

**About**

Also known as Tysiacha. This game of point tricks and marriages is played widely in Russia, Belarus, and Ukraine. Players bid for the right to lead to the first trick. All hands begin as no-trump, but trump suits can be established and even changed as the play progresses. The name of the game comes from the usual target score of 1000 points.

<b>Players</b>	Three
<b>Cards</b>	24 cards (9 – A) (  )

<b>Rank</b>	A	10	K	Q	J	9
<b>Points</b>	11	10	4	3	2	0

<b>Deal</b>	<ul style="list-style-type: none"> <li>• 7 cards each in ones</li> <li>• 3 cards to the centre</li> <li>• Deal passes to the left</li> </ul>
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<b>Marriages</b>	<i>K, Q of a suit..... points for announcing....</i>			
				
100	80	60	40	

**Bidding**

The player to the left of the dealer must bid at least 100 and each bid must be a multiple of 5 (e.g. 100... 105 ...). Bidding continues clockwise around the table and each player must either pass or make a higher bid. Bidding continues multiple times around the table, if necessary, until two players have passed. A player who says 'pass' on an earlier opportunity to bid cannot rejoin the bidding. Players are not allowed to make a bid of greater than 120 points unless they hold at least one marriage in their hand. The player who wins the bid is called the 'declarer' and the other players are known as the 'defenders'. If both the other players pass after the initial bid of 100, the player left of the dealer becomes the declarer. The declarer exposes the 3 centre cards for all to see, before taking them in hand, making a total of 10 cards. The declarer now passes 1 card from their hand to each opponent (these can include any of the cards that they picked up if they wish). The declarer now has an opportunity to raise their bid to any higher multiple of 5 before play begins.

**Play**

When there are no trumps, players must follow the lead suit, and if unable to follow they may play any card. When there is a trump suit, players must follow the lead suit, and if unable to follow suit, they must trump if they can, and if unable to follow suit or trump, they may play any card.

All hands begin in no trumps. When a marriage is announced, it immediately changes the trump suit. This means the trump suit may change a number of times throughout the hand. Players who intend to announce a marriage, must hold both the king and queen of that suit in their hand. Further, a player can only announce a marriage immediately after winning a trick. Finally, after announcing the marriage and suit e.g. 'hearts marriage' or 'marriage in hearts', the player must lead one of the two cards (the K or Q) to the next trick.

**Scoring**

The declarer adds up their trick points and marriage points. If they fulfil their bid, they add the points they bid to their total. If not, they subtract the points they bid.

The defenders always score the points they make for tricks and marriages during the play (but rounded to the nearest 5 points).

**Other rules**

Any defender who takes no points has a line '—' added to their column on the score sheet. When a player receives their 3<sup>rd</sup> line they have 120 points subtracted from their score. Should they receive 3 more lines after that, their score would reduce by another 120 points, and so on.

A declarer who, upon adding the centre cards to their hand, considers that they have no chance of making their bid, may choose to give each defender 60 points and not play the hand. In this case an 'X' is added to their column on the score sheet. A 3<sup>rd</sup> 'X' results in 120 being subtracted from their score. The penalty is applied again should a player receive 3 more 'X' and so on.

**Variations**

Below are two rules that are usually in place, but that we don't use because they make the game a bit too long.

The barrel	<p>If, after a hand, a player's score passes 880 but does not reach 1000, their score is frozen at 880. They are 'on the barrel'.</p> <ul style="list-style-type: none"> <li>• They have 3 hands to bid and take 120 (or more) points as the declarer. If they do not achieve this after 3 hands, they 'fall off the barrel' and their score is reduced by 120 points.</li> <li>• While on the barrel... <ul style="list-style-type: none"> <li>○ If they become the declarer and do not make their bid, they 'fall off the barrel', as their bid is subtracted from their score of 880.</li> <li>○ They cannot earn any points as defender when someone else is the declarer.</li> </ul> </li> </ul>
Four nines	If either defender has four nines after receiving the single card, there is a re-deal.

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

A further note

Some people might not like it that the declarer can win the bid, look at the centre cards and then 'give up', giving 60 points to each defender, especially because they may have taken the chance to be declarer away from someone else. In the rules as they are written, by the third time someone did this the defenders would have earned  $3 \times 60 = 180$  points each and additionally the declarer would lose 120 points on the third time they 'gave up'. This does seem fair compensation, and this is how we play the game.

We wouldn't recommend that 'giving up' is disallowed completely, but one possible variation to try would be to say that giving up is only allowed if the bid is exactly 100. This means that 'giving up' would be restricted to the situation where the player to the left of the dealer is stuck with a bid of 100 when the other two players both pass immediately. If you tried this variation, we think you'd still want the defenders to receive 60 points each time, and the penalty of 120 points to still be applied the third time a player 'gave up'.

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.
- Selected apps on iOS or Android
- Expert playing groups associated with existing clubs e.g. the German Club, the Swiss Society etc.