

BARBU – RULES AND SCORING

1. Barbu ('The Bearded One' – referring to the King of Hearts) is a card game for 4 players playing as individuals (not as partners). It uses a standard pack of 52 playing cards without jokers. Within each suit, cards are ranked Ace (highest), then King, Queen, Jack, then 10 down to the 2 (lowest). A complete game consists of 28 deals and a meaningful score is only possible after completion of all 28 hands.
2. There are 7 different game types within a game of barbu. The game type to be played is selected by the dealer. Five of these are 'negative' games where the object is to avoid taking tricks or tricks containing penalty cards. These five negative games are trick taking games without trumps. Players are obliged to follow the suit of the card led to each trick. The dealer always leads to the first trick and the winner of each trick leads to the following trick.

NEGATIVE CHOICES

- MISERE** Objective is to take as few tricks as possible. Each trick scores a penalty of 2 points. Total score -26
- NO LAST 2** Objective is to avoid taking the last two tricks. The last trick scores a penalty of 20 points, the penultimate scores a penalty of 10. Total score -30.
- NO QUEENS** Objective is to avoid taking tricks containing a Queen. For each Queen taken there is a penalty of 6 points. Total score -24.
- NO HEARTS** Objective is to avoid taking tricks containing any hearts. Penalty for each heart taken is 2 points (except the Ace which is 6). In this game type there is a special rule of play that hearts may never be led to a trick unless the leader possesses only hearts at that time. Total score -30.
- BARBU** Objective is to avoid taking a trick containing the King of Hearts. There is a penalty of 20 points for taking this card. The same rule of play as in No Hearts applies to this choice. Total score -20.

3. There are two 'positive' game types. With one, a trump suit is selected by the dealer and the object is to win as many tricks as possible. The other is 'domino' or 'Fantan' which is not a trick taking game but involves trying to use up all your cards by building up the suit discards in strict sequential order.

POSITIVE CHOICES

TRUMPS Objective is to win as many tricks as possible. There is a trump suit nominated by the dealer. If you are unable to follow the suit of any trick you are obliged to trump and to trump higher than any trump already played to the trick. If you are unable to do so, you do not have to under-trump. If a trump is led to a trick you must play a higher trump when it is your turn to play if possible. Each trick scores 5 points. Total score +65.

DOMINO Objective is to play all your cards as early as possible. Dealer nominates a starting rank. Each player in turn must play a card of the starting rank or a card next higher or lower than any card already played in a suit. If you are unable to play, your turn will be skipped. Scores are based on the order in which players finish playing their cards. First = +45, 2nd = +20, 3rd = +5, 4th = -5. Total score +65.

4. Before the play commences, dealer must select which of the 7 game types they wish to choose. During the course of each dealer's deals, all 7 different game types must be selected. The total score at the end of the game between the 4 players will be zero.
5. After the choice, players have the opportunity to double if they wish. Doubles may be of one or more of the other players and has the effect of adding/subtracting to the scores of any two players who are doubled with each other the difference between their scores for that hand. If you have been doubled by a player you will be able to redouble which further increases the score difference. 'Max' (maximum) is a term meaning that you are doubling all the players you are permitted to double and redoubling all those who have doubled you.
 - 5.1 On positive choices, players may only double the dealer
 - 5.2 The dealer may redouble any player who has doubled him/her, but may not double a player.
 - 5.3 Each player must double each dealer at least twice out of that dealer's 7 choices.
 - 5.4 If there are no doubles on a negative hand type, the hand is not played and the penalty points are shared between the 3 players apart from the dealer
6. After the end of the doubling, play commences (unless a negative choice attracts no doubles) and the dealer plays first. On all negative hands the play is in tricks without a trump suit. Each player obliged to follow the suit of the card led if possible and the winner of the trick is the player of the highest card in the suit led. In the hand types of No Hearts and Barbu there is a special card play rule that hearts may not be led unless the leader only has hearts left. On the positive hands, dealer is also first to play except that if the dealer chooses domino from a starting rank and does not have a card of that rank, they will pass on the first round.
7. A special rule ('Israeli Rules') applies to negative hand types which include penalty cards (No Hearts, Barbu and No Queens). If you have the opportunity to discard a penalty card you must do so unless:
 - a) You are doubled unequally with the other 3 players and you wish to try to target a player with whom you are doubled or redoubled to gain a better score, OR

- b) You wish to make your hand safe from taking other penalty cards by discarding a potentially dangerous card. This will never apply to the last penalty card of the deal.
8. Mistakes or Misclicks. The software will prevent you from making an illegal play EXCEPT in accordance with the Israeli rules of penalty card discards. If you make a mistake or a misclick, you are not permitted to use the UNDO facility to correct this.

USING BARBUWIN

Barbuwin.exe is the software used for playing. This is a simple executable program file which must be downloaded to your PC and ideally held in a Program Files or Games folder in a subfolder called 'barbu'. You may care to have a desktop shortcut to this. Please note that if you use a Mac, you may have to use some sort of Windows emulation package to be able to use barbuwin.exe

1. Joining a game

You may join a game which has been served by running barbuwin.exe and in the Setup screen you should:

Click on 'Client'

Enter the IP address of the server

Enter the Port number. This defaults to 2118 but other ports may be specified by the server

Enter your 'Handle'. This is your playing alias. Note that for ladder games (see www.barbu.co.uk) your alias must be recognised. If you are a new player please make sure that your full name, country, Email address and Alias name is communicated to Andy@Hartsdale.co.uk (Administrator of the barbu.co.uk website) or to me (Chris@Barbuonline.co.uk).

You may, if you wish, alter the background colour (experiment until you find one which is suitable and to your taste). You may also increase the card Spacing number (experiment until you find what suits you), This is useful for reducing misclicks. Note that the values entered for Handle, Colour and Spacing will be saved and re-used next time you play unless altered.

2. Sitting and Playing

When you join a table you will see what other players are 'seated'. The player seated South is generally the table server. It is considered polite to request permission to join. Type a comment in the chat box at the foot of the screen.

An online game of barbu will take at least an hour and may be up to 1 hour 20 minutes. before starting you should be sure you have time to complete the game.

Join a table by selecting 'Sit' from the menu and selecting a vacant place. When all 4 players are seated, the game automatically begins and you will see your cards. When it is your turn to 'bid', an input box will appear. Click on the names of any people you wish to double. To 'max', you must click all three. During this phase, a number will appear by your playing name. This represents the number of mandatory doubles you still owe the current dealer.

When the doubling is over, the play will commence (remember that on a negative type, if there are no doubles, scores are automatically shared and there will be no play). When it is your turn to play, your name will be underlined. Play by clicking once on the card you wish to play. The number by your name at this phase represents the number of tricks or penalty cards you have taken.

During the play, you may also open the 'Score' window (select from the menu).

If one of the players loses connection, play will be suspended until that player (or a substitute) returns. It is normal for the remaining players to wait at least 5 minutes before looking for a substitute. If you lose connection, just re-join by calling barbuwin.exe again and sit in the place you occupied previously.

If you wish to watch a game, select the 'Kibbitz' option when you join the table. You will then be able to watch a specific player or everyone.

More details about the program and its use (in particular how to serve) can be found at www.barbu.co.uk

3. If an emergency occurs and you are unable to complete a game (lost connection, unexpected visitors etc) then a substitute will generally be found to take your place. However, the final game score will be attributed to you unless a clear agreement to the contrary is reached. Please do NOT leave a game because you are losing or upset with what one of the other players has done or said. If there is an issue of this nature it should be reported to Shireen@Hartsdale .co.uk who is the administrator of the online games.
4. How to know if there is a game available? There are two methods. Firstly, there is a Facebook group named 'Online Barbu'. This is an open group and you are free to see the messages and posts on the group page. If a game is opened, the server will generally post a message indicating the IP Address (and the port if it is not the default port of 2118). After you have played, you are welcome to apply to be a member of this group in which case messages and posts will be emailed to you. The second method is to join a Yahoo Messenger group 'barbu'. Players online will be displayed there together with status messages indicating tables open.
5. Further help. Please refer to these websites for more information:

www.barbu.co.uk

This is the main website for the online barbu community and contains the results of all games played and the monthly and annual 'ladder' scores. You will also be able

to find a lot of further information about players (including photographs), the history of the game, further details about the rules and interesting articles and trivia.

www.barbuonline.co.uk

This is a site which contains hand and game records from many games served. It also has downloads available of the latest version of the software together with notes, rules, advice and other things. Sometimes special events (such as the Barbu World Championships) will be recorded and reported on here.

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