

# Haggis and Neeps

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



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This is the 4-player variant.

## Setup

Choose either a number of rounds (4 to 6) or a point goal (350 to 550 points).

Partnerships are fixed across the table. Each partnership shares a single score.

Build decks: 2-10 twice in four suits.

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

Random first dealer.

## **Hand**

Dealer shuffles and deals all cards (18 each).

Each player passes one card face-down to their partner (before seeing what their partner is

passing them). Look at the card received, then, do it again.

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),  
so if your partner has bet you can  
supersede it with a higher one.

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 all players but one pass in succession, or all players but one 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 the other partnership.

If a player is out, they score  $5\times$  the largest opposing hand size (including court cards) and sit out the hand.

Winner leads next trick (if they won with a bomb they may designate their partner to lead, no discussion or refusal). If lead is out, lead passes to left.

If the second player to go out was in the same partnership as the first (a Slam), they add all

remaining cards from the other two players to their score pile.

When all but one player is out or both players on one team are out, the round ends.

First player to go out then adds final player's remaining cards to their score pile.

Everyone scores 1 point per card in their score pile.

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

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