



(Previously known as Western Province Klawerjas Association)

OFFICIAL KLAWERJAS RULES

Amended 2004

Foreword:

Klaverjas (Dutch:) or **Klaverjassen** (Dutch:) is the Dutch name for a four player trick-taking card game. It is closely related to the card game **klaverjass**, which is popular internationally and also known as **Bela**, and various other names. It is one of the most popular card games in the Netherlands, traditionally played in cafes and social clubs. The game offers a considerable level of complexity and depth. It has numerous variants, but the core rules are basically the same.

The name dates to 1890-95 from the Dutch word klaverjas, combining klaver (the suit of clubs, literally "clover") plus jas, the original name for the highest trump card. Its origin has been variously claimed by the Dutch, Swiss, French, and Hungarians.

The rules herein and its interpretation was compiled by the **South Peninsula Klawerjas Union (SPKU)** in 1947 thus creating a South African version of the game for competitive players. Since that time rules changed for the better and for non-competitive players to get a better understanding.

1. Match Rules

1.1 All Union matches will be played on nights as decided upon by respective units.

1.2 Duration of play will be 2 hours and 30 minutes, excluding the 10-minute interval.

1.3 Captains must toss 5 minutes before play. They must inform each other before tossing time if they are unable to field a full team. Captains who win the toss get the cards; the opponents must seat their teams 2 minutes before start of play.

1.4 Should a captain have to leave before the toss, s/he must inform the opposing captain. Any member may toss; the captain, however, retains her/his status.

1.5 A full team shall consist of 8 registered players.

- 1.6 Captains and referees to check playing cards before play commences.
- 1.7 Cards are to be shuffled at least 3 times to the satisfaction of the opponents and to be dealt evenly in 3 rounds.
- 1.8 Cards to be issued in roemte: 1 two, 2 fours and 2 fives.
- 1.9 No cards may be played before starting time of a game is announced.
- 1.10 The referee's decision will be final. Queries can, however, be noted on the score-sheet.
- 1.11 Should a referee not be present at a final, the marker will take her/his place.
- 1.12 Should the final score of any quarter-final, semi-final or knock-out match result in a draw, the captains will toss for the cards and an extra 10 minutes will be allowed at Board level. Units can decide otherwise.
- 1.13 In the event of a team fielding only 3 tables, the opponents will be awarded 20 points.
- 1.14 No player may leave the table without the referee's permission.
- 1.15 No players shall be allowed to leave the table in the last 15 minutes of the game.
- 1.16 All games will be played strictly without signs; any player showing signs to her/his partner will be punished.

2. Cutting the Deck

- 2.1 It is an offence to cut 1 card from the top of the deck.
- 2.2 When the referee announces interval, players must complete their hands if the deck has been cut. When time is announced, all play must stop.

3. The Trump-Card

- 3.1 The trump-card may not be picked up and placed with the others in the hand until the second trick is closed, unless it is played. It may remain open throughout the game.
- 3.2 Jack of trumps need not be played when trumps are called.
- 3.3 Every player must play one of the same suit which is called, if s/he has one, unless s/he uses trumps.

3.4 No player shall be allowed to under-trump unless s/he only has trumps.

3.5 All roemte must be closed before the trump-card of a new hand is opened.

4. Playing Cards

4.1 It is an offence to play on a card played closed.

4.2 Playing more than 1 card at a time incurs a penalty.

4.3 A card must be played first - lying face-up on the table - before a player roems.

4.4 Playing out of turn incurs a penalty but a player cannot be punished for this offence after that trick is closed.

4.5 It is punishable should a player play a card in such a way that one of her/his roemte-cards or cards already picked up flips open. It is not punishable should a player's card flip open the opponents' roemte or trick.

4.6 The slacking of cards in old or new play is punishable. Only un-played cards will be considered slacked when placed towards the centre of the table.

5. Tapping

5.1 When any delay is caused during play, the opposition can - during a short pause of 2 seconds - give delayed taps at 2-second intervals on the table. If no card is played or points called, the opponents can claim points after punishing. The opponents may not tap while the counter is busy counting unless the delay is for more than 3 seconds.

5.2 Simultaneous tapping by 2 opponents will be disregarded; tapping by either one must then resume at the count of one again.

6. Points/Scoring

6.1 The word points denotes 2 points; five strokes clear denotes 4 points.

6.2 In punishing, a counter can claim 4 points if s/he has 3 or 4 strokes clear on the boom but only 2 points if the opponents have already gone on.

6.3 Either the name of the club/union or points can be mentioned first when points are called. Any counter calling points for the opponents forfeits the points and cards to the opponents.

6.4 Any counter calling points for non-playing teams loses the points; no points

either side, s/he, however, retains the cards.

6.5 A counter may claim only 2 or 4 points. Should s/he claim any other number, e.g. one, s/he can be punished and that point disallowed.

6.6 Once a counter has claimed points and is then punished wrongly, s/he is entitled to another 2 points after over-punishing.

6.7 When penalizing in any instance, the word af must be used before points can be claimed; if the by-speler punished and used this word, the counter does not have to repeat it. A player can be punished for any unnecessary knocking on the table.

6.8 Under no circumstances shall a by-speler punish in connection with counting or with points scored on the boom as it is entirely the responsibility of the counter.

S/he may, however, punish for any other infringements of the rules.

7. The Boom/Score-Board

7.1 If a counter goes on the wrong side of the boom, the opponents can claim the strokes and the cards but it is not punishable. Any counter can claim the clean side of

the boom by scoring there first.

7.2 For cleaning her/his side of the boom before points have been called, a counter can be punished and 4 points claimed by the opponents. If, however, s/he only cleans part of it, 2 points will be awarded. A counter can also be punished for cleaning her/his side of the boom before the game is completed.

7.3 Any counter pulling on 3 strokes can be punished.

7.4 If all the strokes on a completed boom have not been erased after the first slaggie of the next game is closed, and a counter adds further strokes, the opposition

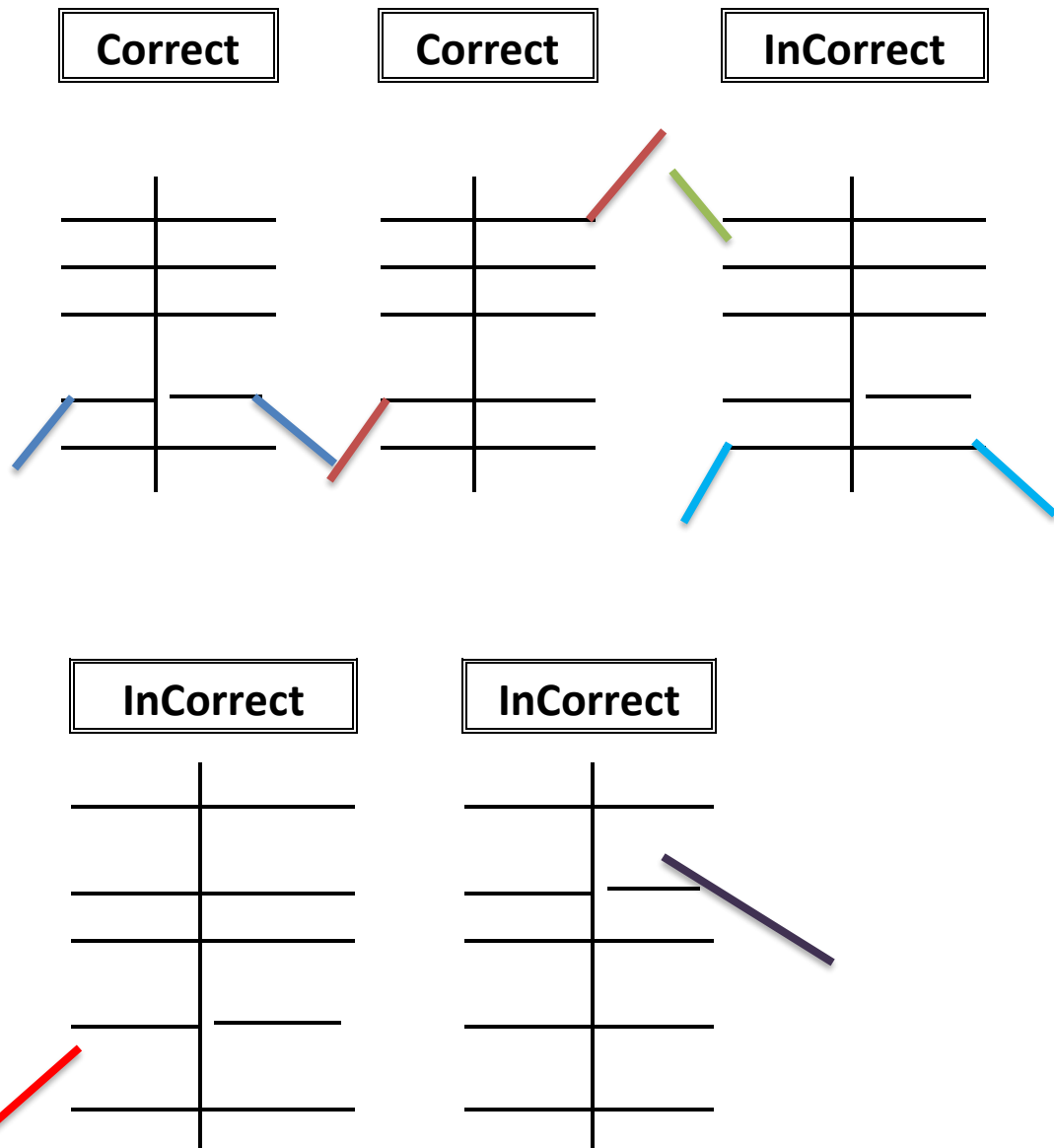
may not punish at such a late stage.

7.5 A stroke starting between lines on the boom is immediately punishable.

7.6 When querying a stroke won by roemte, a counter may write 100/80/60/50/40/30/20 or 10, whichever is applicable, on the score-board.

7.7 It is not punishable if a counter goes on the same stroke twice.

Examples of correct & incorrect strokes



8. Roemte

8.1 Asking a by-speler if roemte is good is permissible.

8.2 A player must ask how big an opponent's roemte is (if s/he can potentially overroem)

and in response only the highest card must be specified.

8.3 All overcalled roemte must be closed before the trick/slaggie is closed. No roemte must be closed before the opponents' cards have been surrendered.

8.4 It is not punishable should a player not over-call a partner's or opponents' roemte even after sizing them.

8.5 Sizing roemte is not permissible after the highest roemte has been given.

8.6 In old or new play there is no need to ask a by-speler twice the size of roemte nor

is it necessary to ask a counter twice if s/he plays her/his card the first time s/he roems.

8.7 If a counter roems vyf-eenderse or 4-aces/-kings/-queens/-jacks and plays a card,

s/he can be punished. If, however, the abovementioned roemte (besides 4 jacks) is not good, s/he must play a card and roem again. The potential overcaller must first size again (in the case of vyf-eenderse) before over-roeming.

8.8 A suit of 5 consecutive cards is vyf-eenderse, five-tens or vyf-tieners; any other term is punishable.

8.9 If in a new hand a player roems 20 and the partner 50, the counter must first close the 20 and then open the 50.

8.10 If a player has roemte trump-ace high, e.g. 20, 50 or vyf-eenderse, s/he cannot size the other players.

8.11 The opening of wrong roemte-cards while a hand is being played is punishable.

8.12 In old-play a counter cannot go on with sturk unless s/he picks up a trick.

However, in old-play if there is roemte by a partnership, the sturk being roemed first, a counter may go on.

8.13 A player may roem 20-sturk or 20-and-sturk, 50-sturk or 50-and-sturk, etc. irrespective of the size of the roemte.

8.14 Time must be allowed for the opposing counter to cancel overcalled roemte.

Cancelling overcalled roemte after the first trick is closed is punishable.

8.15 In old-play, if a player roems 20 and they have an old 20, the counter must first open the 40 roemte-card and then close the 20. The same applies to sturk in old or new play.

8.16 Roemte must be opened in the proper sequence, e.g. fifty-twenty and all opened roemte-cards must be clearly visible.

8.17 Four-aces/-kings/-queens/-jacks and vyf-eenderse allows a counter two strokes. However, in old play, should the opponents count 50, the above roemte (except 4-

jacks and vyf-eenderse) allows for one stroke only.

8.18 It is not necessary to play one of the cards in the roemte 4-aces/ -kings/ -queens/ -jacks or vyf-eenderse except with due regard to the rules of versak and under-trump.

8.19 If a counter counts 100 with or without roemte and does not pull on a stroke or two, then in old-play a trick must be picked up first before pulling on a stroke - unless s/he roems vyf-eenderse, 4-aces/-kings/-queens or -jacks (with the understanding that the above roemte, except 4-jacks) is good.

8.20 Should a counter count 79, roem 20, and ask if it is good, s/he can be punished immediately.

8.21 In new play, if 2 fifties are roemed, a trick must be picked up before going on.

8.22 A counter must close overcalled roemte-cards before asking whether it is good or go on a stroke or two.

8.23 A counter can be punished for directly asking those who have already played if roemte is good.

8.24 In old-play a counter must first roem, open the roemte-card and then ask whether it is good before going on.

8.25 If a counter is the last player and the third person has already played, it is an offence to ask if roemte is good.

8.26 No information shall be sought while the game is in progress; inaudible roemte can however be queried.

9. Slaggies/Tricks

9.1 All tricks are to remain in the exact order as picked up until the opposing counter has surrendered her/his cards.

9.2 If a counter picks up and closes the opponents' trick, s/he cannot be punished after either counter has closed another trick.

9.3 A counter is allowed to look at her/his first trick at any stage of the game provided that s/he has not closed any other cards, and also, that s/he has played her/his card for that round. S/he must close her/his first trick before a round is

closed.

9.4 If a counter has pulled on a stroke, s/he is allowed to glance through her/his tricks while the opposing counter is checking the discards.

9.5 No counter is allowed to see any of the opponents' tricks after it has been closed. S/he may, however, after punishing in connection with that particular trick.

9.6 No counter shall pick up the opponents' trick or part of a trick and close it. If s/he does, a penalty is incurred.

9.7 It is not necessary to pick up or close the first trick when 4-aces/ -kings/ -queens/ -jacks or vyf-eenderse is roemed.

9.8 Any player who plays before the counter has closed an entire trick on the table can be punished.

10. Discards

10.1 Once the counter has gone on the boom, the opponents' discards can be demanded if necessary.

10.2 Once a counter has pulled on a stroke or two, s/he must surrender the discards face-up or face-down.

11. Substitution

11.1 During half-time a player/s can be substituted; a substitute's status, i.e. counter or by-speler will be left to the captain's discretion.

11.2 Should a player be called away and no substitute is available, 20 points will be awarded to the opponents in the 1st half and another 20 in the 2nd half.

11.3 No partnership may change seating-arrangements (counter-to-by-speler and vice versa) during play or after half-time.

11.4 A maximum of 3 substitutes may be made at half-time.

12. Stopping the Table

12.1 In the event of a table being stopped by the referee during play, the opponents of the defaulters will be awarded an additional 20 points whilst the defaulting table

forfeits all points.

12.2 Should 3 tables be playing and the referee stops one, the remaining 2 must complete the match.

12.3 When starting time of a game is announced after half-time, the referee must immediately be informed if there are players not seated. Three minutes grace will be allowed after which the table will be stopped. Ten points will be awarded to the non defaulting table.