

About

Hungarian Ulti is a highly sophisticated and entertaining game in which thoughtful players can make many logical deductions as to the lie of the cards.

Cards and Deal	
Deck of 32 'William Tell' or other German suited cards	
Lowest cut deals in the pattern of: 7, 5, 5 then.... 5, 5, 5	
Trump games cards rank A 10 K O U 9 8 7	
No trump games cards rank A K O U 10 9 8 7	
Ace and 10 are worth 10 points + 10 for last trick = 90 points	
Marriage = K, O of a suit: <i>not allowed in no-trump or durmars</i>	
Trump marriage = 40 Other marriage = 20 ... <i>The announcing side must take at least 1 trick in the hand, or the marriage is voided</i>	

Game Explanations	
Game	Have more points than the opponents combined. <i>Must take at least 1 trick for the game to succeed or for silent 100 to be paid.</i>
Betli	Take no tricks. No-Trump. <i>If the declarer takes a trick the hand finishes immediately</i>
Durmars	Take all tricks. <i>Note - 4 Ace and silent 4 Ace cannot be bid or scored</i>
20/100 40/100	Announce relevant marriage and take 100 points. <i>No other marriages can be announced by any other player</i>
Ulti	Take the final trick with 7 of trumps. <i>The 7 must be held until last trick unless no legal alternative</i>
4 Ace	Take all 4 aces during the play of the hand. <i>Any aces found in the talon count to the defenders</i>

Auction	
The first player discards 2 cards to make the talon (kitty) and must bid at least 'game'. If the proposed trump is hearts, the suit is named e.g. 'hearts Ulti' or 'hearts 20/100' otherwise it is not. If next player wants to bid, they pick up the talon and discard two (can include those picked up) to form a new kitty. They must now make a bid of higher value than the last.	
For commitments of the same value, the one with fewer components wins. If the number of components is the same, the one announced earlier wins. An exception is rank 23 where hearts 40/100 Ulti, beats hearts 40/100 4 Ace ^	
A player who does not want to bid may pass. This does not prevent them bidding at a later turn in the same auction. The auction continues until all 3 players choose not to look at the talon. (i.e. there are 3 consecutive passes). It is possible (if both opponents pass), for a player to pick up their own discards and bid again. The last person to look at the talon (and bid higher) becomes the declarer. Having won the auction, the declarer names the trump suit (if the commitment is not hearts or no trump). Any aces or 10s in the talon after the auction count for the defenders.	

Play	
The declarer leads to the first trick. Marriages are announced by each player just before they play their first card. Defenders must counter (double the value of any components) before playing their first card. If the game is 'open', all players' cards are placed face up after the first trick is completed. If the declarer wishes to recounter (redouble), they must do so before playing their second card.	
Players must follow suit. If they have no card of the lead suit, they must trump, and if unable to trump may play any card. While staying within these rules, players are obliged to beat the highest card so far played to the trick whenever they can. During the play of the hand, everyone can check their own won tricks at any time.	
Failed bid Ulti	4 (8♥) – additional penalty applied after any counters calculated.
Silent (unbid) components can be won or lost by anyone, and if a one defender succeeds with this, the declarer must pay both. If Ulti was not bid, and a player plays the trump 7 to the last trick, then a silent Ulti or failed silent Ulti must be scored (either both defenders pay declarer, or declarer pays both defenders).	

Payments	
The declarer must pay both defenders for lost bid components and both defenders must pay the declarer for won bid components. Counters affect both defenders in trump games, but only the countering defender in no-trump games.	
Silent 100 must take a trick	'game' not countered +1 (+2♥) 'game' countered +2 (+4♥) applied after any counters calculated.
Silent 4 Ace	2 (4♥) Same player must take all. Applies in Game, Ulti, 20/100, 40/100.
Silent Ulti	2 (4♥) Applies in trump games.
Silent failed Ulti	2 (4♥) Fails even if the partner's card beats the 7.

#	Bid Name	Open	Trump	Points	Value
1	Game		Minor	1	1
2	Hearts Game		Hearts	2	2
3	40/100		Minor	4	4
4	4 Ace		Minor		
5	Ulti		Minor	1 + 4	
6	Betli		NT	5	
7	Durmars		Minor		
8	No-Trump Durmars		NT	6	6
9	40/100 + Ulti		Minor	4 + 4	
10	20/100		Minor		
11	Hearts 40/100		Hearts	8	
12	Ulti + 4 Ace		Minor	1 + 4 + 4	9
13	Hearts 4 Ace		Hearts		
14	Hearts Ulti		Hearts	2 + 8	
15	40/100 + Durmars		Minor	4 + 6	
16	Ulti + Durmars		Minor	10	
17	Rebetli		NT		
18	40/100 + Ulti + 4 Ace		Minor	4 + 4 + 4	
19	20/100 + 4 Ace		Minor		
20	20/100 + Ulti		Minor	8 + 4	
21	(O) Durmars	Open	Minor		
22	No-Trump Redurmars		NT	12	
23	Hearts Durmars		Hearts		
24	Hearts 40/100		Hearts	4 + 4 + 6	
25	Hearts Ulti		Hearts	8 + 6	
26	Hearts 40/100 + Ulti		Minor	8 + 4 + 4	
27	Hearts 40/100 + Ulti ^		Hearts		
28	Hearts 40/100 + Ulti ^		Hearts	8 + 8	
29	Ulti + (O) Durmars	Open	Minor		
30	40/100 + Ulti + (O) Durmars	Open	Minor	4 + 12	
31	Hearts 40/100 + Ulti + 4 Ace		Hearts		
32	Hearts 20/100 + Ulti		Hearts	16 + 8	
33	Hearts (O) Durmars	Open	Hearts		
34	No-Trump (O) Durmars	Open	NT	24	
35	Hearts 40/100 + Ulti + Durmars		Hearts	8 + 4 + 12	
36	Hearts 20/100 + Ulti + Durmars		Hearts	8 + 8 + 8	
37	Hearts 20/100 + Ulti + Ulti		Hearts		
38	Hearts 20/100 + Ulti + Ulti		Hearts	8 + 8 + 12	
39	Hearts 20/100 + Ulti + Ulti		Hearts	16 + 8 + 8	
40	Hearts 20/100 + Ulti + Ulti	Open	Hearts	40	
41	Hearts 20/100 + Ulti + Ulti	Open	Hearts	16 + 8 + 24	48