



TOURNAMENT RULES

WIZARD



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Facts

- **Players:** 3-5 players per table
- **Duration:** approx. 45 minutes per round
- **Minimum number of participants:** 8 players

General Game rules

- The rules of the AMIGO Wizard card game will be taken as general reference during the whole tournament. To guarantee a uniform and equitable evaluation during the pre-qualification, we will also refer to the „Canadian rules“(see below).
- Any other rule variation will not be accepted.
- The organisers draw for the first player of each table.
- We recommend to play at least 2 to 3 rounds. However, you can increase the number of rounds as you wish.
- A final round is not compulsory. However, the final round is very exciting for the participants who fought their way through to the last round and also for the public. You can find more information regarding the final round in the paragraph “final round”.

The Play

- The play begins to the left of the dealer. Any card may be led. Players continue to play in clock-wise order and must follow suit if possible.
 - (a) by the first Wizard played
 - (b) if no Wizard is played, by the highest trump card played.
 - (c) if no trump is played, by the highest card of the suit led.The winner of the trick leads next.



The Deal

- No matter the number of players at a table, one round consists of 10 games which should be played as following:
 - 5 players per table:
The cards are provided as following: 2-4-5-6-7-8-9-10-11-12.
 - 4 players per table:
The cards are provided as following: 1-3-5-7-9-11-12-13-14-15
 - 3 players per table:
The cards are provided as following: 2-4-6-8-10-12-14-16-18-20

Canadian Rules

- Each player in turn beginning to the left of the dealer states the number of tricks he/she will take (zero or 1 on the first round) and the scorer records the bid on the score pad. The Canadian rules involve that the total number of tricks predicted by the players may not equal the number of tricks available. There must always be one trick less or more than the number of available tricks, or zero trick (plus/minus one variation). If the number of predictions adds up to the number of the round, the last person from the dealers must change his/her prediction.

Player combination at the tables and scoring

- Each table is composed of 4 or 5 players.
 - **Exception 1:** If there are 11 participants in the tournament, there should be 3 tables: two with 4 players and one with 3 players.
- The organisers draw for the table combinations.
- The player combination is drawn again after each round.
- Each player receives points depending on his ranking at the end of each round.
 - 1st position: 45 points
 - 2nd position: 30 points
 - 3rd position: 20 points
 - 4th position: 10 points
 - 5th position: 5 points
- The points of each participant are summed up at the end of the pre-qualification.



Final round

Variation 1

- It is possible to decide the two players who have the most points at the end of the rounds as the 2 winners who qualify for the Wizard World Championship in October.

Variation 2

- You can organise a final round where the 8 (or more) best players can play together to decide the 2 finalists. (We particularly recommend this variation if there are more than 10 participants in the tournament.)
 - **Exception 1:** For 8 players, please respect the combination: two tables with 4 players. The winner of each table are the 2 winners who qualify for the Wizard World Championship.
 - **Exception 2:** For 11 players, please respect the combination: two tables with 4 players and one table with 3 players. The two best players of the 4-table and the best player of the 3-table then play together to determine the 2 finalists who qualify for the Wizard World Championship.

Exceptions

- If there are more than 8 players for the final round because of identical scoring, the players with identical results should play again together with a total of 10 cards. If there is still the same number of points, the players have to play again until they obtain different scoring that determines the winner.