

Closed Rung, Band Rung (بند رنگ), Court Piece

(HEC + UETian) Version



Court Piece (also known as Hokm or Band Rung (بند رنگ)) is a trick-taking card game. trick-play is typically stopped after one party has won seven tricks. The game is played by four players in two teams. The game appears to originate from Pakistan or India. In the Indian subcontinent, it is sometimes spelled Coat Peace, Kot Pees, Chokri, Chakri, Rung or Rang.

1. Cards

1. There are 4 types/suits of Cards:

Clubs (چڑیا), Diamonds (اینت), hearts (پان), and spades (سهم).

2. Each suit has 13 Cards as bellow in decreasing order:

ACE (یک), KING (شاه), QUEEN (بگی), JACK (غلام), 10, 9, 8, 7, 6, 5, 4, 3, 2

3. ACE being the highest ranked card and 2 being the lowest.



Club



Heart



Spade



Diamond

2. A Round (Trick/Turn/hand)

1. When each player plays one card each, after all the 4 has played one card, this becomes one round () or trick or hand or turn.
2. The player with highest ranked card in the current round will govern and start the next round.

3. Players and Teams

1. The game is played with a full standard deck of 52 cards by four players in fixed partnerships, sitting crosswise. There are 4 players, and opposite players are partners.
2. Each player will have 13 cards in total.
3. And there are 13 rounds/turns in the game.
4. The **DIRECTION** of the play is typically counterclockwise.

4. Starting/Toss

1. Anyone can shuffle the cards and distribute or deal one card to each of the 4 players.
2. Dealing the cards will always start from the person sitting RIGHT to the dealing person (The **DEALER**).
3. The person with the lowest card must deal the cards until the score reaches 52, after the score is above 52 his partner will become the dealer. If the score becomes less than zero, the opposite team' partner sitting RIGHT to the dealer will become the dealer and so on.

5. Card Dealing/Distribution

1. Cards are dealt in batches of 5–4–4.
2. First, the dealer will deal 5 cards to each of the player. Based on which, the player who sits after the dealer in the direction of play is known as **TRUMP-CALLER** can:
 - 2.1. decide the Trump/Rung suit from one of the five cards and place the card face down without announcing it loud.
 - 2.2. bid (challenge) to claim the total number of turns/rounds to pick/win.
 - 2.3. Maximum possible bid to claim are 13 and lowest possible are 9.
3. If the person sitting next to the dealer don't want to decide the TRUMP, he may be by-passed, and the next person can decide the TRUMP following the steps mentioned above and so on.

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4. If the person sitting next to the TRUMP-Caller, challenges with the higher number of rounds, he becomes the new TRUMP-caller and the old one is no more TRUMP-caller.
5. If no-one wants to become the trump-caller, finally, the dealer must become the trump-caller with a lowest possible bid i.e., 9 rounds.
6. The other players are not allowed to look at their cards before the trump suit has been announced.
7. If a trump-caller has already bid with the maximum (13), the next person can challenge by declaring the trump suit openly based on his first 5 cards.
8. If the trump-caller has a bid of maximum (13), then after seeing his all 13 cards, he has the option to reveal the TRUMP suit and the game is played normal.
9. After the distribution of 5 cards to each player and deciding the TRUMP card, other 4 cards are distributed to each player and so on.

6. Score Counting

1. If bidding team win, the score will be incremented equal to the bidding amount. If they lose, the score of opponents will be incremented with double of the bidding.
2. If the score is crossed up/down, the dealers will be switched among the same team.
3. If the score is equal to 104, the new game will be started with a new TOSS.
4. In case 7 and 8, if he wins the score is incremented by 52 and if he loses the score of opposite teams is also incremented by 52.

7. Gameplay

1. The team having trump-caller can be considered as a defending team and the other team can be considered as attacking team.
2. The prime objective of the attacking team is to find the trump suit as soon as possible.
3. Similarly, the main objective of the defenders is to delay the revelation of the trump suit.

The game play before the trump suit is revealed is as follows:

4. The trump caller starts the game by playing any card.
5. All following players must play the same suit if possible.
6. Once all players have played one card, next round/hand will be started by the person who has played the highest card.
7. If a player does not have the same suit, there are 3 cases:
 - 7.1. But, if the trump-caller does not have the suit played right now, he can play any card, but with face down. So that others cannot guess the trump suit.
 - 7.2. If he does not have that suit and he is not a trump-caller, but he is a teammate, then he can play any card called don't care card (bad-rangi بند رنگی in Urdu).
 - 7.3. If he does not have that suit and he is in the opposite team, he must ask the trump-caller to reveal the trump-card.

8.

The game play after the trump suit is revealed is as follows:

9. The player who has asked to reveal the trump card, he has now two possibilities:
 - 9.1. If he has the trump card, he must play a trump card, which is called playing a CUT (کٹ in Urdu).
 - 9.2. If he does not have a trump card, he can play any card.
10. Now the objective of each team is:

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- 10.1. Defender team must now try to win all claimed hands by winning two consecutive rounds (see below).
- 10.2. Attacker team should try to win at least (13 - claimed bid + 1) tricks.

8. Rules

1. The cards of trump suit are superior in rank to any of the cards of any other suit.
2. A trump suit played in a round wins that round if the none of next player plays a higher trump suit.
3. If a player wins a two consecutive rounds (which called a double SAR سار), then he wins all the rounds played so far.
4. If a player has played a CUT, the next players have an option to play a higher trump card to win that round hand/trick.
5. If the trump card is not revealed in all the 13 rounds, the defending team wins.
6. For ACE card, there are following possibilities:
 - 6.1. If someone is the senior with any card of any suit in one round, and he also become senior in the second round with an ace, then he wins all the rounds played so far.
 - 6.2. If someone is the senior with a CUT of ACE of trump suit in one round, and he also becomes senior in the second round with an ace, then he wins all the rounds played so far.
 - 6.3. If someone is the senior with an ACE of any suit in one round, and he also becomes senior in the second round with an ace, then he must withdraw his card and play another non-ace card.
7. If 12 rounds are already taken, the final round is decided according to the same rules, but can be won in single round.