contract completed:

The taker marks the number of points he has achieved in the deal + his contract.

Example: a team announces 80 points, it scores 110 points. She scores 190 points (110 + 80).

è L'équipe ayant annoncé le contrat doit réaliser un nombre supérieur ou égal au contrat annoncé.

è La belote permet de réaliser le contrat.

è Une fois comptabilisés, les points sont arrondis à la dizaine inférieure si le dernier chiffre est compris entre 1 et 4 et à la dizaine supérieure si le dernier chiffre est compris entre 5 et 9. (Cet arrondi ne permet pas de réaliser le contrat. Une équipe ayant fait 89 points et ayant demandé 90 chute).

Le défenseur marque le nombre de points qu'il a réalisés dans la donne.

2. La chute du contrat

Si l'équipe ayant annoncé le contrat chute, elle marque 0 point et l'équipe adverse en marque alors 160 + la valeur du contrat demandé.

La belote n'est pas imprenable. Elle est également marquée par la défense si l'équipe qui a annoncé le contrat chute.

3. Le contre et surcontre

Si le preneur réussit son contrat, il marque (160 points + les points demandés) x 2

Si le preneur chute son contrat, le défenseur marque (160 points + les points demandés) x 2

4. Le capot

Le capot non demandé vaut 250 points + le contrat

Le capot demandé et réalisé, ou chuté, vaut 500 points.

Le capot contré vaut 1.000 points.

Le capot surcontré vaut 2.000 points.

L'équipe Capot conserve sa belote quoiqu'il arrive.

L'équipe qui annonce un capot et ne le réalise pas perd sa belote.

VIII. Problèmes en cours de partie / Discipline

Tout joueur s'inscrivant à un tournoi reconnaît avoir lu et accepte le règlement ci-joint.

Les joueurs se doivent de respecter, adversaires, partenaires et corps arbitral.

Le principe est que « l'erreur ne doit pas bénéficier à l'équipe qui l'a commise »

Hors l'intervention de tout arbitre, les équipes peuvent se mettre d'accord sur l'une des deux solutions suivantes :

- Soit elles « couvrent » l'incident ou l'erreur et acceptent de continuer la mène car l'erreur est mineure et trouvent un accord à l'amiable.
- Soit elles décident l'annulation pure et simple de celle-ci.

Si aucune entente n'est trouvée, les équipes font alors appel à un arbitre. La décision de l'arbitre est indiscutable.

A – Fausse donne

Si le donneur commet une irrégularité en distribuant les cartes (carte retournée, erreur dans le nombre de cartes, etc. ...) il doit simplement redistribuer les cartes.

En cas de seconde irrégularité consécutive, l'équipe ayant commis la faute se verra pénalisée et interdite de toute prise sur cette seconde donne. C'est-à-dire que l'équipe adverse sera la seule autorisée à prendre durant la partie suivante.

En cas de troisième irrégularité consécutive, 160 points sont donnés à l'équipe adverse.

B – Erreur sur le jeu de la carte

Dans le cas de coup de carte irrégulier (mauvaise couleur, jet d'une carte intempestif, erreur sur un coup d'atout...) :

- Si la faute est constatée immédiatement, le cours du jeu continue. Il sera alors interdit à l'équipe ayant commis la faute de jouer cette couleur au tour suivant.
- En cas d'erreur constatée en fin de donne telle que (ne pas avoir fourni à l'atout alors que le joueur en disposait, ne pas avoir coupé, ne pas être monté), la donne est considérée comme perdue pour l'équipe fautive et 160 points sont donnés à l'équipe adverse.

C – Temps de réflexion / Triche

Certaines situations nécessitent un temps de réflexion plus important que les autres. Il est alors strictement interdit d'émettre la moindre parole ou le moindre bruit pouvant indiquer son hésitation et donc son jeu.

De même, lors de la prise, celle-ci doit être annoncée distinctement et sans temps d'hésitation.

En cas de litige ou de doute, il est conseillé de faire intervenir un arbitre.

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Rappel du comportement à avoir lors d'une partie de belote contrée

- Il est Interdit de parler ou faire des signes ou mimiques pendant les donnes pour ne pas donner d'indication à son partenaire
- Le score doit être disponible est visible par tous, que ce soit pour l'équipe qui gère la marque, comme pour l'équipe adverse.
- Les commentaires sur les donnes précédentes sont interdits pendant la donne en cours.
- Il est interdit de préparer sa carte avant son tour.
- La carte devra être posée sur le tapis de la même manière tout au long de la partie.
- Ouvrir vos cartes de façon régulière en les gardant dans la main pendant toute la mène. Aucun écart entre cartes, cartes tenues à deux mains, changer le jeu de main n'est autorisé.
- Lorsqu'un joueur prend, la réflexion doit être faite en amont de la prise. Il est strictement interdit de faire transparaître un soupçon d'hésitation ou bien une intonation d'interrogation dans la voix.
- En cas de litige, la décision de l'arbitre doit être respectée. Selon la situation, le nombre de points des équipes et son appréciation de la partie en cours, l'arbitre avancera sa décision qui est indiscutable.

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Annexe : la Belote Contrée Sans Atout / Tout Atout

Sans Atout

Cette option offre la possibilité d'encherir à Sans Atout plutôt qu'à une couleur classique. Lors d'un contrat à Sans Atout, il n'y a plus aucun atout dès le premier pli. **L'ordre des cartes est donc le suivant: As, Dix, Roi, Dame, Valet, Neuf, Huit, Sept, quelle que soit la couleur.** De fait, il est impossible de couper. **Il n'y a pas de Belote possible.**

Les As valent 19 points afin de ramener les points du Paquet à 162.

Les carrés d'As valent 200 points. Les carrés de Dix valent 150 points.

Tout Atout

A l'inverse de Sans Atout, toutes les couleurs sont atout. **L'ordre des cartes est le suivant: Valet, Neuf, As, Dix, Roi, Dame, Huit, Sept. Il est également impossible de couper.**

Ici, **le paquet vaudrait 258 points**. Il est donc ramené à 162 en multipliant les scores par 162/258 (soit 0,63 environ): dans le tableau des scores, les points avant conversion sont exprimés entre parenthèses.

Deux autres différences par rapport au Sans Atout sont à noter :

- il peut y avoir jusqu'à 4 Belotes
- au jeu de la carte, on est toujours obligé de monter sur la carte qui tient si l'on peut.

Important : le Sans Atout / Tout Atout est une option. Il n'est pas appliqué dans tous les tournois. Il est important de demander aux organisateurs si le tournoi est en Sans Atout/Tout atout ou non.

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