

About

Tressette is a very famous Italian point trick game for four players in fixed partnerships. It has a distinctive card ranking and scoring system where aces rank 3rd highest but are worth 3 times as many points as any other scoring cards.

Players

Four players in fixed partnerships.

Cards

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

Deal

10 cards to each player. Dealt in packets of 5.

Play

The player to the right of the dealer leads to the first trick and the play is anticlockwise

Ranking & Points

3	2	A	R	C	F	7	6	5	4
1	1	3	1	1	1	0	0	0	0

Traditionally aces are worth 1 point, and 3s, 2s and picture cards are worth 1/3 of a point. Together with 1 point for the last trick that makes 11 2/3 points available (excluding combinations). To remove fractions, all point values on this page have been multiplied by 3 to make a total of 35 rather than 11 2/3. This change has no other material effect on the game, when scoring is applied as described below.

Play

The player to the right of the dealer leads to the first trick and play is anticlockwise. Players must follow suit. If unable to follow suit they may play any card. There are no trumps.

Note some groups of players do not allow combinations

After the first trick has been completed, players may announce that they hold special combinations of cards and claim points for these immediately. These combinations can include the use of the card that the player played to the first trick. Also, a card can be included as part of more than one special combination. When you declare a Napoletana, you must announce which suit it is in, and when claiming a 3 of a kind, you must announce which suit is missing e.g. '3 twos missing the cups' or 'Napoletana in coins and three aces missing the swords'. After announcing a combination, the player shows the cards to the others before scoring the associated points.

Combination	Points Scored
<u>Napoletana</u> Holding the 3, 2, A in one of the suits.	9
<u>4 of a kind</u> Holding four 3s, 2s, or As	12
<u>3 of a kind</u> Holding three 3s, 2s, or As	9

The trick is won by the highest card of the suit led. The trick is collected and stored face down in front of one of the team members. The winner of one trick leads to the next. When leading to a trick, players are allowed to make one of two signals. Firstly, they may knock on the card that they lead. This is signal for the partner to play their highest card of the suit led, and then to lead the same suit back again if the partner wins the trick. Secondly, they may throw or loop their card onto the table from a height so that it glides down. This is a signal to the partner that you have no further cards of the suit you are leading. Players do not usually bluff / deceive with these signals as this may confuse their partner. Some players use signals sparingly, as using them gives information to the opponents too. Some groups of players may use additional / different signals or may not allow signals at all.

Scoring

Points from special combinations are added to the scores immediately after they are declared at the end of the first trick. When all the tricks have been played, the points gained from tricks during the hand are counted and these are then added to the scores. There are 32 card points in the deck, plus 3 points for the winner of the last trick, making 35 points available in the hand (not including points scored for special combinations that have already been scored). Teams score the points that they took in tricks and for 'last trick' (rounded down to the nearest multiple of 3) and add amount this to the scores. The side that reaches a score of 63 points first wins the game. A side can stop play and claim to have won at any time. This could even be directly after scoring a special combination or in the middle of the play of tricks, if the tricks won so far in the hand are enough to take the team to a score of 63 points. If after a hand is completed, both sides have reached or exceeded 63 points, but neither claimed the win, then the highest score wins (in the case of a tie another hand must be played).