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# RULES FOR PLAYING CHANTECLER THE GREAT CARD GAME

TRADE-MARK REGISTERED

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**THE PACK**—Consists of four suits—the **Duck, Goose, Hen, Turkey**. Each suit consisting of ten cards numbered consecutively from one to ten. There are four additional cards which are always trumps no matter what suit is bid in, and they are valued as follows: **Chantecler** (Rooster) always high trump. **Peacock** second high trump, **Pheasant** third high trump, **Owl** fourth high trump. The entire pack consisting of forty four cards. The cards of value are the one, three, five card of suit named as trump and count in favor of person winning the trick in which they are played. The **Pheasant, Peacock, Owl**, each counting one and the **Chantecler** (Rooster) counting two in favor of person winning trick in which they are played. Total count being fourteen.

The persons sitting opposite are partners, working for each other's interests and having a common score. The pack is shuffled and placed in the center of the table. Each player then cuts for deal. The one cutting the highest card (largest number of any suit) wins the privilege of the deal. (The four high trump cards **Chantecler, Pheasant, Peacock, Owl**, are always high according to their value. In case of a tie between the two highest cards cut, shuffle the pack and cut again. The dealer then shuffles the cards and, after the player to his right has cut, he deals out the cards from left to right three cards at a time (face downward), until nine cards are dealt, then two additional cards to each player giving each player eleven cards in all.

**THE BID**—Each player then bids in turn for the privilege of naming the trump; that is, says how many of the possible fourteen points he thinks he can make. The player sitting at the left of the dealer having the first bid, the bid continuing to the left until it reaches the dealer. The highest bidder then names the suit he selects for trump, and all players discard down to six cards holding only their trumps and enough other suit cards to make six in their hand. The suit named trump then becomes superior in value to the other suits so that the lowest card of the trump suit will take any card in all other suits, and can only be taken by a higher card in its own suit, or by any one of the four additional high trump cards, **Chantecler, Pheasant, Peacock, Owl**.

A player having discarded a trump by mistake may take it back if discovered prior to the beginning of play. Otherwise, it must not be taken by any player. If player who discarded it is highest bidder's adversary and card is of any counting value, it is scored for highest bidder. If discarded by bidder or partner, it cannot be counted for either side.

**THE PLAY**—The player naming the trump then plays face up in the center of the table a card of the suit he has named as trumps, with the aim of winning as many of the counter cards as possible. The play then passes to the left, each player in turn playing a card of the same suit as the one led, if they hold one; if not, any card they choose. The person playing the card of highest value takes the four cards, which are called The Trick, and places them face down on his side of the table, leaving them there until the cards are all played, when they are counted for score. The person taking the trick plays the first card of the next one. After the first trick is played it is optional whether or not trumps are led, but when the trump suit is led, each player must follow suit with a trump if he holds any. There is no exception to this rule. In case he has no trumps, he may play any other suit card he may have in his hand. After the first lead, if any card of an off suit (any of the three suits that are not trumps) is led, the player may follow suit or trump, at his own option. It must always be borne in mind that whichever suit is named as trump the four cards **Chantecler** (Rooster), **Pheasant, Peacock, Owl**, are always highest trumps according to their value.

**THE SCORE**—When the hand is finished, each side add together the counter cards (the one, three and five, of the trump suit and the Chantecler Rooster, **Pheasant, Peacock, Owl**) which they have taken, and credit to their score. If a bidder fails to make as many points as he bid, he is said to be set, and the number bid is subtracted from his score, or set down as so much less than nothing until he makes it up. The first side scoring 56 points wins the game.

**REMEMBER.** Trumps always rank as follows: **Chantecler**, high, **Pheasant**, second high, **Peacock**, third high, **Owl**, fourth high and suit named as trump, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.

**NUMBER OF PLAYERS.** Four players (partners, two against two).

**CHANTECLER** (Rooster) counts two for players to whom dealt.

**PHEASANT** counts one for player taking trick in which it is played.

**PEACOCK** counts one for player taking trick in which it is played.

**OWL** counts one for player taking trick in which it is played.

Five of trumps counts five for player taking trick in which it is played.

Three of trumps counts three for player taking trick in which it is played.

One of trumps counts one for player taking trick in which it is played.

**PROGRESSIVE CHANTECLER.** Progressive play consists of a series of partnership games in which the partners change at the end of each game. It is played at three or more tables, numbered Table No. 1 (or head table), Table No. 2, Table No. 3, etc., four players at a table, the last table is called the foot or booby table. Before the beginning of play, the hostess provides a suitable device for keeping record of the games won by each player, and by which each player will be assigned to his proper position at the table where he will begin playing. Thus—"1A" indicates that the player will begin at Table No. 1, head couple; 1B, Table No. 1, side couple etc. Scoring devices for ladies and gentlemen should be of different color, or bear other distinguishing marks. Prizes for the best and poorest (booby) players are provided at the discretion of the hostess. The game begins simultaneously at all tables, at a signal given by the hostess, or by tapping a bell at Table No. 1. Cut for deal at each table, low dealing, One being low. After the first game the visiting lady usually deals.

Each table is provided with a bell, and the first side scoring 42 points rings the bell at their table; play immediately ceases at all tables and the partners at each table having scored the greatest number of points at their table up to and including the last hand scored, win game and progress. Ties cut to progress and score game.

A careful record of games won should be kept, either on a card or by punching a ticket. Any proper method of keeping track of games won by partners may be used. All ties are decided by cutting.

**METHODS FOR PROGRESSING.** The winning pair at each table move up to the next table (toward table No. 1). The losers remain, exchanging partners with the pair coming to the table. At Table 1 the winners retain their seats and the losers go to the foot table.

FOR SALEBY

**THE STANDARD PLAYING CARD CO.**

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