

Briscola Chiamata

5-7P

Players and Deal

An Italian partnership point-trick taking game mainly for 5 players. Played with a 40 card Latin or French suited Italian deck. Gameplay and dealing are counter-clockwise. Cards are dealt in packets of 4, until everyone has 8 cards. A Sicilian variant for 5-7 players, *Briscola col Monte*, is described later.

Bidding

The players can bid a rank of card that they want to take as partner, or pass. The suit is not mentioned at this point. The lower the card rank, the higher the bid. (Ace is the lowest bid, 2 is highest bid) If the bidding reaches rank 2, then the next possible bid is "62", meaning winning 62 card points. This can go up to 120 points. The final bidder then names the trump suit (*briscola*) and the holder of that suit and the bid rank will be the bidder's partner. **The bidder can call a card in his hand, or if the bid was 2, then he can call the lowest card he doesn't hold in the trump suit.** When the player calls his own card, it's not immediately obvious that he's playing against 4.

Card Ranks and Points

A(11),3(10),K(4),Q(3),J(2),7,6,5,4,2

The cards 7,6,5,4,2 have no point value.

Total 120 points in cards.

The goal is to win at least 61 out of 120 card points, unless there was a higher bid (*see Bidding*).

In an Italian suited deck there's a Knight (Cavallo) instead of a Queen. The Jack is called Fante or in a Sicilian deck Donna, as it's a female maid.

Playout

The player to the dealer's right plays to the first trick. **Any card can be played in response.** The trick is won by the highest *briscola* in it, or the highest card in the led suit if there was no *briscola* played. **The bidder and the partner must make at least 61, or the bid number of card points to win the hand.**

Scoring

If the bidder's team wins the game they get paid, if they lose, they pay, according to the table below. Bidder wins or loses twice the amount than his partner. If he has no partner, he gets paid from all four players (or pays to them). **If one team wins all the tricks, the scores are doubled!**

Bid	Bidder Score	Solo Bidder Score	Other player score
<71	+2	+4	+1
71-80	+4	+8	+2
81-90	+6	+12	+3
91-100	+8	+16	+4
101	+10	+20	+5

Examples

The bidder plays solo, and has bid 72, he wins 8 points, other four players lose 2 points each.

The bidder plays with a partner and bid Jack, he wins 2 points, the partner wins 1 and the other 3 players lose 1 point each.

Briscola col Monte

For 5 players, 7 cards are dealt to each player and a 5 card face down *munte* to the middle of the table. For 6 players, 6 cards are dealt and a 4 card munte. If a player is dealt no scoring cards, then they can ask for a re-deal.

Bidding is for points only, and the winner can name any card after the bidding is done. The suit of that card is the briscola and the holder will be the bidder's partner. The bidder then picks up the munte, and discards 5 cards face down (or 4 cards in a 6P game). The discarded cards will be won by the player winning the last trick.

If the called card is in the bidder's hand or the munte, they can either keep quiet about it and play alone against all the other players, or show the called card, and their right-hand player will be the partner.

Bidder leads to the first trick. Payment is a bit different: 90 or fewer bid: bidder wins or loses 2 units, and everyone else wins or loses 1 units. 91 or higher bid, this payment is doubled (4 and 2 units). If the bidder's team takes all 120 points, the payments are doubled (4 and 2 or 8 and 4 units, based on the bid). If the bidder plays alone, then since all other players win or lose towards the same side 1 unit (doubled by 91+ bid and again by taking 120 points), the bidder wins or loses 4, 8 or 16 units.

In a 6 player game the bidder and partner are paid or pay equally: 2 units (affected by doubling for 91+ bidding and taking 120 points). 7 players can play with the dealer sitting out.