

**About**

Sedma is an unusual game that is widely played in Eastern Europe (e.g. Hungary, Slovakia, and Czech Republic). It is unusual, in that the suits play no role, and a trick may go around the table multiple times before finally being won by the last player to play a card equal to the original 'lead card' or a seven. The lowest cards (the 7s) have a powerful role in play, and give the game its name, Sedma, which means 'seven'.

<b>Players</b>	Two, Three, or Four (in partnerships)
<b>Cards</b>	32 cards (7 – A) (♥♦♣♠)

<b>Card</b>	A	10	K	Q	J	9	8	7
<b>Points</b>	10	10				0		

<b>Deal</b>	For 3p Remove one 8 and one 9 = 30 cards. <ul style="list-style-type: none"> <li>Deal 4 cards to each player.</li> <li>Place the stock in the centre.</li> </ul>
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<b>Objective</b>	To capture As and 10s (worth 10 points each). To capture the last trick (worth 10 additional points).
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**Play**

Note: The player to the left of the dealer leads to the first trick.

- The player whose turn it is to lead (the 'leader'), leads any card.... this is the '**lead card**'
- Clockwise around the table the other players also play a card. Any card at all may be played.
- When all players have played a card, the 'leader' may choose one of two options:
  - End the trick → go to step 4.
  - Send the trick around the table once more by playing a card equal to the rank of the **lead card** or by **playing a 7**. All other players must then also play another card to the trick.

Note that:

- if the leader does not hold a card matching their original lead (or a 7) then they cannot send the trick around again, even if they wanted to.*
- if the leader does hold a card matching their original lead (or a 7) they can send the trick around again, but they do not have to if they do not want to.*

Note that:

*The trick leader can keep sending the trick around further times if they have the necessary cards in their hand. If this were to happen then the trick would eventually come to an end when all players had played all of their 4 cards.*

- When a trick ends, it is won by the last player to match the rank of the **lead card (or play a 7)**. That player collects the cards from the table (counting 10 points for any As or 10s captured within it). This player will become the 'leader' of a new trick.
- Starting with the trick winner, and proceeding clockwise, all players draw from the stock enough cards to bring their hand back up to 4 cards in total. → go to Step 1.

**Scoring**

At the end of the hand players (or partnerships) count their As and 10s (both of which score 10 points each). Additionally, the winner (or winning partnership) of the last trick counts 10 points. This makes a total of 90 card points available in the hand.

- If a player (or partnership) scores 50 – 80 points they count 1 stake towards the game.
- If a player (or partnership) wins all 90 points they count 2 stakes towards the game.
- If a player (or partnership) wins all the cards they count 3 stakes towards the game.

**Note:** In the 3 player game, the winner of the hand is paid by both losers. If two players tie the hand the loser pays both winners and if all three players tie the hand (30 – 30 – 30) then there is no payment.

**Variations**

The basic game that we play is described above. Many variations in the rules have developed over time and the basic game of Sedma has evolved into a number of other card games found under different names all across Eastern Europe. This group of games is now called the Sedma group. Below are listed a small sample of the many variations that exist.

Burnt on table	In the two or four player game, if at any stage a trick on the table contains 4 cards of equal rank, then the player (or partnership) who played the last of these immediately win the hand for one stake (or in some variations 2 or 3 stakes).
Burnt in hand	Like above, but it means one player four cards of the same rank in their hand. They show these to the other players and immediately win the hand for one stake (or in some variations 2 or 3 stakes).
Deal all cards	In the four-player game, all the cards are dealt (i.e. everyone receives 8 cards). The rest of the play is the same.
King of hearts	The three-player game is usually played as individuals, but in this variation the holder of the king of hearts plays alone against the other two as a team, though they are not allowed to reveal themselves as the solo player. This is revealed only when the king of hearts is played to the table.
Sevens are trumps	In these variations the 7s act as trumps (not wildcards). In some variations a the first 7 played to a trick wins it (it is collected in after everyone else has played a card of course). In other variations a 7 that has 'trumped' a trick can be further 'trumped' by another 7 but cannot be beaten by any other card.
No last trick	In some variations there is no extra score for the last trick, making a tie of 40 – 40 possible. Often this is also combined with simplified scoring – As and 10s scored as 1 point each (not 10) meaning the score is 4 – 4, rather than 40 – 40.

You can find out more about the many variations for the game of *Sedma* by going on-line.

**How we put our house rules together**

We gather and read information from different sources when developing the house rules for the games that we play. These sources include:

- Websites such as Britannica, Wikipedia and Pagat.com.
- Books on card games from local libraries.
- International associations where these exist e.g. International Skat Players Association, Hungarian Ulti Federation
- Selected apps on iOS or Android
- Expert playing groups associated with existing clubs e.g. the German Club, the Swiss Society etc.