

NORTH AMERICAN BASQUE ORGANIZATIONS

MUS TOURNAMENT RULES

1. During the game a player may speak with his partner, may ask his partner any questions, and may answer any questions as he sees fit -- whether those answers be truthful or not.
2. The game is played with four (4) kings and four (4) aces.
3. Each game (Partida) will be played to two winning sets (Mantxa), and each set up to 40 points (8 Hamarreko). The number of points played to can be changed by the organizing committee to some other number before the start of the tournament. It is up to this committee to decide how the tournament will be run.

DISTRIBUTION OF CARDS

4. The player who flips the smallest card serves. The cards will be served from the top of the deck.
5. Players can not look at their cards until all the cards have been distributed. Each player has the responsibility to make sure they have the correct number of cards.
6. During the distribution of the first 16 cards in a phase (Karta Aldia), **should the dealer mistakenly overturn a card**, it is voluntary mus only (Nahi Duena Mus). Should the overturning of a card occur later in the phase, the game will continue and the incident will be disregarded.
7. During the distribution of the first 16 cards in a phase, **should the dealer mistakenly deal the wrong number of cards**, all cards are to be collected and redealt. If this incident occurs later in the phase, the hand of the person holding the incorrect number of cards does not count, and only the cards of those holding the correct number of cards will finish the phase (Karta Aldia).
8. For a team to be declared "Mus", both partners must be in agreement. They must then invite their opponents by expressing "zuretan".
9. After Mus a new distribution will be made only after all four players have discarded.
10. A decision of Tira, Iduki, Kanta, etc can be made by one player even against the advice of his partner. It is the first decision that counts. If this decision is accompanied by the phrase "for myself", or "ene gatik", the partner may intervene to modify or confirm the decision.
11. Only the signs of two (2) Kings, two (2) aces, triples (mediak), doubles (dobliak) and the 30/31 are permitted. The sign for 31 can be passed at any time. The sign for 30 can only be passed after finishing with pairs. It is imperative that each sign retain its value.
12. When two opponents have doubles, the highest double pair wins.
13. With each phase of the game, the refusal for the point "Pundia" will be counted first. The one for the point itself will be counted at the end.
14. The order of superiority for the game (Jokoa) is as follows: 31 [made up of three 7s - hiru zazpi and one card], 31, 32, 40, 37, 36, 35, 34, 33.

INCORRECT ANNOUNCEMENTS

15. Players who announce pairs and do not have them:
 - a) If the partner **does not** have pairs and the opponent has pairs:
 - All bids are VOID
 - The opponent receives the point for his pairs

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- b) If the partner **does** have pairs and the opponent has pairs:
 - All bids are VOID
 - The opponent receives one point of refusal (tira), and the point for his pairs.
16. Players who do not announce pairs but have them:
- a) The player who fails to announce his pairs can not bid or receive points for his pairs. Unannounced pairs are not counted.
 - b) If the partner does not have pairs, and the opponent does:
 - the opponents count one point for refusal (tira) and the points for their pairs.
17. Players who announce Jokoa but do not have it:
- a) If the other three players do not have Jokoa:
 - The opposing team counts a point for refusal (tira) and a point for the Pundia.
 - b) If the partner has Jokoa and the opponent does not:
 - The mistake is disregarded and the partner counts the points for jokoa
 - c) If the partner does not have Jokoa and the opponent does:
 - all bids will be VOID
 - the opponent counts the points for jokoa
 - d) If the partner has Jokoa and the opponent has jokoa as well:
 - all bids will be VOID
 - the opponent counts one point for refusal (tira) and the points for jokoa
18. Players who do not announce Jokoa but have it:
- a) If the other three players do not have Jokoa:
 - all bids will be VOID
 - the opponent counts one point for refusal (tira) and the points for pundia
 - Unannounced jokoa is disregarded.
 - b) If the partner has Jokoa and the opponent does not:
 - Only the partner counts the points for jokoa
 - c) If the partner does not have Jokoa and the opponent does:
 - all bids will be VOID
 - the opponent counts the points for jokoa
 - e) If the partner has Jokoa and the opponent has jokoa as well:
 - all bids will be VOID
 - the opponent counts one point for refusal (tira) and the points for jokoa
19. The player that does not have pairs or jokoa can not bid or speak for his partner.

RULES:

20. No points (Tanto) can be counted after the cards have been collected.
21. At the end of each winning set (Mantxa) players must keep track of their score by counting all points they have won. Points and mantxa must be reported to the organizing committee at the end of each game.
22. At the end of the tournament, winners will be designated by the following:
- 1. Players with the most games (Partida) won.
 - 2. If ties by the number of games won, players with the most sets (Mantxa) won.
 - 3. If still tied, players with the most points made in games lost.
 - 4. If still tied and the two tied teams have previously played each other, the winner of that original game wins over all.
23. It is mandatory that each player display his cards face up at the end of each phase.

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24. In the event that a team does not complete all their games, thereby jeopardizing their ranking or the ranking of other teams in the tournament, all the team's games will be voided -- both those won and lost -- as if they had not participated.
25. In the event that one partner can not participate in the N.A.B.O. finals or the International finals the remaining player will choose his partner from his own local club, as long as that replacement participated in that club's tournament. In the event that both partners are unable to attend the N.A.B.O. finals or International finals, the runner-up team will take their place.
26. In the event of a discrepancy, the Judge will be called. If he can not reach an agreement with the players, the Judge has the authority to use his or her discretion or to void the phase (Karta Aldia) or set (Mantxa). The judge's decision is final.
27. In the event of disorderly conduct by one player, the judge has the authority to evict the player and his partner from the tournament.
28. In the event that the player does not accept the Judge's ruling, that player will be suspended from future N.A.B.O. Mus Tournaments for one (1) year.

These rules were approved by N.A.B.O. delegates on February 17, 2018 in San Francisco, CA.

Pierre Etcharren, N.A.B.O. Mus Chairman