



# Brisca

*Brisca* is one of the *Tute* family games, in which the purpose is always to take tricks according with certain card values and using a trump suit.

- **Object of the game**

The main objective is to be the first to achieve the agreed number of hands, and the objective in every hand is to get the highest amount of points with the cards taken through all the tricks.

- **The pack**

*Brisca* is played with a Spanish deck of 40 cards.

- **Number of players**

*Brisca* is a game for a variable number of players, normally between two and four. When the number of players is four, it is played in partnership.

- **Rank and value of cards**

The rank, from highest to lowest, is: ace, three, king (12), horse (11), jack (10), seven, six, five, four and two.

The value, in all suits, is:

Value of cards	
Ace	11 points
Three	10 points
King	4 points
Horse	3 points
Jack	2 points

The rest of cards have no value in points, been used to form the tricks.

- **The deal**

Each player draws one card and shows it. The two players with the highest cards play against the other two.

The player who draws the highest card has the choice of choosing seat and is the dealer. His partner will be sitting in front of him. The player to the dealer's right is the *leader*. After the shuffle, the deck is cut by the player to the dealer's left and the dealer will deal three cards to each player, one at a time, anticlockwise, placing the next card, which determines the trump suit, face up on the table. The remaining stock is placed face down across the face-up trump.

After each hand, the turn to deal passes to the right.

- **The play**

The leader leads to the first trick, playing one card of his hands. The next players, in their turn from left to right, can play any card. There is no requirement to follow the suit led, beat or trump. Each trick is won by the highest trump played to it, or if no trump is played, by the highest card of the suit led.

*Fournier*



# Brisca

Each player draws a card from the stock, starting by the winner of the trick, who will lead to the next trick.

In every hand, all the cards are played one by one, so the number of tricks to be taken is given by the result of dividing the number of cards between the number of players. In every trick, all the players throw one card; always one of the players wins the trick and takes the thrown cards.

If the face-up trump is an ace, three or face card, it can be exchanged for the trump seven. If it is a four, five, six or seven, it can be exchanged for the trump two. To exchange it, the player must notify his opponent by placing his trump two or seven under the face-up trump. Then, the next time after the player wins a trick, before the stock on the table is finished, he can add the face-up trump to his hand. If he does not win any trick before the face-up trump is drawn from the stock, then, he simply takes his two or seven back.

The hand finishes when there are no stock cards left and the players have played all the cards in their hands. The game finishes when one of the partnership reaches the number of hands agreed before starting the game. If two or more players reach that number of hands at the same time, the game continues until the tie is broken.

## • The scoring

Before starting the game, all players will establish the number of hands necessary to win the game and will add the agreed amount in a pot placed in the centre of the table. The winner of the game will take this pot.

After playing all the cards, the amount of points got by every player is counted.

The player who gets the highest score wins the hand. When two or more players make the same highest score, the hand is awarded by all of them.

With four players, in order to determine the partnership that wins every hand, the scores got by each team will be the sum of the scores got by both players.

## • The signs

The players are not allowed to show their cards to their partners. However, certain signs are allowed to communicate the cards a player holds to his partner. Naturally, they will try to do this while the opponents are not looking. Signs relating to specific card holdings must be truthful. The signs in general use are:

- *Trump ace: to rise the eyes.*
- *Trump three: to wink one eye.*
- *Trump king: to extend the lips towards ahead.*
- *Trump horse: to distort the mouth to the right.*
- *Trump jack: to show the tip of the tongue.*
- *Briscas (aces and threes in no-trump suits): to twist the head towards a side.*
- *Without trump: close the eyes.*
- *To ask the partner to play a card with points (neither brisca nor trump): to blow a little.*
- *To ask the partner for his cards: to look at him*

*Fournier*