

COINCHE

THE CARDS

A game of 32 cards

AIM OF THE GAME

Winning the most points by winning tricks as a team.

CARD VALUE / SCORES

The non-trump cards have the following value (from high to low):

- The Ace is worth 11 points
- The 10 card is worth 10 points
- The King is worth 4 points
- The Queen is worth 3 points
- The Jack is worth 2 points
- The cards 9, 8 and 7 are worth 0 points

The trump cards have the following value:

- The Jack is worth 20 points
- The 9 card is worth 14 points
- The Ace is worth 11 points
- The 10 card is worth 10 points
- The King is worth 4 points
- The Queen is worth 3 points
- The cards 8 and 7 are worth 0 points

The points are counted at the end of the round as follows:

- If the attacking team has won fewer than 82 points, it receives 0 points and the opposing team 162 points.
- If the attacking team has won more than half of the points, i.e. 82 points or more, each team keeps the number of points it won during the round.
- When a player has Belote/ Rebelote (a trump King and Queen in hand), he takes home a bonus of 20 points for his team.
- If a team makes “capot”, meaning it succeeds in winning every trick of the round without fail, it receives 250 points.

THE DEAL

Before the start of the game, the players choose whether to count the points of the bid, the points made or the points made as well as the points bid. After this, they fix the maximum number of points to be scored : 500, 1000, 1500 or more.

In any case, the dealer hands out all of the cards (one dealing round of 3 cards, one of 2 cards and another round of 3 cards).

THE BID

The first player to speak is the one after the dealer. He may to choose pass or bid a number and suit. This means he and his team are committed to winning at least this number of points if the trump card has the aforementioned suit. For example: 90 Spades means the player wishes for the trump to be Spades and he pledges to win at least 90 points.

The next player may choose to pass or to make a higher bid by naming a higher number of points and a trump suit of his choice and so on.

The players are allowed to bid on a suit chosen by another player. For example: if a player bids 80 Clubs and his team mate has a Jack of Clubs in hand, this partner may bid 100 Clubs when it is his turn.

The minimum bid is 80 to 180 (160 + Belote) followed by capot (to win each trick of the round, even the ones which are not worth any points). The bid must be a multiple of 10: 80, 90, 100 etc.

A player who chose pass may place a bid when it is once again his turn. The bidding continues in this manner until 3 consecutive players have chosen to pass.

To “coincher”, a player taps on the table and says “Coinche”. Coincher puts an end to the bidding round. The players may coinche their opponents at any time during the bidding round. When a contract has coinche placed on it, the team plays for double the amount of the bid.

When a contract remains unfulfilled (the team has not managed to win the number of points bid), the opponents receive 162 points (or double the amount of the bid in the case of a coinche).

In the case of a fulfilled contract :

- On the points bid: the winning team does not win more points than announced in the original bid, even if more points were scored during the round. Therefore, it is important to bid as close as possible to the number of points which can be won to receive as many points as possible.

Belote/rebelote allows for a margin of 20 points. For example: If the bid is 100 points and the team wins 80 + Belote, the contract is considered fulfilled. However, a Belote can never award the team with more points than have been established in the bid. If the contract is fulfilled, the opposing team does not win any points. Belote/ Rebelote does not count for this team either. An announced capot is worth 250 points while a capot which was not announced is not taken into consideration.

- On the points won: If the contract is fulfilled, each team receives the number of points truly won during the round, which is the total value of the cards won.

Belote/ rebelote may be won by both teams, adding 20 additional points to the team's point total. A unannounced capot is worth 250 points while an announced capot is worth 350 points.

Should both teams reach the fixed point limit (1000, 1500 points etc) at the same time, the team who fulfilled the last contract wins the game.

- On the points won and bid: if the contract is fulfilled, the winning team receives the points of the bid + the total amount of points truly won during the round. The opposing team only receives the amount of points won during the round.

Belote/ rebelote may apply for either one of the teams. An unannounced capot is worth 250 points (on top of the contract points) and an announced capot is worth 350 points.

Attention: the point total quickly rises! With this rule in mind, it is advisable to fix the point limit at 1500 or 2000 points. Should both teams reach the point limit (1500, 2000 points etc.) at the same time, the team who fulfilled the last contract wins the game.

THE GAME

Each player in turn lays down a card (turns are taken clockwise).

The first card which is played represents the “requested suit”, which means the other players must play a card of the same suit.

- If a player does not have this suit, he may “cut”, meaning he plays a trump card. This trump card replaces the requested suit. If the player does not have a trump card either, he may lay down any other card to “throw away”: he will not be able to win this trick.

Advice : If a player does not have a card of the requested suit but his team mate is the leader, meaning he played the strongest card during the round, the player may choose not to cut but to throw away a card instead.

When a trump card is played after another has already been laid down, the player playing this trump card must lay down a stronger card than the previous one if possible (even if he prefers not to). If this is not possible, he may play a trump card of choice.

The player who played the strongest card wins the trick. He will then lay down a card of his choice and thus begin a new round.

If a player holds a trump King and Queen in his hand, he must say “Belote” when playing one of these two cards and “Rebelote” when he plays the other.

The first team to reach the fixed point limit (500, 1000 or 1500 points) wins the game. Should the two teams reach this limit at the same time, the attacking team wins the game.

