



ASAJ Kalooki Tournament 2025

Players and Cards

There five players at each table with three standard 52-card packs and six jokers.

The object is to go out by laying down all of your cards. The penalty values of the cards, if left in a player's hand when someone goes out, are:

Joker	50 points
Black Ace	15 points
King, Queen, Jack, Ten	10 points
2 to 9	face value
Red Ace	1 point

Threes and fours

A **"three"** is a set of three or more cards of the same rank, such as **5-5-5** or **K-K-K-K-K**. The suits of the cards do not matter and duplicates can be included.

A **"four"** is a run of four or more consecutive cards in the same suit, such as **♥8-♥9-♥10-♥J-♥Q**. Aces can be high or low but can only be used at the end of a run, not in the interior, so **A-2-3-4** and **J-Q-K-A** are valid, but **K-A-2-3** is not.

Jokers can be used as wild cards to substitute for any card in a three or four, with the following restrictions:

- In a **"four"**, jokers cannot be used for consecutive cards - so **♥5-Joker-♥7-Joker** is OK but **♥5-Joker-Joker-♥8** is not allowed.
- In a **"three"** there must be at least two genuine (non-joker) cards, so in a minimum "three" of three cards you can only include one joker. **K-K-Joker** and **Q-Q-Joker-Joker** are OK, but **9-Joker-Joker** is not allowed.

Jokers that have been used in a three or four can **never** be removed from that combination. A joker used in a three cannot be moved at all. When a joker is used in a four, it can in certain circumstances be moved to the end of the sequence by the holder of the real card that it represents, but never moved to a different three or four - there is **no** possibility for the holder of the real card that the joker represents to play it and take the joker in exchange. (See [tacking on](#) below)

Deal and contracts

Players take turns to deal the cards, the first dealer being chosen at random. Nine deals (or **"games"**) make up a **"set"**, and the winner is the player who has the lowest cumulative score at the end of the set. The cards are dealt out one at a time, the number of cards dealt



ASAJ Kalooki Tournament 2025

to each player depends on the game being played as shown in the table below. The next card is turned face up to start the discards pile, and the remaining undealt cards are stacked face down beside it, to form the stock.

In each game, there is a minimum **contract** or quota of threes and fours that a player can lay down; this is also shown in the table.

Game No.	Cards dealt	Contract	
1	9	three threes	333
2	10	two threes, one four	334
3	11	two fours, one three	344
4	12	three fours	444
5	12	four threes	3333
6	13	three threes, one four	3334
7	14	two threes, two fours	3344
8	15	one three, three fours	3444
9	16	four fours	4444

When more than one four is put down by one player, they **must** be of **different suits**, and when more than one three is put down by one player, they **must** be of **different ranks**.

The play

The player to the dealer's left begins and the turn to play passes clockwise. A player's turn consists of:

1. drawing one card from the top card of the face-down stock or the top of the discard pile;
2. optionally coming down with some or all cards;
3. tacking on to another player who has come down; or
4. discarding any one card (other than a joker) face up on the discard pile.

Calling

If you have not yet come down, and you want to take a card discarded by another player when it is **not** your turn to play next, you can **call** the card. The player whose turn it is to play has two options:

1. **Allow the call.** The player whose turn it is gives the top discard to the player who called it. The calling player takes the discard and must also draw one extra card from the stock but cannot lay down any cards or discard at this time. The caller will from now on have two extra cards in their hand. The play then reverts to the



ASAJ Kalooki Tournament 2025

player whose turn was interrupted by the call, who must draw from the stock, and continue the turn in the usual way.

2. **Refuse the call.** If the player whose turn it is has not yet laid down, they have the right to take the discard for themselves, rather than giving it to the caller and drawing from the stock; the call then has no effect.

Calling is subject to the following rules.

- If several people try to call the same card, the person who calls first gets the card, assuming that the person whose turn it is allows the call. No one can call a card before it reaches the table.
- There can only be one call per turn: the card underneath the called card cannot be called - anyone who wanted it should have called it when it was first discarded.
- Each player is allowed a maximum of three calls per game (deal). Since each call adds two cards to a player's hand, you can check how many calls you have made by counting the cards in your hand. Calls that were not allowed by the player whose turn it was or which were unsuccessful because another player called first do not count towards the three.
- A player who has laid down cards can no longer call.
- If a player is challenged by another player and is found to have overcalled (called and received more than 3 calls) they will be penalised with an additional 50 points and has to come down (see next section) last.

Coming down

The first cards you **come down** with must satisfy the contract for the game being played. You place these cards face up in front of you, where they stay for the rest of the game, and then discard as usual. For example, in game 3, you must come down with a group of three or more equal ranked cards, plus sequences of four or more cards in two different suits. If you are not able to do this, you cannot come down yet. If you start to come down and realize you are unable to finish, you have to pick back up your cards. You are penalized 50 points and can come down when you do have the required cards.

A player who has laid down is no longer allowed to take cards from the discard pile. When you have laid down you can no longer call for a discard, and in your turn you must draw from the stock. If another player calls in your turn, you must allow the call.

Tacking on



ASAJ Kalooki Tournament 2025

After you have laid down cards you can in the same turn, or in later turns of the same game, add cards to your own or other players' threes and fours. This is called **tacking on**. Further cards of the same rank can be tacked onto a three. A four can be extended by tacking on either end of the run.

Jokers can always be tacked onto a three. They can be tacked onto a four provided that the rule prohibiting two adjacent jokers in a four is respected. Also, if a joker has been used in a four, the holder of the real card that the joker represents can tack on by placing the real card in the four in place of the joker, and moving the joker to the high end, provided that this has not already reached ace, in which case it is dead, that is, cannot be moved. However, this cannot be done if there is already a joker at the end where the displaced joker would have to be put, since it is not permissible to have two jokers next to each other in a four.

No player may tack cards onto a three or four until they have laid their contract.

Jokers cannot be discarded, but apart from that there is no restriction on what card you may discard from your hand at the end of your turn. It is legal to discard a card that could be tacked onto a three or four on the table, and it is legal to discard the same card that you just picked up, if you find it is in your interest to do so.

Running out of stock cards. It sometimes happens that the entire stock is used up before any player has gone out. If this happens, the discard pile, except for its top card, is reshuffled and placed face down to form a new stock. Play continues as before. If the stock runs out a **second** time, which may happen if players are holding back the key cards needed by others to lay down their contracts, the play ends with no score. All the cards are thrown in, shuffled and dealt again by the same dealer and the play is restarted (playing for the same contract).

End of the play and scoring

As soon as a player **goes out** by getting rid of all their cards, the play ends. The other players count the total value of the cards they have in their hands (see above) and add the result to their cumulative total of penalty points.

If a player manages to be the first to go out with all cards on the same turn that they first lay down cards, this is known as **bending the table** or **down and out**, and the other players score double penalty points for that game.

At the end of the set of nine games, the player who has the lowest cumulative score is the winner.

All disputes will be decided by the Tournament Director