

# Haggis

<https://tekeli.li/rogers-rules/>



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This is for the 2-player base game.

## Setup

Choose either a number of rounds (6 to 8) or a point goal (250 to 350 points).

Build decks: 2-10 once in four suits.

Give each player 3 bet cards (Haggis side).

Random first dealer.

## **Hand**

Dealer shuffles and deals 8 cards as the haggis (face down), then 14 per player (all remaining cards).

One Jack, Queen and King go face up in front of each player. These are part of their hand.

Lead player starts the first trick. Subsequent players play a combination of the same type and count but higher value, or pass, or bomb.

Any player may place a single bet at any time in the hand *before they have played any cards.*

Types of trick are:

- one Single card
- a suited Sequence of cards (e.g. red 2, 3, 4)
- a Stair, more than one matching Sequence in matching suits (e.g. blue 6-7 plus red 6-7).

Court cards are wild, except in a Single where they have their face value (11-12-13).

Bomb combinations may be played in any trick type, and beat all non-bombs. Bomb ranks from low to high:

- 3-5-7-9 in mixed suits
- J-Q, J-K, Q-K, J-Q-K
- 3-5-7-9 suited

The trick is immediately over when a player passes or goes out.

All played cards are taken by the player of the highest combination, *unless* a Bomb was played, in which case the winner

passes the cards to the other player.

Winner leads next trick.

If a player is out, they score  $5 \times$  the largest opposing hand size (including court cards) and the round ends. They then add final player's remaining cards, and the Haggis cards, to their score pile.

Everyone scores 1 point per 3, 5, 7 or 9 in their score pile, as well as the score values of court cards (2 for a Jack, 3 for a Queen, 5 for a King).

If you placed a bet and went out first, score the bet value. If you bet and failed, the other player scores the value.

Next round's lead is the losing player. (On a tie, the player who didn't lead last round.)