

The Capitol City **CARD•TEL**

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No Kitty / No Jokers Bid Whist Rules

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THE CARDTEL NO KITTY TOURNAMENT RULES

THE FORMAT

(will vary from tournament to tournament)

- All games will be played without a kitty and without the Jokers.
- 4 Hands will be played per sheet
- The odd will begin on the 7th book (or 8th book if the bid is "1")
- You **CAN** odd a No Trump bid, however each odd book made only counts as 1 point, NOT 2.

THE TABLE

- SILENT BIDDING
 - There will be no audible bidding. Each player will highlight their bid on the scoresheet

1ST BIDDER							
PASS	1	2	3	4	5	6	7
	1SP	2SP	3SP	4SP	5SP	6SP	7SP
	1NO	2NO	3NO	4NO	5NO	6NO	7NO

- The scorekeeper will read out each bid in order, and the prevailing bid on the table, **PRIOR** to the 1st card being played.
- At the conclusion of the round, Team/Table rotation will be determined by the tournament director

THE DEAL

1. 1st Diamond will determine who **chooses** the dealer. The deal will rotate clockwise thereafter.
2. The deck must be shuffled a minimum of 3 times.
3. Cards are dealt clockwise with the dealer receiving the last card.
4. No sporting cards, no looking at the bottom card

ANYTHING NOT COVERED IN THE RULES WILL BE REFERRED TO THE TOURNAMENT DIRECTOR WHO HAS FINAL SAY IN ALL MATTERS.

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5. The deck must be cut a minimum of 1 time and a maximum of 3 times.
 - A. No "French" cut, or unorthodox cut
 - B. The cut cannot be less than 6 cards.
6. In the event of a misdeal or a card being exposed while dealing, you must re-deal.
7. After the dealer has received the last card, the board is placed in the middle of the table and the bidding process begins. **No player is to look at his/her cards until the board is up.**
8. If discovered that the deal is out of order before a bid has been placed, the dealing order will be corrected. If a bid has been placed, then that hand will be played and the dealing order will be corrected after the hand.
9. Each player is responsible for his/her cards upon completion of the deal.

BIDDING

1. Highlight your bid fully. In the event you notice a previous bid barely marked, you may highlight it so that it is more uniform to other bids before passing it on.
2. Legal Bids are **1, 1 Special, or 1 No** etc... Illegal bids are "2 Low with", "I Pass", "By Me", "Upstairs", "No Trump". (*Not applicable when silent bidding is in effect*)
3. The minimum bid is a 1.
4. Bidding is progressive. (A 2 special cannot take out a 2. You must bid a 2 no or higher.)
5. If 3 bidders "Pass", the minimum bid the dealer can take is 2.
6. If a player mistakenly bids a lower bid or the same bid as the previous bidder, they must bid up to the next number in the same orientation.
7. If a player bids a no trump and mistakenly calls a suit (if tech is called) this is a loss of hand.
8. If a person bids out of turn, this is an infraction. The non-offending team has the option of:
 - A. Taking the points (value of the bid)
 - B. Continue the bidding process, but the offending team partner is silenced, however the offender can re-bid within the corrected bidding order.
 - C. Re-dealing the hand.
9. The scorekeeper must read out the scores after each hand. All players should review the scoresheet in between hands. The entire table is responsible for ensuring that the bid/score is correct.

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PLAY

1. No Talking during tournament play.
2. The BID Blinds will remain up the entire game. They may only be taken down to deal if necessary.
3. Books must be stacked neatly in sequential order on one side of the table.
4. When playing a card, it must be played as near as possible in the center of the table.
5. All cards must be played the same manner.
6. The bidding team will receive what they make.
7. The opposing team will receive the bid that they set, including any respective "Odd" book. When playing for odds, ALL rules still stand
8. No Trumps are worth double points; however, odds on a No Trump are only 1 point.
9. In the event of a tie-breaking hand, players will redraw for the deal. First diamond will choose the dealer. Points will not be counted from the tie breaking hand, only who wins.
10. Nothing should be on the card table while playing, other than cards and the blind.
11. No food or beverage on the table while playing
12. No phone calls or text while playing the hand.
13. Do not lay your hand down for any reason. If both teams agree to conceding or claiming the hand, only then may you discontinue playing it out.
14. During play, any card played to the board will stand.
15. Keep "after whist" to a minimum at the end of a hand. Continue debates at a later time.
16. Delay of games (enforced at the discretion of the tournament director)
 - A. At the point a missing player is not at the table, the opposing team should notify a tournament official to put them "On the Clock". Once on the clock, the waiting team will be awarded points according to the chart below.
 - B. The maximum points awarded due to an absent team will be 9 points.

L A T E	N O K I T T Y	H A N D #
3 Minutes	+2 Points	1
7 Minutes	+2 Points	2
12 Minutes	+2 Points	3
18 Minutes	+3 Points	4

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TECHS/INFRACTIONS

Stop play; do not discuss; call a designated tournament official

1. Renege – if you suspect a renege stop play as soon as the renege is evident and call over a tournament director. Do not begin discussing the alleged infraction.
 - A. You are obligated to describe the play infraction, you are not mandated to call the specific book. If the renege is proven the non-offending team gets the points of the Bid.
 - B. Once a renege is called there is no opportunity to make odds.
 - C. Once the book is turned, it cannot be viewed unless a renege is called.
 - D. The reneging team **cannot** call a renege on itself, only the opposing team may call a renege.
2. Playing out of turn is exposing a card/cards (if a tech is called) will result in loss of hand. If a person plays out of turn, the non-offending team has the option to take the value of the bid or continue play.

CONDUCT

RESPECT IS THE #1 PRIORITY

CHEATING WILL NOT BE TOLERATED – OFFENDERS WILL BE EXPELLED FROM THE TOURNAMENT WITH **NO REFUND**.

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SCORE SHEETS

1. One person will take the score. The score keeper shall announce the score before and after each round. **It is each team's responsibility to ensure the written score is correct throughout the game!**
2. Fill out your scoresheet completely
3. Apart from obvious mathematical errors, signed score sheets are final. Please verify for accuracy.
4. Designated players, please enter the information shown in the final totals area of the scoresheet into the electronic scoring tracker [link or Qr code will be provided].

VERIFY SCORES			
TEAM A		TEAM B	
TOTAL POINTS			TOTAL POINTS
TOTAL HANDS WON			TOTAL HANDS
TOTAL BOSTONS			TOTAL BOSTONS
CONFIRM INITIALS			CONFIRM INITIALS

5. Your personal trackers will have a dispute form attached. You may complete for yourself; in the event you have a dispute.
6. No disputes will be honored without a complete form.
7. Dispute reviews will cost \$10. If you are correct, your \$10 will be refunded.

VERIFY YOUR SCORE SHEETS!

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...oh, forgot to say...

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