

Slovenian Tapp Tarock

Preliminaries

Number of players: 3 players

Material: 54 cards (1, 2, 3, 4, 5, & 6 removed in side suits from a tarot deck)

Card Ranks (high to low)	
Suits:	R, D, C, V, 10, 9, 8, 7
Trump:	★, 21, 20, 19, 18, ... 3, 2, 1

Points
R (4 $\frac{1}{3}$ pts.), D (3 $\frac{1}{3}$ pts.), C (2 $\frac{1}{3}$ pts.), V (1 $\frac{1}{3}$ pts.) All other suited cards are worth $\frac{1}{3}$ pts.
★, 21, & 1 (4 $\frac{1}{3}$ pts.) All other trump cards are worth $\frac{1}{3}$ pts.

Dealing

The dealer rotates clockwise each hand. 16 cards are dealt to each player and the remaining 6 cards create the talon.

Auction

The dealer begins the auction by announcing the lowest bid or passing. If the next player in clockwise order wants to play, he has to outbid the dealer by saying the next higher bid. The dealer may respond by matching the raised bid.

Essentially, a player who speaks earlier has seniority in the bidding and can equal the bid of junior players. Junior players must raise or pass a senior player. A bid between two players continues until it is resolved by a player passing. Then, the bidding continues between the current highest bidder (who is considered the senior) and the next player. A player who has passed cannot bid again. The winner of the bidding can play the bid contract or convert to a higher one.

Card Play

If a player can follow the lead suit they must. If they cannot follow they must trump.

Auction Table / Contracts	
Bids / Contracts	Stakes
Three (take 3 cards from the talon)	10pts. + difference.
Two (take 2 cards from the talon)	20pts. + difference
One (take 1 card from the talon)	30pts. + difference
Beggar (take no tricks; no bonuses)	70pts.
Solo Without (no talon exchange; no bonuses)	80pts.

The talon is exposed in 2 rows of 3 cards for a bid which requires taking talon cards. For Three, take 3 in a row, for Two, take 2 in a column, for One, take any card. Other exposed cards go to defenders' captured pile. The bidder then discards cards equal to the number which he took from the talon to his own captured pile. (Rs, ★, 21, & 1 may never be discarded).

Bonus Announcements

After contracts Three, Two, One have been chosen and the talon exchanged, there is a round of bonus announcement.

Bonus	Unannounced	Announced
★, 21, & 1	10pts.	20pts.
Four Rs	10pts.	20pts.
Pagat Ultimo	25pts.	50pts.
All Tricks	250pts.	500pts.

If you lose the 21 to the other team: -21pts.

If the 1, 21 and the ★ are in the same trick the 1 wins it.

Beginning with the declarer, each player can pass or make one or more announcements on behalf of their side. Both members of the defender's team will win or lose the same amount (including bonuses, except the penalty for lost 21, which applies only to the player who lost it).

Leading

For a Beggar or Solo Without contract the declarer leads to the first trick. For all other contracts the dealer leads to the first trick.

Positive Contracts

In a positive contract, the declarer's side wins if at the end of the play they have at least $35\frac{2}{3}$ of the available 70 points.

Negative Contracts

During a negative contract, you must beat the highest card on the table if possible (still requiring that you follow the lead suit and requiring trumping if void). Also, you are not allowed to play the 1 unless it's the only card you can play.

A Klop is played if during the auction no one bids. It can also be played if a player is dealt no trumps, in which a new deal is required and a compulsory Klop is played. During this contract, the winner of each of the first 6 tricks takes a single face-down card from the talon. Individually score captured points as negative. A player who loses (takes more than $35\frac{2}{3}$ card points) scores -70. Any player who wins (taking no tricks) score is +70. If any player wins or loses, then only the winners and losers score.

Negative Contracts	
Contracts	Stakes
Klop (avoid taking pts.; no bonuses)	-pts. taken OR +/-70pts.
Beggar (take no tricks; no bonuses)	70pts.

Pagat Ultimo

Only the holder of the 1 can announce this, the 1 actually has to win the trick - if not, the bonus is lost even if the trick is won by the partner of the person playing the 1. If this bonus is not announced, but you play the pagat to the last trick, you are deemed to be attempting to score the bonus (you will lose points if failing your unannounced attempt). If the bonus is announced, the side making the announcement is obliged to keep the card for as long as they can.

Lost 21

In Solo Without, the declarer does not suffer any penalty if the 21 is in the talon. The penalty for captured 21 also applies if the 21 is found in the talon when it is exposed and the declarer chooses not take the part of the talon which includes it.

Scoring

In most cases only the declarer scores. Anything won by the declarer's side or lost by the opponents is added to declarer's score, and anything lost by declarer or won by their opponents is subtracted from declarer's team's score. The exceptions are: klop, where everyone scores separately and the penalty for losing the 21, which applies only to the player who lost it.

The point value of the contract is added to the player's score if he wins the game, or subtracted from it if he loses. In a normal contract (three, two, one) this value is increased by the card point difference. The card point difference is calculated by subtracting 35 from the card points won by the player. Round player's score for this calculation, $\frac{1}{3}$ down and $\frac{2}{3}$ up to a whole number.

The value of any bonuses won by the declarer are added to their score; if they lose any bonuses, their values are subtracted. Conversely, if the opposition wins any bonuses, their value is subtracted from the declarer score and any bonuses lost by the opposition are added to the declarer's score.