



Julepe

Julepe is a trick card game where the players must win a determined number of tricks in order to obtain their initial bets. It originated in Spain and spread rapidly to Latin America in the 19th Century.

- **Object of the game**

In each hand, five tricks are played and the main objective is to win at least two of those five to win the bet and not to receive *Julepe*.

- **The pack**

In *Julepe*, a Spanish deck of 40 cards is used.

- **Number of players**

Julepe is a game for a variable number of players but the most interesting one is played by six people. If more players participate, more cards would be necessary, and with a lower number of players, many cards would not be played.

In order to solve this inconvenient, with seven players, the player to the dealer's left does not take part in that hand. With five players, six cards are dealt to each player and the ones that decide to play change the cards they need them, holding in their hands five cards after the discard to start the game.

- **Rank and value of cards**

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

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

- **The deal**

The first dealer is chosen at random. In each hand, the dealer will put into a pot placed in the centre of the table the agreed amount by all players. After the shuffle, the deck is cut by the player to the dealer's left and the dealer will deal five 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.

The dealer can take the face up card, but doing so, if he receives *Julepe*, the amount he must pay is doubled.

In each hand, a trump suit is established, winning any card suit to any card of a different suit.

After each hand, the turn to deal, discard and play passes to the right, anticlockwise.

- **The play**

Before starting the first hand, all the players will put the agreed amount into the pot. In this case, the first dealer will put his amount just once. For the first trick, the leader is the first player to the dealer's right that still participates in that hand. For the next tricks, the winner of the trick leads to the next one.

The players are not forced to participate in all the hands, except the dealer. After looking at their cards, each player, in his turn, will say "I pass" or "I play", but the dealer, that must always play.

Fournier



Julepe

The players that decide to pass leave their cards face down on the table. The ones who play can discard, in his turn, starting by the leader, from one to five cards face down and each player is dealt an equal number of new cards from the undealt stock. If the dealer runs out of cards, the discards from the players that passed are shuffled to form a new stock to deal from.

The leader starts the hand playing one card. The next players, in their turn from left to right, play one of their cards with the requirement of assisting the suit led, beating, trumping and overtrumping. If overtrumping is not possible, a card trump must be played. In the case the player does not have any card of the suit led or trump, any card can be played.

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.

The hand finishes when the five tricks are played. The players that have received *Julepe*, will pay to the winner or winners the amount into the pot at that moment. If only two players participate and neither of them receive *Julepe*, they will divide the amount of the pot, winning both of them the same amount.

When the pot is divided, all the players must put the agreed amount again, and, as it has been already said, in this case, the dealer will add his amount just once. If any player wins, having received all of them *Julepe*, they must pay the amount for receiving *Julepe* and those amounts will be added, increasing the pot for the next hand.

When all the players pass but the dealer, the leader, in this turn, takes the first six cards from the top of the stock, discarding from one, and plays against the dealer. If the dealer gives *Julepe*, he wins the pot and if he receives *Julepe*, he puts the amount into the pot. If neither of them receives *Julepe*, the pot is divided, but just the dealer will take his part, putting the other player's amount in the pot.

The leader does not get any benefit or risk in this turn.

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