

Haggis and Neeps

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



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This is a 3-player variant.

setup

Choose either a number of rounds (6 to 9) or a point goal (250 to 350).

Build decks: 2-10 once in five suits.

Give each player 3 bet cards
(Tatties 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 goes
face up in front of each player.
These are part of their hand.

Shepherd Auction: starting with
Dealer, use Bet cards to bet that

you will go out¹ first. Exceed previous bet (or equal it if you have lower total score so far) or pass. Last player to bet, if any, is the Shepherd; others are Sheep, and partners for this round.

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.

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Have no cards left in hand

If there is a Shepherd, they draw cards from the Haggis: a 15 bet draws three, 30 2, 45 1. Then place the same number of cards from hand (which may be the ones just drawn) back on the Haggis.

Shepherd, or player with lowest score, leads the first trick.

Subsequent players play a combination of the same type but higher value, or pass (which takes them out of the auction completely).

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).

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. 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, even if a Bomb was played

Winner leads next trick. If winner is out and 2+ players have cards, winner scores $5 \times$ the largest hand size (including court cards) and

sits out the hand. 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. First player out takes the Haggis.

Last player to go out scores $5 \times$ 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.

If the Shepherd went out first, they score their bet amount. If a

Sheep went out first, they score $\frac{2}{3}$ of the bet, and the other Sheep scores $\frac{1}{3}$ of the bet.

Next round's Dealer is player with most points, break to winner of this round.