

# 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.

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.

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× 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

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 +2×5 the largest hand winner scores +2×5

- 6-7-5-3 -

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Have no cards left in hand

1

court cards to the Haggis.

discard same number of non-cards: 45, top 1 card. Then If Shepherd bet 15, they draw 3 cards from Haggis: 30, top two

and partners for this round. you will go out<sup>1</sup> 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,

A trick is:

completely).

them out of the auction

higher value, or pass (which takes

Subsequent players play a

score, leads the first trick.

Shepherd, or player with lowest

Haggis.

ones just drawn) back on the place the same number of cards from hand (which may be the

draws three, 30 2, 45 1. Then If there is a Shepherd, they draw cards from the Haggis: a 15 bet

- 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).

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

blue 6-7 plus red 6-7).

Sequence in matching suits (e.g. - a Strai, more than one matching

- a suited Sequence of cards

- one Single card

Give each player 3 bet cards (Tatties side). Random first dealer.

## Hand

Dealer shuffles and deals 3 cards as the haggis (face down), then 1 4 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