

About

Calabresella is an old Italian point trick game, played at no trumps. The card ranking and points are the same as those used in the game of tressette. In Calabresella, the highest bidder plays alone against two opponents.

Players

Three players.

Cards

40 cards in suits of swords, batons, coins and cups.
A, K, R, J, 7, 6, 5, 4, 3, 2

Deal

12 cards to each player in packets of 4, followed by four-card monte (kitty).

Play

There are no trumps. Players must follow suit, otherwise play any card. There is never any obligation for a player to play a higher card or to otherwise try to win the trick.

Ranking & Points

3	2	A	K	R	J	7	6	5	4
1	1	3	1	1	1	0	0	0	0

There are 32 card points in the deck, plus 3 points for the last trick, making 35 points available in the hand. The declarer must take at least 18 points to be successful. The card points that are in the monte count to the side that wins the last trick.

Play

The player to the left of the dealer begins the bidding, and each player has only one chance to speak. Each successive bid must be higher than the last. The player who wins the bid is known as the 'declarer'.

The declarer leads to the first trick – *variation... the player to the left of the dealer leads, except in solissimo.*

Bid name (points)	Description... dividete and scegliete are not bids on their own.... i.e. 'dividete' does not outbid 'solissimo'.
Chiamo (1)	<ul style="list-style-type: none"> Declarer calls a card that they do not hold. The holder of this card must pass it face up. If the called card is in the monte or in the bidder's hand, then the call is thus satisfied. Declarer turns the monte face up for all to see, before adding these cards to their hand. Declarer passes one card face up back to the player who became one short (if required). Declarer discards any four cards to form a new monte. Declarer leads to first trick (but see <i>variation</i> above).
Solo (2)	<ul style="list-style-type: none"> Declarer turns the monte face up for all to see, before adding these cards to their hand. Declarer discards any four cards to form a new monte. Declarer leads to first trick (but see <i>variation</i> above).
Solissimo (4)	<ul style="list-style-type: none"> There is no calling of a card and no use of the monte – the monte remains face down and unseen by anyone until it is claimed by the winner of the last trick. The declarer leads to the first trick.
Dividete (8)	<ul style="list-style-type: none"> The bidder of a solissimo may choose to increase the value of the game by saying 'dividete'. The opponents each take two cards from the monte without looking at them first and without showing them to the other players. They then each discard two cards face down to form a new monte.
Scegliete (16)	<ul style="list-style-type: none"> The bidder of a solissimo may choose to increase the value of the game by saying 'scegliete'. The opponents turn the monte face up and may distribute the cards amongst themselves in any way they wish (not necessarily 2 and 2), before each discarding as many cards as they took face down to form a new 4 card monte.

Multipliers:

Cappotto - If a side takes all tricks the result is x2.

Stramazzo - If losing side wins at least one trick, but takes less than 3 total points **in tricks** (i.e. 0, 1, 2 points) the result is x3.
(points for last trick can't count)

*If declarer wins – each opponent pays
If declarer loses – pay each opponent*