

Klaverjas

4 players

32 cards

Difficulty: Medium

Duration: Medium

With your partner, capture the most card points through tricks and Roem bonuses.

SETUP

- Use a 32-card deck (7 through Ace) for 4 players in partnerships.
- Partners sit across from each other.
- Deal 8 cards each in batches of 3-2-3.

SCORING

- Jack of trump: 20. Nine of trump: 14.
- Aces: 11, Tens: 10, Kings: 4, Queens: 3.
- Last trick: 10 points. Roem: 20-100 bonus points.

Tip: Lead trump early when you hold the Jack to draw out opponents' trumps and establish control.

ON YOUR TURN

- Bid to accept the turned-up trump or name a different suit.
- Follow suit if possible; overtrump when you cannot follow.
- Declare Roem (sequence/four-of-a-kind bonuses) during play.

Klaverjas is the most popular card game in the Netherlands, a partnership trick-taking game with a distinctive trump hierarchy and bonus points for specific card combinations. It is played competitively in leagues and tournaments across the country.

Objective

Working with your partner, capture the most card points through tricks. The team that wins the bidding must reach a minimum point threshold, or they are penalized.

Setup

1. **Players:** 4 players in two fixed partnerships, sitting opposite each other.
2. **Deck:** 32-card deck (7 through Ace in each suit).
3. **Deal:** Deal 8 cards to each player in batches of 3-2-3.

Gameplay

1. **Bidding:** Starting left of the dealer, each player may pass or accept the turned-up suit as trump. If all pass, a second round allows any suit to be named.
2. **Trump hierarchy:** In the trump suit, Jack is highest, then 9, then Ace, 10, King, Queen, 8, 7. In non-trump suits, the order is Ace, 10, King, Queen, Jack, 9, 8, 7.
3. **Trick play:** The player left of the dealer leads. Players must follow suit if possible and must overtrump if they cannot follow suit.
4. **Roem (Bonus combinations):** Sequences of three or more consecutive cards in a suit, or four of a kind, earn bonus points declared during play.

Scoring

- **Jack of trump:** 20 points.
- **Nine of trump:** 14 points.
- **Aces:** 11 points each.
- **Tens:** 10 points each.
- **Kings:** 4 points. Queens: 3 points. Jacks (non-trump): 2 points.
- **Last trick:** 10 bonus points.
- **Roem bonuses:** Three in sequence: 20 points. Four in sequence: 50 points. Four of a kind: 100 points.

Variations

- **Amsterdam rules:** Slight differences in bidding and Roem declaration timing.
- **Rotterdam rules:** Uses a different approach to the second round of bidding.

Tips and Strategies

- The Jack and 9 of trump are extremely powerful. Having both almost guarantees trump control.
- Declare Roem combinations promptly, as forgetting to announce them forfeits the bonus.
- Lead with trump early if your team holds the Jack, to draw out opponents' trump cards.

Tips & Strategy

Controlling the trump suit through the Jack and 9 is paramount. Lead trump early when you have strength, and always remember to declare your Roem combinations.

Counting points as tricks are won is essential in Klaverjas. Knowing whether the bidding team is on track to meet their threshold allows defenders to adjust their strategy mid-round.