

DETROIT PARKS & RECREATION DEPARTMENT
Detroit Senior Olympics

Official Rules
For
Bid Whist Tournamentⁱ



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I. Introduction

This guide is the official document that governs the rules for the Detroit Parks & Recreation Departments Detroit Senior Olympics Bid Whist tournament. These rules will be implemented to maintain the integrity of the game, avoid confusion and promote fairness.

Start of Play – The Detroit Senior Olympics Official must make every effort to start on time, failure to do so may result penalty points and/or disqualification. We encourage questions to be asked before the start of play and/or during registration.

Registration – No team/player will be entered into tournament 15 minutes after the start time. Players should review rules and ask questions during registration. All players must register as a Spectator of the Detroit Senior Olympics. Player advancing to the Olympics will have their entry fee credited towards the final registration fee \$15 (If registered as Spectator \$15 – 0 = \$15 due/as VIP Spectator \$15 – \$10 = \$5 due once Final 4 bracket is set)

Preliminary Rounds – During Registration teams/players will be assigned a number, which will be used during the duration of the tournament (except for the Olympics). Team numbers will be randomly drawn 2 at a time. Those two teams will be matched to play against each other in the 1st round of tournament. Each team will play 3 rounds. Each round will consist of 4 hands. When each round is over, one member from each team must sign the score sheet. By signing, you are verifying the accuracy of the score sheet. The score sheet should be turned into the official at the end of each round. One team will stay at the table and the rotating team will move forward.

Determination of which team moves and the direction in which they move (N/S, E/W) will be announced before the start of game. Note: The rotation may change if there is an odd team. In this situation, a team will be randomly picked to play the remaining game by the tournament officials. Points are of no value for the team picked to play the odd team

Playoff Determination – The tournament official determines the top teams (maximum Sweet 16) to advance to the next round. The top teams (maximum Sweet 16) are determined by the teams with the most rounds won using a bracket format. If there is more than one team in the lowest place (i.e., 16th), the team with the most total points earned during the 3 rounds break the ties; (total points earned can only be used to break a tie). If the points are equal, there will be a single game elimination to determine the final spot. NOTE: If the number of teams participating is from 64 to 127, then playoff will consist of top 32. If the number of teams participating is from 128 or more, then the playoff will consist of the top 64 teams.



Playoff Pairing – The Sweet 16 teams are paired off in a bracket in the following manner. 1st vs 16th, 2nd vs 15th, 3rd vs 14th, 4th vs 13th, 5th vs 12th, 6th vs 11th, 7th vs 10th, 8th vs 9th; the official has the right to change the seating in case of an error after play begin. The official also has the right to eliminate a team if they are not present to play their round.

Teams will play a 1 round game (4 hands) to determine the Elite 8. The winners of the Elite 8 round are paired off via the bracket, in a 1 round game (4 hands) to become the Final Four. The Final Four advances to the Detroit Senior Olympics to be held in June. The Final Four are paired via the bracket. The winners of the Final Four pairing play for 1st & 2nd place and the other Final Four pairings play for 3rd & 4th place.

II. Eligibility

The following applies to all players/teams:

- a. Must be over 50 years of age;
- b. Must Register for Detroit Senior Olympics by June 1 or you will be disqualified;
- c. Singles or doubles are eligible to play (singles will be paired with a partner).

III. Rules of Conduct

- a. Do not approach another table while other teams are playing;
- b. Passing signals, excessive talking, body language, stacking the deck or any other forms of cheating is prohibited;
- c. Violation of the following may result in loss of the hand being played
 - i. Playing/Bidding out of turn
 - ii. Placing more than or less than 6 cards in the discard pile
 - iii. Going through or exposing turned books
 - iv. One player/team having too few/many cards at the end of a hand
 - v. Looking at or exposing the kitty before the bidding process is complete
 - vi. Reneging (not following suit) when you have that suit in your hand
 - vii. Mistakenly accusing an opposing player of reneging
 - viii. No bid whist talking after play begins.



IV. The Deal

The Detroit Parks & Recreation Department or its representative will provide all cards to be used for play.

The person that draws the first diamond becomes the first dealer. Cards are shuffled (faced down only). Player to the right of/behind the dealer cuts the cards at least once but no more than twice. Dealer deals cards to the left one at a time in a clockwise order. Each player is to receive 12 cards for a total of 48 cards, and 6 cards are put in a kitty. The kitty may not consist of the first four or the last four cards dealt. Do not put more than one card in the kitty at a time. (No consecutive cards in the kitty). Do not pick up your cards until it is your turn to bid. Be sure to count your cards before playing the hand:

- a. The Guarantee Joker is the little joker;
- b. No Sporting the Kitty;
- c. No counting of partners' kitty.

V. Card Values

- a. High Bid with Trump: Big Joker, Little Joker, Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2;
- b. Special with Trump (downtown): Big Joker, Little Joker, Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King;
- c. No-Trump (uptown): King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2;
- d. No-Trump (downtown): Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King.

VI. Bidding

The bidding goes around the table only once starting with the player to the left of the dealer. The bid may range 4 – 7 for a 6 card kitty. When you bid, designate your bid clearly. You cannot change your bid. State your bid and place your cards back on the table until the first card is played.

Standard bids should be used as follows:

- a. Four, Five, Six, Seven – Means you intend to name a trump and that high cards will win;
- b. Four Special, Five Special, Six Special, Seven Special – Means that you intend to name a trump and low cards will win;
- c. Four No, Five No, Six No, Seven No – Means there will be no trump named and if you win the bid you will determine if high or low cards have preference;
- d. Pass.

NOTE: The following is examples of methods that should not be used to bid:

- a. Four High
- b. Five Low
- c. Knocking on table
- d. You Can have it
- e. Bye me
- f. I pass
- g. Five No Trump

Bid with Trump – When you attempt a bid with trumps, you indicate the direction you are bidding. You do not name which suit you intend to name as trumps, until you win the bid. Bidding is progressive, which means that a “Special” bid does not take out “High” bid; only a NO bid can take out a trump bid of the same number of books.

Bid without Trump- A NO bid takes out a trump bid of the same number (example: if a bid is 4, a 4 “Special” does not supersede, however a 4 NO or any number higher with or without trump does supersede the 4 bid). When bidding a NO bid, you do not indicate which direction (uptown or downtown) until you win the bid. In a no bid the jokers are nil (of no value, cannot win a book) and must be played the first time that you do not have any cards of the suit led. Failure to do so results in a renege. In the event the joker is the only remaining card in your hand, the suit of the player to the left determines the play.

VII. Kitty

Once every player has bid, the winner may pick up and discard the kitty. The discarded kitty should remain with the bidder. Do not sport the kitty. All books collected during play (for each team) must be placed on the same side of the table.



VIII. Rank of Bids

The priority of winning the bidding process (starting with the lowest bid possible, to the highest bid possible), is as follow:

- a. 4 or 4 Special
- b. 4 NO
- c. 5 or 5 Special
- d. 5 NO
- e. 6 or 6 Special
- f. 6 NO
- g. 7 or 7 Special
- h. 7 NO

IX. Play of Hand

Once the bid is won and the player has discarded 6 cards for their kitty, the bidder should ensure the bid was recorded properly by the scorekeeper. Play begins with the player winning the bid leading out with the first card. If bid blinds are in effect the blind goes down/removed.

With Trump Hand: A trump always wins the book. If there is more than one trump played, then the highest or lowest ranking trump based on the type of bid win the book. Players must follow suit, if they have it in their hand. If a suit is led and the player does not have that suit in their hand then the player has the option to play a trump or play a different suit.

No Trump Hand: A No Trump hand, the highest or lowest ranking card to the suit led wins the book. If the bidding team makes the No Trump bid double points are earned, if the bidding team does not make the No Trump bid, the opposing team earns double points.

Scoring by hands: After all cards are played, the bidding team must count their books and have to make at least as many points as their bid or they will be set (lose the hand). If the bid is set, the opposing team will be awarded the points of their bid. The opposing team cannot make odds on a bid. If the bid is made, the bidding team wins the points they actually made, which made exceed their bid amount.

- a. All cards must be played in turn. After the lead card, all cards are played clockwise until all four players have played on a book. The winner of that book, leads on the next book;



- b. Each player should be able to view each card played;
- c. Each book should be collected and closed (turned) prior to the lead of the successive book;
- d. All cards, must remain in your hand, unexposed, until it is your turn to play. Failing to do so may be considered a renege and result in the loss of that particular hand;
- e. A trump always beats any non-trump cards played in a book, regardless of the non-trump value. If there is more than one is played, then the highest valued trump (based on bid orientation) wins the book;
- f. If no trump is played then the highest valued card of the suit (based on bid orientation) wins the book;
- g. If the winning bid is a No-Trump, the highest card in any suit led wins the book;
- h. Jokers have no value in No-Trump bid;
- i. In cases where the bidder has a Joker(s) playing a No-Trump bid, he/she must place any Jokers in the kitty. Failure to do so will be considered a renege and result in the loss of that particular hand.
- j. Non bidding players playing a No-Trump hand must discard any Joker on their turn (at first opportunity), when a player is unable to follow the lead suit. Failure to do so will be considered a renege and result in the loss of that particular hand.
- k. All cards board themselves. You may not expose a card and play a different card;
- l. All hands should be played out completely;
- m. If a non-bidding player playing a No-Trump bid leads a Joker, the suit of the card played by the player to the immediate left becomes the lead suit. All subsequent players must follow suit if possible;
- n. Books must be stacked neatly and separately. One player should keep all of the books for each team;
- o. Reneges: In order to call a renege, you must state 'I am calling a renege.' There should be no other conversation during the hand. Calling a renege which did not actually occur may be considered a renege and my result in the loss of the particular hand at the value of the bid or score earned at the time of the renege called.

X. Scoring by Rounds

If the bid winner(s) make their bid they receive the points that result from that hand, if they do not their bid get set, then the opposing team receive the points that result from their hand

No-Trump bids are worth twice the amount of bid points as trump bids



XI. Renege (Loss of Bid)

A team cannot call a renege on themselves only the opposing team can call a renege. Once the book is turned, it cannot be viewed, unless a renege is called. A book is considered turned when it has been turned over, removed from playing area and placed faced down. A player should not attempt to turn a book until each player has played a card.

A renege can be caused by the following:

- a. If a player fails to follow suit when they have a card of that suit in their hand;
- b. A player plays a trump on a led suit that the player has in their hand;
- c. A player bids out of turn;
- d. A player plays out of turn;
- e. A player plays the incorrect (must pay attention, a player cannot put back a card in their hand once its be exposed);
- f. A player talks bid whist across the board or to anyone else during bidding and play;
- g. A play makes an improper bid; if this occurs, player must bid the next higher number (i.e. If a player bids a 4 Special after a 4 bid, that player must bid a 5 Special;
- h. A player cannot change their bid (direction, between trump or no trump);
- i. Exposed cards during play or while setting the kitty;
- j. Fail to played the joker the first time that you do not have any cards of the suit led in your hand

Players must pay attention! Players cannot ask what trump is, what led or who played what, after the 1st card has been played to the board. (A player must ask to look at the score sheet to view the bid)

The tournament director is the final authority on all rulings and disputes. In some cases these rules may seem harsh to the casual player, but remember, you're in a tournament!

XII. Awards

Highest Score	1 st Place	Gold
Second Highest Score	2 nd Place	Silver
Third Highest Score	3 rd Place	Bronze



XIII. Schedule

None

XIV. Center

Each center will be allowed to enter minimum of one (1) team into the tournament. Additional teams will be qualified on a first come first serve bases, upon available vacancy.

XV. Disclaimer

The Detroit Parks & Recreation Department / Detroit Senior Olympic Committee can at any time cancel the Bid Whist Tournament, due to the lack of participation,

The tournament can be recorded and/or photographed for future promotional use by the Detroit Parks & Recreation Department, City of Detroit, Detroit Area Agency on Aging, Sponsors of the Detroit Senior Olympics and its affiliate(s) contracted to cover the event.

The Bid Whist Tournament Official Rules may be modified (changed/updated) without prior notice.

All concerns, disputes or questions must be submitted in writing to the Detroit Parks & Recreation Department c/o Detroit Senior Olympics Committee | 18100 Meyers Rd | Detroit, MI 48235.

¹ Information was compiled from Card Sharks Inc. – Official Rules for Bid Whist Tournament and National Bid Whist Association – Tournament Rules