

**About**

Piquet is a French card game that has been played at least since the early 15<sup>th</sup> century. It is a plain trick game, played with no trumps, in which players score for combinations of cards held in hand and for tricks in play. There are three phases. In the first phase, players have an opportunity to draw from the talon (stock) to improve their hands. In phase 2, there is a contest of melds (combinations) to decide which player will score for these, during which information can be gleaned as to the probable make up of the opponent's hand. Finally, there is a trick taking phase where players score for taking tricks in play, including bonuses for taking the most tricks or all the tricks, if they are able to do so.

**Players,  
Cards &  
Ranking**

2 players  
32 (7 – A) (♥♦♣♠) – French Piquet Pack  
OR.... Remove cards of ranks 2 – 6 from an international (ordinary) deck of cards.  
Cards rank A, K, Q, J, 10, 9, 8, 7

**Deal**

Deal 12 cards to each player in either packets of two or packets of 3.  
Spread the remaining 8 cards face down on the table. The first 5, then leave a small gap, followed by the final 3.

**Exchange**

If a player has been dealt a 'carte blanche' (i.e. no Js, Qs, Ks) this is announced before the exchange \* .....see p2.

**Non-dealer**

The non-dealer exchanges first. They must exchange at least one card and can exchange up to a maximum of 5 cards. They announce the number of cards to be exchanged before discarding this number face down to their left and drawing the same number from the centre talon – cards are drawn in the order in which they were dealt (i.e. from the start of the line of 5 cards). If taking less than 5 cards, the non-dealer is permitted to look (without showing the opponent) at any of the remaining cards they were entitled to take, before placing these face down again.

**Dealer**

The dealer is now able to exchange any number of cards they wish from zero up to the number of cards that remain in the talon. If cards remain untaken in the talon after the dealer's exchange, the dealer can choose to expose these cards for both players to see, or to leave them unseen by both players.

	Point	Sequence	Set
	Highest number of cards in a single suit.	Longest / highest sequence of cards in a single suit.	A set of 3 or 4 cards of equal rank (10s and higher)
<b>Declarations</b> Declared and scored in order  * The special declaration of 'carte blanche' occurs earlier ...see p2	Non-dealer says 'point of 5' (5 cards in a suit. Dealer says 'good' if unable to beat this, 'not good' if they have a better point, or 'equal' if theirs is equal. If 'equal' the non-dealer adds their total (count A = 11, pictures = 10, other cards their face value) e.g. '37', to which the dealer says 'good', 'not good' or 'equal'.	Non-dealer says 'sequence of 4' (a continuous sequence of 4 cards in a single suit). Dealer says 'good' if unable to beat this, 'not good' if holding a longer sequence, or 'equal' if holding a sequence of equal length. If 'equal' the non-dealer names their highest card in their sequence, to which the dealer says 'good', 'not good' or 'equal'.	Non-dealer says 'set of 3' (3 cards of a single rank). Dealer says 'good' if unable to beat this, 'not good' if holding a set of 4 cards, or 'equal' if also holding a set of 3 cards. If 'equal', non-dealer states the rank (e.g. 'kings') to which the dealer says 'good', or 'not good'.
	The player with the better 'point' will score for it. If the 'points' cannot be separated, neither player scores for 'point'.	The player with the better 'sequence' will score for it – and also any other sequences they hold. If they cannot be separated, neither player scores for 'sequence'.	The player with the better set will score for it – and any other sets they hold. Note that sets can never be equal one player will always have a larger or higher set than the other.
	<b>1 point for each card:</b> e.g. point of 4 scores 4 points e.g. point of 6 scores 6 points	<b>A sequence of ____ cards:</b> 3 or 4 cards score 3 or 4 points 5 cards score 15 points 6→16.....7→17..... 8→18	<b>A set of ____ cards:</b> 3 cards scores 3 points 4 cards scores 14 points

**Trick Play**

The non-dealer leads to the first trick and may play any card. The dealer must follow suit if able to do so, otherwise may play any card. There is no trump suit. The winner of one trick leads to the next.

**Scoring the tricks:**

- Players receive one point every time they lead to a trick.
- Players receive one point every time they win a trick that was led by their opponent.
- The winner of the last trick scores an additional 1 point.
- A player taking more than 6 of the 12 tricks scores 10 points for 'cards'.
- A player taking all 12 tricks scores 40 points for 'capot'.

**Keeping count:**

- The usual way to keep count is as follows:
  - The non-dealer declares all the combinations they are allowed to score for (see declarations) and totals up these points. They add one point for leading the first trick and announce their total score so far as they play their card to the first trick.
  - The dealer declares all the combinations they are allowed to score for (see declarations) and totals up these points. They add one point if the card they will play will win the first trick, and they announce their total score so far as they play their card to the first trick.
  - Players continue to add to their scores according to the scoring of tricks above.

**Details****Declaring and Scoring Carte Blanche \***

Carte blanche is a special declaration scoring 10 points. It occurs when a player is dealt an initial hand that has no 'court cards' (i.e. no Js, Q's or Ks) and **must be announced immediately upon picking up the cards from the deal**, before either player has begun to consider their exchange.

Non-dealer was dealt a carte blanche	Dealer was dealt a carte blanche
<ul style="list-style-type: none"> <li>• Non-dealer announces carte blanche</li> <li>• Non-dealer announces and sets aside number many cards to be exchanged</li> <li>• Dealer announces and sets aside number of cards to be exchanged</li> <li>• Non-dealer exposes entire hand (including set aside cards) and scores 10 points immediately</li> </ul>	<ul style="list-style-type: none"> <li>• Non-dealer announces carte blanche</li> <li>• Dealer waits until the non-dealer has exchanged cards with the talon.</li> <li>• Dealer then exposes entire hand and scores 10 points immediately.</li> </ul>

**Scoring Repique and Pique****Repike:**

If a player scores 30 points in declarations before their opponent scores any points, they are awarded a repique bonus (60 points).

Remembering that the points for declarations are considered in the order carte blanche, point, sequence, set. So if player 'A' has 30 points in their point, set and sequence, but player 'B' has announced carte blanche, this is not a repique as points for carte blanche are counted before those for point, set and sequence. Another example is that player A may hold 4 Aces for 14 points, while player B holds a point of 5 and two 5 card sequences for 35 points. player B would earn a repique because points for point and sequence are counted before points for sets.

**Pique:**

If the non-dealer reaches a score of 30 points in declarations and points earned in the play of tricks before the dealer has scored any points, they are awarded a pique bonus of 30 points. **The dealer can never be awarded a pique** because the non-dealer always scores 1 point as soon as they lead to the first trick.

**Ending**

A game is played for 6 deals with the higher score winning the game. If desired, the 'correct' scoring method can be applied as follows:

The winning margin is calculated as..... **winner's score** + **loser's score** + 100..... However, if the loser did not reach at least 100 points over the 6 deals then the margin is calculated as **winner's score** + **loser's score** + 100