

Klaverjassen – West-Friesland Precision

The following discusses the Klaverjas rules used during the Klaverjas evenings organized by "de Wieken".

Teams - Klaverjassen is a partnership game. At the beginning of each round you will be paired and a competing team selected. This repeats itself before every round. The reason for changing partnerships is to encourage socializing and 'spreading out' playing ability.

Game - The game consists of three rounds, each lasting approximately 45 min. Each round consists of an even number of hands. The actual number of hands per round is dependant on the playing ability (speed) of the competing pairs and will be called by the director. Each hand consists of eight tricks. Results are collected after each round and added up. The player with the highest per-hand result wins the game.

Cards - Each hand is played with a deck of cards evenly distributed to all four players, eight cards each. A deck of card consist of 32 cards; 7, 8, 9, 10, Jack, Queen, King, and Ace of Clubs, Diamonds, Hearts, and Spades.

Dealer - The dealer shuffles the cards before a hand is played and deals the cards clockwise, the left hand opponent receiving the first cards, 3-3-2 cards at a time. The player left of the dealer becomes dealer after a hand has been played.

Competing pairs decide at the beginning of a round which team will become the first dealer. Cards are dealt face down and players should keep the card to themselves, not giving information on the cards to either partner or to the opponents.

Declarer - The left hand opponent of the dealer selects a trump suit after having received his/her eight cards.

Trump - The declarer chooses the trump suit based on his/her eight cards. The trump suit is announced by saying Clubs, Diamond, Hearts, or Spade. The announcement must be in a neutral way not indicating the strength, or lack thereof, of the hand.

Trick - The declarer starts by playing one of his/her cards. The other players follow until all four have played a card. Cards are played clockwise. Each player has to wait until the right hand opponent has played.

In deciding to play a card -

- 1 Each player has to follow the suit played by the first player
- 2 A trump card must be played when unable to follow suit **and** partner not having played the highest card so far
- 3 Any trump card played must be higher than any other trump card already on the table
- 4 Any card can be played when not being able to follow suit or trump.

The player with the highest card takes the trick (i.e. collects all four cards on the table), keeps them face down, and leads the next card. On request the last trick must me made visible.

The three other players follow, player with the highest card takes the trick, leads again, etc., etc., until all cards have been played.

Last Trick Bonus - A bonus of 10 points is given to the partnership that wins the last trick.

Roem - A roem bonus can be won by the winning team of each trick. The roem bonus is;

- 1 20 points - when the trick contains three consecutive cards of the same suit
- 2 20 points - when the trick contains the King and Queen of trump
- 3 50 points - when the trick contains four consecutive cards of the same suits
- 4 100 points - when the trick contains all four 10's, Queens, Kings, or Aces
- 5 200 points - when the trick contains all four Jacks

Note - The roem bonus only applies to cards being played (i.e. 'no roem in the hand').

Mars - A mars bonus of 100 points can be won when a partnership wins all tricks within a hand.

Card Ranking - Each card has a ranking that decides who wins the trick. The ranking, see Table, depends on a card being trump or a non-trump card. Trump cards have a higher ranking than any non-trump card.

Card Valuation - The value of the card depends on the card being a trump card or a non-trump card. The value, see Table, of trump and non-trump cards is the same with the exception of the Jack and Nine of trump.

The total number of points in a hand excluding bonuses is 162; 62 for the trump suit, 3 * 30 for the other three suits, and 10 for the last trick.

Result - Each partnership adds the value of all cards and all bonuses won during the play of a hand. Individual partnership results apply if the declaring team has more points than the other team. All points, i.e. 162 plus bonus go to the non-declaring team if this is not case.

Some terminology

Nel - the nine of trump

Pit - Winning all trick (same as Mars)

Stuk - King/Queen of trump (20 point bonus)

Nat - Declaring pair having no more points than the defending team

Snijden - Finesse

Table 1 – Card Valuation

Trump		Non-Trump (3*)		Bonus	
Jack	20	Ace	11	last trick	10
Nine	14	Ten	10	stuk	20
Ace	11	King	4	3 consecutive	20
Ten	10	Queen	3	4 consecutive	50
King	4	Jack	2	4 * 10, Q, K, A	100
Queen	3	Nine		Mars	100
Eight		Eight		4 * J	200
Seven		Seven			
Total	62	Total	30		
Total points per hand is 162; 62 (trump) + 3 * 30 (non-trump) + 10 (last trick)					

Etiquette

- 1 The concept of a poor player does not exist in Klaverjassen, the concept of bad partner (loud & rude) does. Nobody likes a bad partner.
- 2 Talking is allowed during the game. However, keep your cards to yourself. It can be interpreted as cheating. Nobody likes a cheater.