

OAUK BHUKHAR COMPETITION RULES

1. The game is open to anyone who is 10 years old or over as of the date of the competition.
2. Two teams of three players each will play on one table. Players from each team will sit at alternate seats at the table.
3. The game will be played using 3 packs of a standard 52-card pack. No Jokers will be used.
4. All 6 players will pick a card from the pile and the player with the highest card will be deemed the dealer. If 2 or more players pick the highest card, then those players only will pick one additional card each from the pile and the player with the highest card will be deemed the dealer. This process will continue until a dealer is finally selected.
5. The dealer will deal 13 cards one at a time in an anti clockwise direction to each of 7 piles. The first pile of cards will be issued to the player to the right of the dealer, the second to the second player to the right of the dealer and so on. The last pile of cards will be set aside and is known as the Bhukhar. The remaining cards will be placed in the centre of the table face down.
6. The dealer will deal an additional card face up from the top of the pile of cards in the centre of the table to the player to his right. This player will start the game by either picking up the face up card OR by picking up one card from the top of the pile of face down cards and throwing a card (not the same one as the face up card if only one card was picked up).
7. The game continues by the next player either picking up all the face up cards on the table and discarding a card from their hand face up (not the same as the card just picked up if only one card was picked up) OR by picking up one card from the top of the pile of face down cards and discarding one card from their hand face up. The game will continue in this manner.
8. Games should be played in absolute silence. Team members cannot confer with each other. Any attempt to influence a player (e.g. suggesting that the cards being put down should be placed elsewhere or that a player should go from the top rather than picking up the card just thrown etc) by their team members will incur a penalty of 50 points which must be claimed by their opponents
9. A licence (see 13 below) can be put on the table by anyone during their turn. The cards making up the licence will be placed face up for everyone to see. Once a licence is displayed, other members of that team can put any number of cards from their hand on to the table. The team members can start new sequences or sets as long as each new set or sequence consists of a minimum of 3 cards. A new set cannot be started until an existing set of the same face value is closed. Duplicate sequences can be displayed. When a set or sequence reached 7 cards, those cards will be closed and will be counted towards the teams score as rule 13 below.
10. Each game will be of a maximum duration of 30/35 minutes at the discretion of the organisers. The aim of the game is to close the game having achieved the maximum number of points for your team. Either team can close a game (see 16 below of how a game can be closed).
11. Only one game will be played per table. At the end of each game, teams will move to alternative tables as directed by the competition organisers.
12. Card points
 1. Cards of face value 2 to 7 will be counted as 5 points each
 2. Cards of face value 8 to Ace will be counted as 10 points each
13. Game points are awarded to each team as follows:
 1. Sequence of 7 cards, all of one suit, 300 points eg 3, 4, 5, 6, 7, 8, 9 of say Spades

2. Set of seven cards of the same face value from eight to ace, 200 points eg, 9 of clubs, 9 of diamonds, 9 of hearts, 9 of spades, 9 of spades, 9 of spades and 9 of hearts
3. A set of 7 cards of the same face value from 2 to 7, 100 points eg, 4 of clubs, 4 of diamonds, 4 of hearts, 4 of spades, 4 of spades, 4 of spades and 4 of hearts
4. The team whose member displays the licence (100 points) first will be awarded 50 points and 1 bonus point. A licence is made up as follows:
 - A Sequence of 7 cards, all of one suit OR
 - A set of 7 cards of the same face value plus at least one sequence of at least 3 cards all of one suit OR
 - Any number of sequences/sets making up a total of a minimum of 100 points. The licence must contain at least 1 sequence of 3 cards. Each sequence or set must have at least 3 cards
5. The team whose member takes the Bhukhar will be awarded 50 points and 1 bonus point
6. The team whose member closes the game will be awarded 50 points and 1 bonus point
14. A player obtains the Bhukhar when they place all their cards on the table without passing a card to the other team. The Bhukhar can be obtained at the same time as displaying the licence. The player claiming the Bhukhar should request the opponents to give them the Bhukhar when they are satisfied that the conditions for Bhukhar have been met
15. Any player, only during their turn, has a right to ask all players to declare the number of cards they are holding in their hand. A player asking someone how many cards they have in their hand out of turn will incur a 50 point penalty.
16. The game will end in one of 3 ways:
 1. The game is closed when a player attaches the last card to one of their own teams sequences/sets on the table leaving no card to pass on
Note that a player cannot close a game if the Bhukhar is yet to be claimed by either team
 2. There are no more face down cards left in the middle of the table
 3. The game organiser has called time. The game will stop immediately and the players will not be allowed to put any more cards on the table once time has been called
Note that it is not a penalty if a player tries to close a game when the Bhukhar has not been claimed. The player should be informed and play should just continue as normal.
Note that it is not a penalty if a player tries to close a game by placing the card face down. The player should be informed and play should just continue as normal.
17. Cards should be placed on the table by the player. If the card(s) are thrown on the table and fall on any part of a set or sequence incorrectly, the opposing team can claim this as a mistake.
18. When anyone makes a mistake in placing any of their cards down, any person in the opponent's team can point out the mistake before the next player has started their turn. The person (without any help from his team members) on the left of the player making the mistake then has the following options:
 1. Give all the cards put down during the player's turn plus an additional card (no one should see the additional card) from the top of the deck OR
 2. Give all the cards put down during the player's turn but take one card out and put it at the bottom of the deck. No one else should see which card was taken out. This option is only available if the player has at least 1 card to pass on

In addition, the cards already on the table become void if any card is placed on them resulting in the mistake. Opponents can claim 50 penalty points for the mistake

The player loses his turn and has to pass on one card. In addition, the player making the mistake will not be able to participate in the next event (putting license down or taking Bhukhar or closing the game)

19. Penalties will be awarded as follows:

1. If a player displays an incorrect licence – 100 points
2. If a player puts down a wrong card(s) in a sequence or set, then that particular sequence or set shall be counted as void and treated as closed. The void cards will not be counted at the end of the game – 50 points
3. If a player is deemed to have asked how many cards any one has out of turn will incur a penalty – 50 points.
4. Any attempt to influence a player (e.g. suggesting that the cards being put down should be placed elsewhere or that a player should go from the top rather than picking up the card just thrown etc) by their team members will incur a penalty - 50 points
5. If a team is found to be using un-sportsman like tactics, then that team can be fined 100 points at the discretion of the organisers
6. Any team found to be cheating in any manner will be asked to leave the tournament

Penalty points can only be claimed at the time the penalty occurs and not at any later time in the game. Also, penalty points are not automatically awarded but are there to be claimed by the opposing team. A member of the organising team should be called and will make the final decision.

20. Master and Bonus points will be awarded as follows:

1. At the close of the game, the left over cards in the hands of each player shall be counted as negative points and the displayed cards of each team as positive points and total points from each team shall be counted and recorded. The total points should include 50 points for each of putting the licence down first, getting the bhukhar and closing the game as appropriate. The team with the higher score will be deemed the winner of the game and will be awarded 2 Master points. The losers will be awarded 0 Master points
2. In the unlikely event of a tie each team will be awarded 1 Master point
3. In addition to the Master points, the team putting down the licence will be awarded 1 Bonus point, the team getting the Bhukhar will be awarded 1 Bonus point and the team closing the game will be awarded 1 Bonus point. If a team has given a Natodiu, they will be awarded 1 Bonus point. Any game can thus have a maximum of 4 Bonus points.

21. The overall winner will be the team with the most number of Master points. The first runner up will be the team with the second most number of Master points. The second runner up will be the team with the third most number of Master points.

In the event of a tie of Master points, the Bonus points will be used and the team with the highest Bonus points will be deemed the winner. In the event of a tie of Master points and Bonus points, the team with the highest total game scores will be deemed the winner. If it's still a tie then both teams will be deemed winners. The same rules will be used to decide the first and second runner up teams.

22. The organiser's decision is final at all times.