

## Barbu Scoresheet

Hand	N	Q	L	H	K	T	D	N	Q	L	H	K	T	D	N	Q	L	H	K	T	D	N	Q	L	H	K	T	D	Check	
	T		T					T		T					T		T					T		T						
1																														
2																														
3																														
4																														
5																														
6																														
7																														
Total																														

**Hands:**

- NT:** No Tricks (each trick counts -2, total of -26)
- Q:** No Queens (each queen counts -6, total of -24)
- LT:** No Last Trick (penultimate trick counts -10, last trick counts -20, total of -30)
- H:** No Hearts (each heart counts -2, A♥ counts -6, total -30, no leading ♥ unless no other cards)
- K:** No King of Hearts (K♥ counts -20, no leading ♥ unless no other cards)
- T:** Trumps (each trick counts +5, total +65, declarer chooses trump, must follow suit)
- D:** Dominoes\* (First out +45, second +20, third +5, last -5)

**Doubling:** Each non-declarer may 'double' any other player(s), and *must* double every other player at least two times when that player is declarer. Declarer may only redouble. If doubled, the difference between the scores of the two players for the hand is added to the winner's score and subtracted from the loser's score. If redoubled, use twice the difference between scores.

\* Dominoes, a/k/a "Fantan": Declarer chooses a starting rank, e.g., "dominoes from the five". The object is to get rid of all one's cards before the other players. Each player in turn, starting as usual with declarer, must, if possible, play an acceptable card face upwards to the table. Acceptable cards are those of the chosen rank, also cards of the same suit and adjacent rank to one already played. A player who cannot play, having no acceptable card, indicates this (perhaps by rapping on the table) and the turn to play passes on. In particular, declarer may have no cards of the rank she chooses, in which case she begins the play by passing. The played cards form a layout with the four cards of the starting rank in a column in the centre, and the other cards of their suits built up in sequence on either side. Play continues until all four players have played all their cards. As are high and 2s low, so the last card played will be either an A or a 2. -J. MacLeod, [www.pagat.com](http://www.pagat.com)