

WESTERN CANADIAN CHAMPIONSHIP

TOURNAMENT RULES

1. PRE-GAME

- 1.1 Prior to the beginning of the game, players will be seated as outlined in the WCC player mix.
- 1.2 A toss or card draw will be made for the right to deal at the beginning of the first and second halves as follows:

Winnipeg vs Calgary
Winnipeg vs Edmonton
Calgary vs Edmonton

2. STARTING TIME

- 2.1 The tournament begins promptly at 12:00 noon.
- 2.2 Any team or part thereof showing up late loses one bullseye every fifteen minutes. No hangjacks may be called.

3. KICKING

- 3.1 Points: JACK – 3 points, SIX – 2 points, ACE – 1 point

4. MISDEAL

- 4.1 If a player kicks out the pack, he retains both the pack and the points.
If a player kicks the pack without first putting it on the table, turns a card over, or overruns the cards, it is a misdeal; any points kicked are forfeited. He loses one point for the misdeal and retains the pack.
- 4.2 When two cards are kicked, it shall be considered a misdeal.
- 4.3 When two cards are picked up to be kicked, and an opposing player can identify the bottom card, it shall be considered a misdeal. However, if the opposing team calls a misdeal and cannot name the bottom card, the dealing team gets one point. This rule does not apply when the last card is being kicked.

5. RE-NEED

- 5.1 Whenever a jack is involved in the game and re-need or under trump occurs, that pair loses bullseye.
- 5.2 Re-needing or under trumping when jack is not involved results in the loss of one point for the infraction and one point for game, for a total of two points.

6. CUTTING CARDS

- 6.1 When cards are cut they must be dealt. Reshuffling or running the cards after the cut is a misdeal.
- 6.2 A player to the left of the dealer has one shuffle or running of the pack. After this he must cut when the dealer ask or lose one point for delay of game.
- 6.3 A player may elect not to cut the pack by clearly indicating so to the dealer.

7. FLUSH HAND

7.1 A flush hand can be played on either side.

8. PLAYING WITHOUT TRUMP

8.1 A hand without trump cannot play, by choice, on either side. However, any player can stand without trump providing his stand is blind.

8.2 Any player standing without trump after looking at his hand of cards will lose all points in that round to the opposing pair.

9. CHEATING

9.1 Any player found hiding; palming or stealing a card loses the bullseye.

9.2 Players looking at their cards unless privileged to do so, lose one point for the infraction.

10. DELAY OF GAME

10.1 When a player is deliberately retarding the process of the game, he would lose the bullseye. A maximum of 12 (twelve) seconds are allowed to a player after the last card is played.

10.2 Players are not allowed to leave the table during the game. A limit of 4 (four) minutes is allowed between games.

11. CARD ON BOARD STANDS

11.1 Card on board shall be defined as a card willfully played face up on the playing table.

12. SCORING

12.1 Points are counted in the following order of priority: HIGH, LOW, HANJACK OR PASSED JACK, GAME.

12.2 If the limit of 14 points is reached before the jack is hung, it does not count.

12.3 All points must be marked as they are played.

12.4 Players are responsible for the accuracy of their bullseyes and hangjacks on the master score sheet.

13. SCORE SHEET

13.1 The table score sheet is the official score.

13.2 The captains will be responsible for checking table score sheets against the master score sheet.

13.3 Discrepancies may be corrected at half time; however, no changes may be made to the master score sheet at the end of the game.

14. DISPUTES

14.1 Should a dispute arise in any match, the following procedure will be followed:

a) Leave all cards on the table. Any player who mixes any cards before the dispute is settled will automatically lose that dispute.

b) During a dispute, players walking away from the table automatically forfeit all rights to input into the decision making process.

c) The designated marshal shall be called upon to arbitrate the dispute.

d) In the event that the designated marshals' team is in the dispute, another marshal shall be called upon to arbitrate.

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ADDITION TO EXISTING RULE:

When two teams are participating in the WCC, the following apply:

- a. The Captains of each team will toss before the match.
- b. The loser of the toss will sit his/her team first, either East-West or North-South.
- c. The winner of the toss, at the beginning of the match, will have the option of dealing or passing the deal to the opposing team.
- d. At the beginning of the second half, the team that did not begin the dealing in the first half, does so in the second half.