



Appoint a dealer. He shuffles the cards and offers a cut to the player on his right. (The deal will pass to the left after each round.) Each player must place one Booray Buck in the pot before the first deal. Place the antes near the center of the table, forming the “pot.” (As you will see, the ante for each player could change in subsequent rounds. The pot might grow quite large.)



The dealer then deals five cards; face down, to each player. He places the remaining deck face down nearby and turns over its top card. This card's suit is the “trump” suit for the round.



Example hand

PLAYING THE ROUND

• Playing or Passing, Drawing and Discarding

Players pick up their cards and take care that no opponent sees their identity. Beginning with the player on the dealer's left, each must declare if he will **pass** or **play**. The dealer is the last to do so. (A player should pass if he doesn't think he can win any tricks.)

Any player who has decided to **pass** returns his cards to the dealer who places them on the bottom of the deck. Each player who will **play**—beginning with the one closest to the dealer's left and proceeding clockwise—may now discard some, none, or all of his cards and ask the dealer for replacements. The dealer deals from the top of the deck, adding the discards received to its bottom.

If only one player elects to play, with all the others passing, the lone player wins the hand by default and collects the entire pot immediately.

• Playing Cards to each Trick

1. Players who pass just watch. Only players who elected to play are involved. Among these, the one closest to the dealer's left leads to the first trick.
2. Each other player, in turn to the left, plays a card onto the trick.
3. The trick is won by the player who played the highest card of the suit led—or, if trump was played, by the highest trump card played.
4. The trick is collected by the player who wins it. He squares up its cards and places it to one side. This player leads a card to the next trick. Continue until all five tricks are played and won.

The card you may play on a trick is restricted by the cards played before you.

1. If you hold one or more cards of the suit led, you must play one of these. You can't trump or play a card of a different suit.
2. If you have no card of the suit led, you must play a trump if you have one.
3. Further, if you can follow the suit led or must play a trump, you must beat the high card on the trick. For example (as shown in Example hand): If a 5 of Diamonds is led, and you have both the 4 and King of Diamonds, you must play the King. If the trick has been trumped by the 7 of Spades (current trump suit) and you must trump as well, you have to play your 9 of Spades (not your 3). If you are the first player to trump a trick, you can play any of your trump cards.
4. If you don't have a card capable of beating the highest card played, you may play a lower card of the suit led, or if you must trump, you can play a lower trump.
5. If you have no cards of the suit led, and can't trump, you may play any card of another suit.

AGES 13 and up 3 to 6 Players

(The game is especially exciting when 5 or 6 play)

ABOUT THE GAME

Booray (aka Bourré) gained popularity in Louisiana before spreading across the nation. It's a trick-taking game with a poker-style draw. Initially its ante is modest, but if you go “Booray” you may end up owing a small fortune! This possibility makes the game pulse-pounding.

OBJECT OF THE GAME

To be the first player to have 400 Booray Bucks, or to be the “last player standing” (depending on how you decide to play).

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The custom 52 card Booray deck features four suits and ranks as found in regular playing cards, with a Louisiana motif. Cards rank from (low) 2 through 10, then J, Q, K and Ace (high). In addition, there are 108 Booray “Bucks”—smaller cards denominated 1, 2, 5, 10, 20 or 50. Players use these to ante to the pot.

SETUP

Each player gets 200 Booray Bucks, as follows:
Four 1's; three 2's; two 5's; four 10's; two 20's; two 50's.



CLAIMING THE POT

The player who wins the most tricks takes the entire pot. Three tricks are always sufficient. You could win the pot with two tricks if three other players each take one trick.

But if there's a tie for most tricks (such as when the tricks divide 2-2-1, or, in the rare case of 1-1-1-1-1) this is called a "frozen pot" and **no player** takes it. The pot remains for the next deal; all new antes are added to it.

GOING BOORAY

Any player who fails to take at least one trick is said to have gone Booray. (You don't want to go Booray!) All such players now ante an amount **equal to the pot** of the completed hand. For example, if four are playing, the pot for the first hand will be 4 Booray Bucks. Any player going Booray must ante—not 1— but 4 Booray Bucks to the next pot. Later, if the pot is big, say 25 Bucks, going Booray will cost you an ante of 25 Booray Bucks. (Ouch!)



STARTING THE NEXT ROUND

The deal passes to the player on the left of the prior dealer. He collects all cards, shuffles, and offers a cut. One Booray Buck must be anted by all players who did not go Booray. However, in the case of a frozen pot, the players involved (who tied for most tricks) do not ante anything on this deal. Those players who went Booray (and therefore already added to the pot) do not ante further.

GOING BROKE

If you can't meet the ante requirement for the next round, you place your remaining Booray Bucks in the pot and go broke. You must leave the game.

WINNING

Continue playing hands until one player doubles his Booray Bucks from 200 to 400. That player is declared the winner.

For a longer game, play until all but one player have gone broke. The final player is the winner!



VARIATIONS

– Add these before play begins, as you desire.

Double Ante

All players pay an ante before the deal, as usual. Furthermore, any player who decides to play must pay an additional Buck to the pot.

Taking the Trump Card

The turned-up trump can be taken by the dealer if he decides to play. (Players must remember its suit, for trump purposes.) The dealer will have six cards before discarding. He must discard at least one card, and will collect one less than he discards, in order to return his playing hand to five cards.

Cinch Hands

A player who has three sure tricks is certain to win the pot; this player is said to have a cinch. In this case he must follow some additional rules:

- When leading, he **must** play his **highest trump**.
- If he is playing on a trick led to by another player, and he has to trump, he must play his highest trump.
- If he is the last to play on a trick, he must win the trick if he can, subject to the usual restrictions of following suit and trumping.

A cinch hand, for example, would be the A-K-Q or K-Q-10-9-8 of trumps. Also, if you win the first three tricks, the cinch rules apply since you are sure to take the pot; you must lead a trump to the fourth trick if you have one.

Pot Limit

The pot can build rapidly, especially if more than one player goes Booray on a round. Before play begins, players may agree to impose a pot limit. A suggested limit is 20 Booray Bucks for a player who goes Booray. This will make the game longer to play, but prevents some players from going broke too quickly.

Four-Card Hands

When 3 or 4 play, you may want to limit the hands to four cards each. (This makes it more likely at least one player will go Booray.) Those players who decide to play may discard and draw no more than three cards, not four.

BOORAY ETIQUETTE

Be careful not to make gestures or pronouncements, prematurely, before you decide to play or pass. Also, you should only play a card on a trick when it is your turn to do so, and should not show your likely choice in advance. It is suggested the penalty for doing any of these is to forfeit your next turn as dealer (being dealer has advantages).



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