

Russian Preferans A K Q J 10 9 8 7 (32 cards)

Deal

- The deal follows the scheme: 2 – kitty(2) – 2 – 2 – 2 – 2

Rules of play

- Left of the dealer always leads to the first trick.
- Players must follow suit if possible. If can't follow suit, must trump if possible. If no trumps, play any card.
- No requirement to 'head the trick' (play higher).
- See also the rules below for misère and 'all pass'.

Bidding

- Left of dealer begins the bidding with 6 spades.
- There are no 'jump' bids (skipping over bids).
- Players earlier in the rotation need only match the highest bid so far announced by those who are positioned later in the rotation.
- A player who has passed may not bid again
- A player who wants to bid misère must not make any other bids before or after.

The player who wins the bid is known as the 'declarer'

Additional Details of Play for Misère and All Pass

Misère	The defenders' cards are played open. If the declarer is first lead, the defenders lay out their cards immediately <u>after</u> the first lead, otherwise, if one of the defenders is first lead, the defenders' cards are laid out before trick play begins. The defenders may discuss their options before making moves. If successful, the declarer wins 10 pool points. If unsuccessful the declarer is penalised 10 dump points for every trick that they take.
All pass <i>When all players pass in the bidding</i>	The top kitty card is turned. Left of the dealer leads. All must play a card of the turned suit (if possible). If a player does not hold a card of the turned suit they may play any card – <i>in this case following players must still play the turned suit if they have it.</i> The highest card of the turned suit wins the trick. The second talon card is turned over and the second trick is played in the same way as the first (left of the dealer leads it even if they did not win the first trick). When it is time for the third trick, left of the dealer leads to that trick as well, but may lead any card from their hand. The <u>winner</u> of the third trick leads to the fourth trick and the rules are as for a normal no-trump game from there. <i>For an all-pass game players score 1 dump point per trick. A player who does not take any tricks scores 1 pool point.</i>

Raking of bids

Bid					Value for scoring	Declarer's Quota	Defenders' Combined Quota
6♠	6♣	6♦	6♥	6 NT	2	≥6 tricks	≥4 tricks
7♠	7♣	7♦	7♥	7 NT	4	≥7 tricks	≥2 tricks
8♠	8♣	8♦	8♥	8 NT	6	≥8 tricks	≥1 tricks
Misère					10	Take no tricks	–
9♠	9♣	9♦	9♥	9 NT	8	≥9 tricks	≥1 tricks
10♠	10♣	10♦	10♥	10 NT	10	10 tricks	≥1 tricks

Exchange, announcing the contract and defenders' decisions

The player who wins the bidding becomes the declarer. They expose the kitty for all to see, take the cards and discard any two cards face down. They may then name any contract that ranks at least as high as the contract that won them the bid (unless the bid was misère, in which case misère must be played). In turn (clockwise beginning with the player left of the declarer), the defenders now say whether they will 'pass', or 'whist'. If both pass, the declarer wins automatically and the cards area not played.

Pass	The player <u>does not</u> want to whist (they do not want to try to make the defending team's quota of tricks).
Whist	The player <u>does</u> want to whist (they do want to try to make the defending team's quota of tricks).

If only 1 of the defenders wishes to whist – (i.e. the defenders said 'pass', 'whist'..... or..... 'whist', 'pass')

The single whister can choose to play the hand 'open' or 'closed'. If 'closed', then both defenders play their own cards as usual. If 'open', both defenders lay their cards down on the table and the whister plays both hands. In an 'open' hand, if the bidder is first lead, the defenders lay out their cards immediately after the first lead, otherwise, if one of the defenders is first lead, the defenders' cards are laid out before trick play begins.

Scoring the Hand

Baseline scoring

Regardless of any other scoring that occurs in a hand, whisting players (those who said 'whist') **always** receive from the declarer the value of the contract in whist points for each trick they take. The only exception to this is when the contract was misère. If there was only one whister (only 1 player said 'whist'), then that player also gets the whist points for any tricks won by the other defender's cards.

Declarer details

Successful contract - The declarer scores the value of the contract in pool points

Unsuccessful contract - The declarer loses the value of contract X the number of undertricks in dump points.

They must also pay the contract value X the number of undertricks in whist points to each defender...
... each defender receives this regardless of whether they said 'whist' or not.

Defender details

Whist points – see baseline scoring above.

Dump points – when the defender quota is not made.

Note that dump points and pool points are each worth 10 whist points.

Two whisters and the quota is not made

If there are two whisters and they do not get required tricks in total between them then the penalty (contract value X number of undertricks in dump points) is distributed fairly among them according to the principle that each whister is only responsible for his or her own undertricks with respect to half the required total number. However, note that if the required number of tricks was 1, then it cannot be divided by 2 and the second whister is deemed responsible because if they had passed the first whister could have played 'open' which usually raises the chances of success.

One whister and the quota is not made

If there is only one whister and the defending side does not win the required number of tricks, then the whister loses the contract value X number of undertricks in dump points.

Ending the Game

Each player must obtain a certain target of pool points that was agreed at the start of the game. If after scoring a hand, a player has excess pool points, they donate these to the player who is currently closest to achieving the pool point target. Each pool point donated is paid for by 10 whist points written for the donating player against the player receiving the pool point.

If, at the end of a hand, all players have reached the agreed target of pool points and a player still has excess pool points, that player reduces their dump points accordingly (each excess pool point cancels out a dump point) to make sure that the pool points can be ignored in the final reckoning. If the player still has excess pool points, they can write 10 whist points into their whist area for each excess pool point (e.g. 2 excess pool points = 20 whist points). This number should be written inside a circle to keep it totally separate, because these whist points must not be counted against any of the other players in the final reckoning of the result.

Once the number of pool points of each player is equal to the agreed target, the game is over, and each player's score is determined by following these steps:

1. Calculate the total whist points in the player's whist point area, minus the whist points that other players have written against them.
2. From the number calculated in step 1, subtract 10 times the number in the player's dump area.

An alternative method of scoring at the end of the game is as follows. Play until an agreed total number of pool points has been achieved, e.g. if a total of 15 pool points is agreed and player A has 7, player B has 3 and Player C has 5, then the game is over. In this case to work out the final scores calculate the total whist points in the player's whist point area, minus the whist points that other players have written against them. Next add 10 times the number of whist points for the player, before finally subtracting 10 times the number of dump points.