French Tarot score sheet

Date: _____

3 to 5 players · End: whenever you decide · Winner: highest total

Deal	Taker	Contract	Oudlers	Points	Bonuses	Player 1	Player 2	Player 3	Player 4	Player 5
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
Total										

How scoring works in French Tarot

- The taker must win a number of points that depends on their oudlers (the 1 of trumps, the 21 of trumps and the Excuse): 56 points with no oudler, 51 with one, 41 with two, 36 with three.
- A deal is worth 25 points plus the gap between the points won and the points needed. That result is multiplied by the contract: ×1 for a Prise (also called Petite), ×2 for a Garde, ×4 for a Garde sans, ×6 for a Garde contre.
- When the last trick contains the 1 of trumps (petit au bout), the side that wins that trick earns 10 points, multiplied by the contract, whatever the result of the deal. A handful (poignée) gives 20 points (single), 30 (double) or 40 (triple) to the side that wins the deal, without multiplication.
- A slam (chelem) is worth 400 points when announced and made, 200 when made without being announced, and costs 200 points when announced and missed.
- Each defender scores the opposite of the deal's value. With 3 players the taker scores twice that value; with 4 players, three times. With 5 players the partner scores it once and the taker twice, or four times when playing alone. A deal always adds up to zero.

Tour de table: let the app keep score for you

The app adds up every round, applies the rules of the game and names the winner.

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