Tainui Games - UKA - Ngaa Ture Tere
[Quick Reference Rules]

1. Each tournament game table will have a presiding official observing run of play. They have final say over any disputes and should be treated with the utmost respect in this voluntary role.
2. Table-talk (verbal and non-verbal cues), loaded card shuffling will not be tolerated. If an official picks up on any shenanigans that player/team will receive an orange card, green card and then a red card – which speaks of immediate game ejection!
3. Cheating will not be tolerated. It's not about winning, it's about how you win. Cheats never prosper.
4. The tournament winners win points for their marae, but fair-play points are worth more.
5. **If you are caught reneging it is an automatic 2 points to the opposition. No excuses.**
6. Just 5 cards are dealt to each player and the object of the game is to be first to win 11 points or first to have the most points after 12 minutes of play.
7. In determining what team should go first, one of the two designated Team Captains deals out single cards in a clockwise fashion (starting from the left) **the first player to be dealt one of the Jacks is the dealer.**
8. Play begins - the cards dealt have to be dealt in a particular fashion. Dealing is clockwise starting with the player to the left of the dealer and ending with the dealer his/herself. When dealing, cards are to be dealt 2 cards to each player and then the final three [or vice versa], but no single card dealing. The trump card is the last card that's turned up.
9. When people deal and play their cards, they keep their pile of cards close to them on the table, tidy, clear for all to see [visible card playing].
10. If a dealer misdeals [drops a card, has a card showing, deals out 6 instead of 5, etc] **it's a second chance re-deal**. If he/she misdeals a second time – they lose their deal altogether.
11. Beginning with the player to the left of the dealer, each player passes (by saying "pass") or accepts the turn-up as trump. An opponent of the dealer accepts by saying "I order it up." The partner of the dealer accepts by saying, "I'll turn you down and go alone". The dealer accepts by making their discard, calling "it's up." **Reo Māori is encouraged [see reo cards] but no other calls/language is to be used, as it may point to table-talk.**
12. If all five players pass in the second time around, the dealer must pick up the card – **it is compulsory pick up.**
13. **All five cards must be played out.**
14. Tricks earned must be turned by the person who won the point, no one else.
15. Tricks turned up and kept in a pile by the player (not in the middle of the table)
16. Scoring: Three to four tricks = one point. 5 tricks = two points. If the trump makers take fewer than three tricks = two points (euchre). Alone hand = six points.
17. The winning team is first to get 11 points or to be leading on the scorecards before the bell is rung at the **12 minute mark**. NB: If when the bell is rung a trump card has been turned up – then play continues and that one hand is played out. But if the bell is rung and a person is dealing (and no-trump card has been turned up] its game over.
18. The designated team captain (Kaihautuu) is in charge of the team's scorecard – **if a team wins, they get 2x clicks** punched on their card, **if it's a draw after 12 minutes – 1x click**, if a team loses it's **zero clicks** on the card. The non-winning team stays on the table and the winners go to the next table according to the table numbers. If it's a draw, the captains cut the deck and the highest card (ace being the highest) moves on to the next table.
19. Wharepaku – we have players who can fill in for wharepaku breaks (not wander/smoko breaks)
20. Having team subs is not encouraged, it stunts the flow of play.

Kia kaha rā e te iwi! And May the mauri be with you!