

# Haggis 3- player

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



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## **Setup**

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

Build decks: 2-10 once in five suits.

Give each player 3 bet cards  
(Haggis / Neeps side).

Random first dealer.

## **Hand**

Dealer shuffles and deals 3 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. You may return to play after you have passed.

Any player may place a single bet at any time in the hand *before they have played any cards*. A bet implies only that you will be first to go out (have an empty hand).

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 two players pass in

succession, or two players have gone 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 another player.

Winner leads next trick. If lead is out, lead passes to left.

If a player is out, they score 5× the largest opposing hand size (including court cards) and sit out the hand. First player to go out also takes the Haggis to their score pile.

When a second player goes out, the trick and round end immediately and they capture the final player's remaining cards.

When all but one player is out, the round ends.

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). **Variant:** a flat one point for each card.

If you placed a bet and went out first, score the bet value. If you

bet and failed, the player who went out first scores the value.

Next round's lead is the trailing player. (On a tie, the next player from the previous round's lead.)