

THE COLUMBUS WHIST PLAYERS SOCIETY – THE FIRST CLUB ♣

6 CARD KITTY PLAYING RULES

FORMAT

1. The game will be played with a 6 card kitty.
2. The Guarantee Joker is the little joker.
3. 4 rounds of 4 hands will be played.
4. The tournament officials will determine the number of teams who will advance to the playoff round based on the number of teams participating in the tournament. The most rounds won will determine which teams advance.
5. There are no bad bids. Points are awarded for the number of books made. If the bidding team misses their bid, the opposing team will be awarded the points.
6. At the end of the 4 hands, the team with the most points wins the round. Points are only used in the event of ties. If there are ties, there will be a one hand tiebreaker to determine the winner of the round. Points are of no value in a tiebreaker round.
7. *5-minute rule. If you are not in your seat ready to play within 5 minutes at the start of a game, the opposing team will be awarded the game and will receive 5 points.

DEAL

8. The first club will determine who deals first. The deal proceeds clockwise.
9. The deck **MUST** be cut before each deal begins and the deck must remain face down on the table. Multiple cuts are allowed.
10. If any card is exposed when dealing, there must be a re-deal by the correct player.
11. The dealer cannot put consecutive cards; the first four (4) or the last four (4) in the kitty. If this happens there must be a re-deal by the correct player.
12. It is a misdeal if the wrong player dealt. The hand is void and the correct player must re-deal.
13. It is a misdeal if any player does not have the correct number of cards before bidding begins. The hand is void and there must be a re-deal by the correct player.
14. You may not pick up your hand until the bid blind is in place.
15. You cannot sport the kitty.
16. Once the bid blind goes up, there is absolutely no talking (exceptions – see rules #17, 20, 22, 24, through 29, 32, 35 & 36).
17. The first card played signals when the bid blind comes down and before the next card is played. If the next card is played before the bid blind comes down, the other players have a right to ask who played what card only.
18. If a card is exposed after the deal is done but before the bidding begins, the opposing team has the option to continue play or re-deal.

BID

19. *All players must count their cards before they make a bid. If you are short of cards or have extra cards, the hand is void and the correct player must re-deal.
20. The minimum bid is 4.
21. *All bidding must be verbal. The only acceptable bids are for example, pass, 4, 4 special or 4 no. You cannot say no-trump. If you say the word “trump”, the opposing team has the option to continue play or re-deal.
22. *No player may drag their bid (no half-stepping). For example, the bidder says 4; pauses and then says special. If this happens, the opposing team has the option to continue play or re-deal.
23. *Progressive bidding. Each bid must be at least one number higher than the previous bid, except for a “no” bid. No player may make a bid that is not progressive, or that gives inappropriate information.

THE COLUMBUS WHIST PLAYERS SOCIETY – THE FIRST CLUB ♣

6 CARD KITTY PLAYING RULES

If this happens, that bidder is forced to make the progressive bid; their partner is silenced and cannot bid.

24. *If a player bids out of turn, the opposing team has the option to let the bid stand or re-deal. If the bid stands, the opposing team can still bid. However, the person who made the infraction; their partner is silenced and cannot bid.
25. If all players pass, the dealer must bid a minimum of 4, 4 special or 4 no.
26. The person awarded the bid, must name a trump or the direction of their “no” bid before picking up the kitty. If not stated, the opposing team will be awarded the hand and the points of the bid **UNLESS** they want to continue play.

PLAY

27. The person awarded the bid must discard the jokers in the kitty if the bid is a “no”. If they do not, the opposing team will be awarded the hand and the points of the bid **UNLESS** they want to continue play.
28. All cards must remain in your hands during play. If a player exposes their cards at any time after all bids are made, to include playing out of turn, the opposing team will be awarded the hand, regardless of who bids and the points of the bid **UNLESS** they want to continue play.
29. Once play starts, if the bidding team is short of cards or has extra cards, the bidding team misses the bid.
30. Once play starts, if the **non**-bidding team is short of cards or has extra cards, the bidding has the option to continue play or take the points of the bid.
31. *Once play starts if a player from each team is short of cards or has extra cards, the hand is void and there must be a re-deal by the correct player.
32. Each team must keep their books together in one straight line on one side of the table. Your partner **CANNOT** count the kitty.
33. The team collecting the books must allow all 4 cards to be seen before turning the book over.
34. Once the book is turned over, it is a closed book and may not be re-opened **UNLESS** you are calling a renege. Books must be turned over by a tournament director.
35. A team calling a renege may do so at any time and a tournament director must be called before going through any books. Books must be turned over by a tournament director.
36. Each book must be closed before the correct player leads the next card.
37. Jokers are of no value in a “no” bid and must be played the first time a player cannot follow suit. Failure to do so, results in a renege. In the event the joker is the only remaining card in a player’s hand, after properly following suit and they are the correct player to lead the next card, the joker becomes the “boss” card and wins the book.
38. All hands must be played out regardless of the score **UNLESS** all players agree to stop play. Any infraction, the exposed card rule applies (#28).
39. *If there is a Boston pot, the team with the most Boston’s by the 4th round wins. If the Boston pot is not hit by the 4th round, the team with the best record wins. If more than one team has the best record, the pot will be split equally among those teams.
40. All scores are final when the score sheet is signed by both teams. No changes will be made.
41. If a player leaves before completing play and they do not have a substitute player, their team forfeits all remaining hands and their money will not be refunded.

A tournament director must be called for any ruling and their ruling is final!!!

No refunds for disorderly conduct!!!!