

BARBU

Scores ⇨ Cross off as used ↓		Dealer 1				Dealer 2				Dealer 3				Dealer 4			
		DBL/RDBL	Hand Score	Double Adjustm't	Total	DBL/RDBL	Hand Score	Double Adjustm't	Total	DBL/RDBL	Hand Score	Double Adjustment	Total	DBL/RDBL	Hand Score	Double Adjustm't	Total
Dealer 1:	NT	②③④				①③④				①②④				①②③			
	Q	②③④				①③④				①②④				①②③			
	LT	②③④				①③④				①②④				①②③			
	H	②③④				①③④				①②④				①②③			
	K	②③④				①③④				①②④				①②③			
	T	②③④				①③④				①②④				①②③			
	D	②③④				①③④				①②④				①②③			
Total																	
Dealer 2:	NT	②③④				①③④				①②④				①②③			
	Q	②③④				①③④				①②④				①②③			
	LT	②③④				①③④				①②④				①②③			
	H	②③④				①③④				①②④				①②③			
	K	②③④				①③④				①②④				①②③			
	T	②③④				①③④				①②④				①②③			
	D	②③④				①③④				①②④				①②③			
Total																	
Dealer 3:	NT	②③④				①③④				①②④				①②③			
	Q	②③④				①③④				①②④				①②③			
	LT	②③④				①③④				①②④				①②③			
	H	②③④				①③④				①②④				①②③			
	K	②③④				①③④				①②④				①②③			
	T	②③④				①③④				①②④				①②③			
	D	②③④				①③④				①②④				①②③			
Total																	
Dealer 4:	NT	②③④				①③④				①②④				①②③			
	Q	②③④				①③④				①②④				①②③			
	LT	②③④				①③④				①②④				①②③			
	H	②③④				①③④				①②④				①②③			
	K	②③④				①③④				①②④				①②③			
	T	②③④				①③④				①②④				①②③			
	D	②③④				①③④				①②④				①②③			
Totals		Grand total:				Grand total:				Grand total:				Grand total:			

NT: No Tricks (each trick counts -2, total of -26)
Q: No Queens (each queen counts -6, total of -24)
LT: No Last Trick (penultimate trick counts -10, last trick -20, total -30)
H: No Hearts (each heart counts -2, A♥ counts -6, total -30, no leading ♥)
K: No King of Hearts (K♥ counts -20, no leading ♥ unless no other cards)
T: Trumps (each trick counts +5, total +65, dealer picks trump, all players must follow suit, must trump & overtrump if possible)

D: Dominoes (First out +45, second +20, third +5, last -5)
Doubling: Each non-dealer may 'double' any other player(s); each player must double each dealer at least **twice**. Dealer may only redouble. If doubled, the difference between the scores of the two players for the hand is added to the winner's score and subtracted from the loser's score. If redoubled, use twice the difference between scores.

Dominoes/Fantan: Dealer picks starting rank, e.g., "from the 5". Object: get rid of all one's cards. Starting w/dealer, each player must play an acceptable card (chosen rank or same suit & adjacent rank to one already played) face up. A player who cannot play passes. Layout is the 4 cards of the starting rank in a column in the centre & the other cards of their suits built up in sequence on either side. Play continues until all cards are played. Aces high/2s low.
 - J. MacLeod, www.pagat.com