

Penchant cheat sheet

Designer: John S McTear aka Jack Smarte, 1837.

Family: Two-player "Marriage" game. Follows rules of Bezique with differences identified below:

Deck: 32 cards, **A-7 in four suits. A high K, Q, J, 10, 9, 8, 7 low.** (Different than rest of marriage family.)

Win: More points over four hands. Points are from **Melds** and for "**Brisques**" (7,10s, As) won in tricks across game.

Trick Following Rules:

Phase 1: ftr any card may follow, don't have to win trick
Phase 2: F,T,r must follow suit, if unable must trump, must win trick if able.

PLAY:

Phase 1: Trick-and-draw,

1. **6 cards to each player**
2. **Non-dealer leads** trick, trick winner leads next trick. **ftr**. Deal alternates.
3. Card for trick may come **from hand or from previously melded** on table interchangeably.
4. Won **brisques sifted out** and placed **face down**, spread so may tally. (Other cards put to side in discard piles.)
5. Winning a trick allows winner option to **meld** one combo:
 - a. Combos are laid face up in a single row each. Scored immediately.
 - b. Cards for combos may re-use cards from previous melds as long as 1+ new card added from hand
 - c. Suit of Jack in trick **winner's first penchant sets trump** for rest of hand.
 - d. Penchant (only) may be melded by trick-loser if winner doesn't meld; but doesn't set trump.
6. Winner of trick picks card into hand from stock, then loser of trick.

Blocking Melds: The highest elder pair (J through A) in both tableaus blocks opponent's melding minor pairs (7-10); highest elder trio blocks minor trios and pairs; highest elder quad blocks all minor sets. Unblock requires a higher count minor set or higher ranked elder set. Couplings and Runs never blocked. Elder sets never blocked.

Phase 2: starts moment last card of stock is drawn:

- Melds drawn back into hands (back to 6 cards each)
- Winner of last trick phase I leads first trick of phase II.
- Trick rules change to strict: **F,T,r** : must follow suit, if unable must trump, must win trick if able.
- All tricks left face up exposed.
- No melding.

MELDS		
Name	Description	Points
Sets		
<i>Twins</i>	Two of a kind	2
<i>Triplets</i>	Three of a kind	3
<i>Quadruplets</i>	Four of a kind	8*
Runs of Same Suit		
<i>Family</i>	Three card sequence, must include JQK	3
<i>Clan</i>	Four card sequence, must include JQK	4
<i>Extended Family</i>	Five card of same suit, must include JQK	5
<i>Reunion</i>	Five cards in sequence of same suit, must include JQK	20*
Couplings		
<i>Marriage</i>	K and Q of same suit	2
<i>Besito</i>	Q and J of same suit	2
<i>Penchant</i>	Q and J of different suits	1

SCORING

Melds are scored as they are declared.

At end of hand:

For each **Brisque** won in phase II, 1 pt each.
Brisque Bonus: Player with majority of total brisques, subtracts six from total and scores 2 pts each.

Highest score after four hands wins.

*. McTear's original scoring: Quad 10, Reunion 25.
 Brisques+brisquettes > 6 in total = 1 pt each, Brisquettes 1 pt