



Butifarra

Butifarra is played in Catalunya, in the Northeast of Spain. It has very strict playing rules and a scoring method that makes it very interesting for deductive players and allows usually worthless cards to have an important role in the results. It is closely related to *Manilla* from which it takes the mechanics, but the rules enforce logical play and minimise the effects of luck.

- **Object of the game**

Butifarra is a point trick game for four players played in partnership. Only the points in the tricks are important, not the number of tricks, although a trick also has a value by itself. The object of the game is to reach 100 points or more in several hands.

- **The pack**

It is played with a Spanish deck of 48 cards with Catalan faces.

- **Number of players**

It is a game for four people playing in partnership.

- **Rank and value of cards**

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

The value of cards is shown in the following table:

Value of cards	
Nine	5 points
Ace	4 points
King	3 points
Horse	2 points
Jack	1 point

Each completed suit counts 15 points. The other cards, called *blancas*, have no point value. Each trick is worth also 1 point. That makes a total of 72 points in a hand. A team that makes more than 36 points scores the excess towards the game.

- **The deal**

Each player draws one card, playing the two people with the highest cards against the other two. The player who drawn the highest card has the choice of seats and is the dealer. If two cards of the same value are drawn, the preference is determined by the suit, according to the following order: coins, cups, swords and clubs.

After the shuffle, the deck is cut by the player to the dealer's left and the dealer will deal the whole deck, distributing twelve cards face down to each player, four cards at a time, beginning with the player to his right, anticlockwise. After each hand, the turn to deal passes to the right.

Fournier



Butifarra

• The play

The dealer selects trumps simply by choosing the suit he wants, or he can select *Butifarra*, no trump, or pass this right to his partner. If the dealer passes, the partner must choose a suit or *Butifarra* but he cannot pass the right to choose.

After trumps are selected, either of the members of the other team, the defenders, can double the hand if they want to, called *Contrar*. Either of the members of the dealer's team can, if doubled, redouble the hand, *Recontrar*. The score for *Butifarra*, no trump games, is doubled in any case, and *Contrar*, *Recontrar* can double it further, so there could be up to 4 doubles in total.

When doubling, the players speak in anticlockwise rotation.

Butifarra is played anticlockwise. The player to the right of the dealer leads to the first trick, and the winner of each trick begins the next one. The completed tricks are stored face down in front of one of the members of each team. Completed tricks cannot be consulted, except for the most recent one.

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.

If the opponent is winning the trick, the rules are:

- To play a card of the suit led that beats the cards already played, if possible.
- To play a card of the suit led.
- To trump if the player cannot follow suit.
- To overtrump the trump played by the opponent if the suit cannot be followed.

It is possible:

- If a player cannot overtrump, any card can be played.
- When the player cannot follow the suit led or he has not got trump, he can play any card in his hand.

When the player's partner is winning the trick, he must play either a counting card (10, 11, 12, ace or 9) or the lowest card of the suit led. If the opponents are winning, the player must play the lowest card he has of the suit played. The only exception is that if he is playing second to the trick and he cannot follow the suit, he is allowed to play a counting card, in the hope that his partner will win the trick.

The situation when one of the partnerships wins all the tricks is called *Capote*, winning one hand.

• The scoring

Butifarra is played until one partnership reaches or exceeds 100 points in several hands. Each partnership will count one point for each won trick plus the value of the cards included.

In the game, the total points in a hand is 72 (60 points of the cards value and 12 points of the tricks).

In each hand, only the team that makes more than 36 points scores the excess towards the game. If both teams reach 36 points, no points are scored and the next player will take the pack to deal for the following hand. Playing *Butifarra*, no trump, the scoring is doubled.

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