

NO KITTY TOURNAMENT RULES

Style of Playing

1. The game will be played without a Kitty and without Jokers.
2. Each team will play 4 hands per sheet.
3. The Winner of the Sheet has the highest points at the end of the 4 hands (unless it's a Tie).
4. The Format will be Sheets then Points to determine players that will win the tournament.
5. In case of a Tie, a tie breaker hand will be played. The original dealer that dealt first will be dealer the tie breaker hand.
6. Bid blinds will remain up for the tie breaker.
7. A signed Score Sheet is Final. Changes cannot be made after the scoresheet is signed. Please check carefully.
8. One person will take score, whatever is written on the score sheet during play is final once a card is played. The score keeper should announce the score before and after each round. It is each team's responsibility to ensure the written score is correct throughout the game!

Points

1. If you make your Bid you get what you make.
 - a) Points are awarded for what you MAKE not necessarily what you BID.
 - b) If you get set the opposing team gets the amount of your bid (plus Odds see below)
2. Turning Odds
 - a) Non-Bidding team turns odds when they have 1. Set the Bid. 2. Turned at least 6 books. Points for odds are counted starting on the 7th book
 - b) Odd on NO bids are the same as above and are worth one (1) point count starting at the 7th book.

Bidding

1. Minimum Bid is 1, 1 Special, or 1 No; Maximum Bid is 7, 7 Special, or 7 No
 - a) You can't say No Trump, Upstairs, Up the Road etc.
 - b) You declare your direction ("uptown" or "downtown") once you win the bid. If you declare your direction before winning the bid the opposing team may call a tech or continue play. If a tech is called, the non-offending team shall be awarded the points of the improper bid.
 - c) if you get the No Trump Bid you can say Up or Down only
2. If all players pass, the dealer must bid a minimum of 2, 2 special or 2 No.
3. If a player decides not to bid, he must say "Pass". You cannot knock on the table to indicate you "Pass" nor can you say "You Can Have It", "Bye Me" or "I Pass." If anyone violates this rule, the non-offending team may call an official and a warning will be given. Any subsequent violation will be handled by the Director or his/her designee which may result in forfeiture of the game.
4. If you bid a 7 NO, you can state your direction and pick up the kitty without waiting for other players to pass.
5. If a Player makes an improper bid, he/she must bid the next highest bid. Example: if a Player bids a 4 Special after a previous 4 special bid, that Player must bid a 5 Special
6. If a Player names a trump in a Trump Bid before winning the bid, the Non-Offending Team may call a tech, continue play, or take the points at the next highest number.
7. If a player names the direction in a NO bid prior to winning the bid, the non-offending team may call a tech or continue play, or take points at next highest bid.
8. You may ask the Player with the winning bid to repeat a bid before play begins.

Winning Teams

1. Four (4) winning places are paid based on number of tables.
2. The teams with the most Wins, then Points will determine winning teams
3. If there is a tie the winning place monies will be split amongst the four (4) teams. No playoff

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1. Rules on score sheet override these rules where required.
2. The tournament director(s) have the final say in making decision on all techs called.
3. Collecting Books - All books should be kept on one side
4. Books won by the Opposing team shall be kept on one side of the table.
5. A book cannot be turned until all four players have had a chance to play a card, and seen the cards played

Techs / Cheating

1. Talking - Pay Attention – No talking cards are being dealt
2. You cannot ask what the trump card is, what card led, or who played what, after the 1st card has been played to the board. (You may ask for and look at the scoresheet to review the bid during play).
3. Bidding out of Turn - If a player bids or plays out of turn, the opposing team may call a tech or continue play. The opposing team gets the bid to next highest number (ex. offending team bids a 3, the tech calling team gets a 4. Same with a renege.
4. Exposing a Card - - During play once a card is exposed you must play that card, during play if a card is exposed where your partner can see the card, you must play that card. You must play that card even if it causes a renege (see scoresheet renege penalties). You cannot put the card back in your hand
5. Tipping a Card – You are not allowed to pull a card out of your hand and then put it back, if you pull it, you must play it. If a tech is called the opposing team gets the offending teams bid to the next highest points.
6. Tapping table, feet, or other – No taping table, feet, lap or other things that could be construed as a signal. If a tech is called you will first get a warning, and upon the second offense the offending team will get the bidders points to the next highest points.
7. Wrong number of Cards - Be sure to count your cards before playing hand. If only one person is caught with the wrong number of cards, the opposing team gets the bid, if 2 people of opposite teams both have the incorrect number of cards, the hand is dealt over (even if it is the last book).
8. Location of your Cards - When playing a card, it must be played as near as possible in the center of the table, all cards must be played the same way.
9. Renege – if you suspect a renege stop play as soon as the renege is evident and call over a tournament director. If Renege is proven the non-Offending team gets the points to the next highest Bid. Once a renege is called there is no opportunity to make odds or a Boston. Once the book is turned, it cannot be viewed unless a renege is called. Note: The reneging team cannot call a renege on itself, only the opposing team may call a renege. You cannot wait to the end of the hand to call a renege unless it happens at the end of the hand played.