

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 6 or 6 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.)

score pile.

The trick is immediately over when two players pass in

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

low to high:

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

value (11-12-13).

Court cards are wild, except in a Single where they have their face

matching suits (e.g. blue 6-7 plus red 6-7).

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

- a Stair, more than one matching Sequence in

- a suited Sequence of cards (e.g. red 2, 3, 4)

- one Single card

Types of trick are:

to go out (have an empty hand). implies only that you will be first

*they have played any cards.* A bet

at any time in the hand *before* Any player may place a single bet

play after you have passed.

and count but higher value, or pass, or bomb. You may return to

combination of the same type

Subsequent players play a

Lead player starts the first trick.

These are part of their hand.

face up in front of each player.

One Jack, Queen and King go

cards).

1 4 per player (all remaining

as the haggis (face down), then

Dealer shuffles and deals 3 cards

## Hand

Random first dealer.

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

# Haggis 3-player

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

Last edited 2025-08-12

## 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.