

DATE \_\_\_\_\_ PLACE \_\_\_\_\_

|                 | #1                                                           | #2 | #3 | #4 | #5 | #6 | #7 | #8 |
|-----------------|--------------------------------------------------------------|----|----|----|----|----|----|----|
| BROUGHT FORWARD |                                                              |    |    |    |    |    |    |    |
| 1               | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT        |                                                              |    |    |    |    |    |    |    |
| BONUS           |                                                              |    |    |    |    |    |    |    |
| ROUND VP        |                                                              |    |    |    |    |    |    |    |
| TOTAL           |                                                              |    |    |    |    |    |    |    |
| 2               | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT        |                                                              |    |    |    |    |    |    |    |
| BONUS           |                                                              |    |    |    |    |    |    |    |
| ROUND VP        |                                                              |    |    |    |    |    |    |    |
| TOTAL           |                                                              |    |    |    |    |    |    |    |
| 3               | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT        |                                                              |    |    |    |    |    |    |    |
| BONUS           |                                                              |    |    |    |    |    |    |    |
| ROUND VP        |                                                              |    |    |    |    |    |    |    |
| TOTAL           |                                                              |    |    |    |    |    |    |    |
| 4               | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT        |                                                              |    |    |    |    |    |    |    |
| BONUS           |                                                              |    |    |    |    |    |    |    |
| ROUND VP        |                                                              |    |    |    |    |    |    |    |
| TOTAL           |                                                              |    |    |    |    |    |    |    |

FIRST DEALER \_\_\_\_\_ → dealing passes to the right PLAYING TO \_\_\_\_\_

|                  | #1                                                           | #2 | #3 | #4 | #5 | #6 | #7 | #8 |
|------------------|--------------------------------------------------------------|----|----|----|----|----|----|----|
| 5                | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT         |                                                              |    |    |    |    |    |    |    |
| BONUS            |                                                              |    |    |    |    |    |    |    |
| ROUND VP         |                                                              |    |    |    |    |    |    |    |
| TOTAL            |                                                              |    |    |    |    |    |    |    |
| 6                | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT         |                                                              |    |    |    |    |    |    |    |
| BONUS            |                                                              |    |    |    |    |    |    |    |
| ROUND VP         |                                                              |    |    |    |    |    |    |    |
| TOTAL            |                                                              |    |    |    |    |    |    |    |
| 7                | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT         |                                                              |    |    |    |    |    |    |    |
| BONUS            |                                                              |    |    |    |    |    |    |    |
| ROUND VP         |                                                              |    |    |    |    |    |    |    |
| TOTAL            |                                                              |    |    |    |    |    |    |    |
| 8                | Dapper _____ Contract _____<br>Challenge ____ Declared _____ |    |    |    |    |    |    |    |
| CONTRACT         |                                                              |    |    |    |    |    |    |    |
| BONUS            |                                                              |    |    |    |    |    |    |    |
| ROUND VP         |                                                              |    |    |    |    |    |    |    |
| TOTAL            |                                                              |    |    |    |    |    |    |    |
| CARRIED TO SHEET |                                                              |    |    |    |    |    |    |    |

## ALPINE TAROK

## Dappen

Beginner Score Sheet

## HOUSE RULES AGREED

Winners write the tier value; read it from the loser's Card Points, not your own.

## Counting your Card Points

Before you count. The Dapper counts their own pile, tricks and discards, and after a Solo the untouched Dapp. The team counts theirs. If the Dapper wins no trick at all, the Dapp goes to the team and the Dapper counts zero.

- Count the cards in the pile, then divide by two and round down. That is your base count.
- Go through the same pile and add up the pips printed along the card sides. That is your pip count.  
each King +4 · each Trull card +4 · each Queen +3 · each Cavalier +2 · each Jack +1 · everything else 0  
*The Trull is the Skus, the Moon and the Pagat.*
- Add the two counts together. That is your side's Card Points.

## Winner



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