

Haggis (2)

Roger's Rules: Firedrake/BGG
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Variants

② or ③ can play standard Haggis (other booklet); ④ can play with Neeps; ③ can play with Tatties (③) (this booklet).

Setup

Choose either number of rounds (③ 6–9, ④ 4–6) or point goal (③ 250–350, ④ 350–550).

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 over when all but one player passes in succession, or all but one player goes out. ④ It is allowed to come back into a trick after you have passed.

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

Build decks: ③ 2-10 once in five suits, ④ 2-10 twice in four suits.

Give each player 3 bet cards (③ Tatties side, ④ Neeps side).

④ Players form partnerships, sitting opposite each other.

Random first dealer.

Hand

Dealer shuffles and sets aside ③: 3 cards as the Haggis, then deals all remaining cards (14 each). ④: no Haggis, 18 cards each.

④ Each player passes one card face-down to their partner. Look at cards and do it again.

which case the winner chooses another player to get the cards. ③ Player of a Bomb gains the cards too.

Winner leads next trick (④ if they won with a bomb they may designate their partner, no discussion or refusal). If winner is out and 2+ players have cards, winner scores 5× the largest hand size (including court cards) and sits out the hand. ④ When a player goes out, they score 5× the largest hand other than their partners. If needed, lead passes to left.

When all but one player is out, ④ or both players on one team are out, the round ends. Last player to play cards takes the Haggis, unless they

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

③ Shepherd Auction: starting with Dealer, bet that you will go out¹ first. Exceed previous bet (or equal it if you have lower total score) or pass. Last player to bet, if any, is the Shepherd; others Sheep, and partners for this round.

③ if Shepherd bet 15, they draw 3 cards from Haggis; 30, top two cards; 45, top 1 card. Then discard same number of non-court cards to the Haggis.

Player to left of dealer (③ Shepherd, or player with lowest

1 Have no cards left in hand

played a Bomb, in which case choose an opponent to get it. ③ First player out takes the Haggis.

Last player to go out scores 5× final player's cards in hand. ④ Also, first player to go out adds last player's cards to their score pile.

Everyone scores 1 point for each card.

Anyone who placed a bet and scored at least that many points scores the bet value.

If a bet was not equalled or exceeded, that many points are scored by the first player to go out and any player who did not bet.

③ If Shepherd has gone out first, they score the bet; if a Sheep goes

score) Leads the first trick. Subsequent players play a combination of the same type but higher value, or pass.

Any player may place a single bet at any time *before they have played any cards*. ④ A bet implies only that you will be first to go out, so if your partner has bet you can override it with a higher one.

A trick is:

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

out first, they score $\frac{2}{3}$ of the bet and their partner scores $\frac{1}{3}$.

④ bets are only about who will go out first. If the betting player in a partnership did, they score 2× the bet. Otherwise, the opposing team scores 1× the bet.

Next round's Dealer is player with most points, break to winner of this round; next round's first Lead is player with fewest, break to left of Dealer.