



About

Originating in Spain in the early 17th century, Hombre (nowadays 'Tresillo') was the first card game invented in which bidding was used to determine which player would have the right to name the trump suit. Hombre spread quickly and had become one of the most popular card games all over Europe by the middle of the 18th Century. Tresillo is still played in Spain today, and similar games are played in a number of other countries. Distinguishing features of the game include the unusual ranking of the cards and the relationship between the declarer and opponents which is more fluid and complex than in many other 3 player alliance games.

Players
&
Cards

3 players

40 cards (2 – 7, 10, 11, 12, A) in four suits:

Swords	Batons	Cups	Coins
			
Long suits		Round suits	

Card
Ranking

When not trump suit....

Long suits: 12 11 10 7 → 2

Round suits: 12 11 10 1 → 7

When trump suit...

Long suit trump: S 2 B 12 11 10 7 6 5 4 3

Round suit trump: S 7 B 1 12 11 10 2 3 4 5 6

S = 'Espada' (ace of swords)... and B = 'Basto' are permanent 1st and 3rd trumps. Second trump is called M = 'Mala' which is the 2 (if long suit trump) or the 7 (if round suit trump). The top 3 trumps are called the 'Estuche'

Tokens,
Bowls &
The Paper**Tokens:** *Kept next to each player.*

- Start with 10 x 1c 10 x 5c 10 x 10c in **own bowl**... best if each player has their own colour tokens.
- Each player pays 1 pajarito (5c) from own bowl into pajaritos bowl prior to the first deal of the game.

Pajaritos bowl: *Kept in a fixed position on the table.*

- Used to hold 5c tokens before they are moved into the plato.
- If it becomes empty... all players add another 5c to it from their own bowl.

Plato: *Kept next to the dealer.*

- Used to hold the current amount being played for.

Paper: *Kept in a fixed position on the table.*

- For reserved puestas (debts to the common pool). Listed next to players names.
- These are then paid in tokens at which time they are crossed out.

**Deal 9 cards
each in packets
of three, then
place remaining
13 cards in a
face down pile to
form the 'heap'.**

Before deal

If plato is empty **AND** no debts on paper → dealer moves 5c from the pajarito bowl to the plato and also 1c from own bowl.
If plato not empty **OR** there is debt on paper → dealer just adds 1c from own bowl to the plato.

Auction

The auction (bidding) is begun by the player left of the dealer and can continue multiple times around the table if necessary. Players earlier in the bidding have priority (*if two players want to play the same bid, the one earlier in the bidding rotation wins*).

From lowest to highest the bids are:

Entrada	Announce trump → exchange cards with the 'heap' → opponents exchange with the 'heap' → player left of dealer leads to first tick. Take more tricks than each opponent separately.
Vuelta	Reveal top card of the 'heap' as trump → exchange cards with the 'heap' → opponents exchange with the 'heap' → player left of dealer leads to first tick. Take more tricks than each opponent separately.
Solo	Announce trump → do not exchange with the 'heap' → opponents exchange with the 'heap' → player left of dealer leads to first tick. Take more tricks than each opponent separately.

- All pass → play 'forced entrada' – the holder of the espada (ace of swords) must play entrada
 - ... If no one holds the espada → the player holding the basto must play entrada
 - ... If no one holds the basto → forehand must play entrada
- Rules for forced entrada – discard up to 8 cards, draw replacements from heap, then announce trumps.

Exchange**Exchanging with the talon after the trump suit has been established:**

- Opponents must decide who will be first opponent and who will be second opponent.
 - Only phrases allowed are 'I should be first opponent', 'It is up to you', and 'You should be first opponent'
- Declarer exchanges (if allowed to), then the first opponent exchanges, finally the second opponent exchanges
 - Can exchange any number of cards (announce how many, then exchange)
 - First must discard face down, only then pick up cards from 'heap' to make up to 9 cards again.
- All cards discarded as well as any left in the talon remain face down and unrevealed.
- During play, players may not check discards again, but can look back at completed tricks no matter who won them.

Play**Rules of play:**

The player left of the dealer leads to the first trick. Highest card of lead suit wins the trick, or the highest trump if any trumps are played. Players must follow suit. If unable to follow suit, they may play any card. Players are not required to play a higher card or beat any previous cards played to the trick. Players store their tricks separately (the opponents do not combine them). To be successful, the declarer only has to take more tricks than each opponent separately.

The rule of following suit does not apply fully to the 'Estuche' i.e. the top 3 trumps (the Espada, Mala and Basto):

*The Espada, Mala and Basto cannot be forced out by the lead of a lower trump. For example, if a player holds the basto and the leader to the trick plays the king of trumps, the holder of the basto is not required to play it (though they would still need to play another trump if they had one). The basto can only be forced out by the lead of the mala or espada. The mala can only be forced out by the lead of the espada. It follows that the espada can never be forced out. Note that to be forced out, the higher card must be **led** to the trick. So, for example if player 'A' plays the king of trump, and player 'B' plays the espada, player 'C' who holds the basto, is not compelled to play it as the espada was not **led** to the trick.*

If the declarer takes the first 5 tricks:

If the declarer takes the first 5 tricks (therefore taking more of the 9 tricks than either opponent), they must decide whether to continue. If they play to the 6th trick, they are considered to be trying for 'bola' (taking all tricks). Successful bola wins a bonus (unsuccessful a penalty) which is calculated and paid separately to other payments for the game.

Surrendering an entrada or Vuelta (solo cannot be surrendered):

The declarer can offer to surrender just before playing to the 4th trick.

- When the declarer surrenders in a vuelta, the play ends and the result is puesta.
- When the declarer surrenders in an entrada, either of the opponents may choose to say *I'll play*, in which case the hand continues, and that player takes over as declarer (and the original declarer becomes one of the opponents).

Outcomes**Based on the 9 tricks:**

Sacado	Declarer wins	Declarer takes more tricks than either opponent separately.
Puesta	Tied game	4 4,1 OR 3 3,3 OR 1 4,4 shading indicates declarer's tricks. Note a 1 44 is puesta not codillo. It is better for the declarer to be 1 44 rather than 1 53 or 2 5 2 as these last two arrangements would be classified as codillo.
Codillo	Declarer loses	One of the opponents captures the most tricks.

Scoring

There are two parts to the scoring system:

Pool score

AIP = 'Amount in Play'

Situation	Payments
No debts on the paper AND No failure payments in the plato. AIP = amount in plato	Sacado – declarer wins the AIP (the contents of plato). Puesta – declarer pays AIP amount from their bowl into the plato. Codillo – declarer pays AIP amount from their bowl into the plato and also to the winner.
Plato has a failure payment in it. AIP = amount in plato	Sacado – declarer wins the AIP (contents of plato). Puesta – declarer has a debt equal to the AIP recorded on the paper next to their name. Codillo – declarer has a debt equal to the AIP recorded on the paper under their name and also pays the AIP amount from their bowl to the winner. Note: <i>Debts recorded onto the paper are 'reserved' i.e. 'reserved puestas'. The <u>largest</u> debt on the paper is played for in the deal that takes place after the next time the contents of plato are won. When a debt on the paper is won, the player whose debt it is pays the amount from their bowl to the winner and the debt is crossed out.</i>
Paper has a debt AND Plato does not have a failure payment in it. AIP = <u>largest</u> debt on paper + plato	Sacado – declarer wins AIP (contents of plato + largest debt) Puesta – the AIP is recorded on the paper next to the declarer's name. Codillo – the AIP is recorded on the paper next to declarer's name and the declarer also pays the AIP directly from their own bowl to winner.

Scores for conditions

These are always paid straight from a player's bowl directly to another player.

Condition	Amount	Description
Entrada	1c	For sacado both opponents pay the declarer. For puesta or codillo, the declarer pays both opponents.
Vuelta	3c	
Solo	5c	
Estuche	1c	If the declarer held the estuche before trick play began AND the outcome is sacado , then opponents each pay 1c to the declarer for estuche. Not paid for puesta or codillo.
Contra-estuche	3c	If the declarer held no cards of the estuche before trick play began AND the outcome is sacado , then opponents each pay 3c for contra-estuche. Not paid for puesta or codillo.
Primeras	1c	If the declarer wins the first 5 tricks and stops there (i.e. they do not play to the 6 th trick), each opponent pays them 1c for primeras.
Bola	10c	If the declarer tries for bola and wins, both opponents pay 10c. If the declarer loses, they must pay both opponents 10c. Bola is separate from the pool score and also separate from any other conditions (for example a declarer may lose bola but still win the pool and be paid conditions for vuelta and estuche). There is no payment for primeras if bola is attempted.

Surrender

The scoring details when the original declarer surrenders an entrada and another player takes over as new declarer.

Pool score

If original declarer surrenders just before playing to the 4th trick **AND** the game is taken over by a new declarer, there are three possible outcomes:

Outcome	Scoring
New declarer wins sacado	The original declarer pays the AIP (amount in play) directly to new declarer. The Plato and Paper are left the same.
New declarer result is <i>puesta</i>	Two new puestas equal to the AIP are generated – one by the original declarer and one by new declarer. ... see 'twin puestas' below.
New declarer loses <i>codillo</i> .	The original declarer generates a puesta. The new declarer generates a puesta and also pays the AIP to the winner. ...see 'twin puestas' below.

Twin puestas:

- If there are no failure payments in the plato **AND** nothing on the paper, both players pay the AIP into the plato.
- If there is a failure payment in the plato **OR** on the paper, two new debts equal to the AIP are added to the paper next to the players' names. These will be equal in size and played for separately – the order in which they are played for does not matter.

Score for Conditions

If the declarer surrenders just before playing to the 4th trick, the original declarer still has to pay conditions to each opponent (regardless of whether a new declarer takes over or not).

In **entrada**, if another declarer does choose to take over, the new declarer **never** has to pay conditions (conditions for the entrada are always paid by the original declarer to both original opponents).

If the new declarer wins estuche, contraestuche or primeras, both opponents pay the new declarer these conditions.

In the very unlikely event that the new declarer wins the first 5 tricks and tries for bola, they would not pay the condition for failing but would be paid the condition by both opponents if bola was successful.

Variations

There were many variations in the game including different scoring schedules and variations in play to allow 4 players to take part. These can be researched online. One common variation to the contracts and bidding is described below.

Additional contracts	<p>Players select a 'preferential' suit at the start of the game. An entrada or solo with this suit as trumps outbids an entrada or solo in any other suit. In this version, the bids rank entrada, entrada in preferential suit, vuelta, solo, solo in preferential suit.</p> <p>When playing this version, scoring was often adjusted. For example, the conditional payments were often increased for a contract played in the preferential suit.</p>
----------------------	---

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.