

# MANITOBA ALL-FOURS ASSOCIATION

## “JELLICO” ALL-FOURS RULES

### i.e. TRUMP AND PLAY ANYTHING

- 1.A. **Kicking:** JACK – 3 points, SIX – 2 points, ACE – 1 point  
If a player kicks out the pack, he retains both the pack and the points
- B. If a player kicks the pack without first putting it on the table, turns a card over, or overruns the cards, it is a misdeal. Any points kicked are forfeited. He loses one point for the misdeal and retains the pack.
- C. When two cards are kicked, it shall be considered a **misdeal**.
- D. When two cards are picked up to be kicked and an opposing player can identify the bottom card, it shall be considered a **misdeal**. However, if the opposing team calls a misdeal and cannot name the bottom card, the dealing team gets one point. This rule does not apply when the last card is being kicked.
- 2.A. **RE-NEED:** Whenever a jack is involved in the game and a re-need or undertrump occurs, that pair loses a bullseye.
- B. **RE-NEEDING** or **UNDERTRUMPING** when jack is not involved, results in the loss of one point for the infraction and one point for game, for a total of two points.
3. When cards are cut they must be dealt. Reshuffling or running of these cards after the cut is a **misdeal**.
4. **FLUSH HAND** can play on either side.
5. A hand without trump cannot play, by choice, on either side. However, any player can stand without trump providing his stand is blind. Any player standing without trump after looking at his hand of cards will lose all points in that round to the opposing pair.
6. A player to the left of the dealer has one shuffle or running of the pack. After this he must cut or lose one point for delay of game. A player may elect not to cut the pack by clearly indicating so to the dealer.
7. Any player found hiding, palming or stealing a card or cards loses the bullseyes.
8. When a game is being played with an incorrect number of cards, the dealing process will be cancelled, unless one point for misdeal results in 14 points for opposing players. (AGM 2000)
9. When a player is deliberately retarding the process of the game, he will lose the bullseye. A maximum of **12 seconds** are allowed to a player after the last card is played.
10. Players are not allowed to leave the table during the game. **Three timeouts**, each being of **four minutes**, are allowed by each pair per half.
11. **Card on board** stands. Card on board shall be defined as “a card willfully played face up on the playing table.”
12. Players looking at their cards unless privileged to do so lose one point for the infraction.
13. All points must be marked as they are played.

14. Points are counted in the following order of priority: HIGH, LOW, HANG OR PASSED JACK, GAME. If the limit of 14 points is reached before jack is hung, it does not count.
15. Should a **dispute** arise in any match, the following procedure will be followed:
  1. Leave all cards on the card table. Any player who mixes any cards before the dispute is settled will automatically lose that dispute.
  2. During the dispute at a table, players walking away from the table automatically forfeit all rights to input into the decision making process.
  3. The designated marshal shall be called upon to arbitrate the dispute. The decision of the marshal is binding.
  4. In the event that the designated marshal's team is in the dispute, another marshal shall be called upon to arbitrate.
16. Any team not having a full team shall lose the following:  
One bullseye every fifteen minutes to a maximum of five in the first half and four in the second half. The above bullseyes shall count for most bullseyes overall (not best percentage). There shall be no hangjacks called.