

## **HAGGIS (2 Player)**

**DEAL** (2-10 in 4 suits + JJ,QQ,KK)

14 Cards to Each Player, 8 Cards to Haggis (2P). JQK face up.

Wild cards can be anything up to card face value.

Losing player leads (if tied, then loser of previous round).

### **BETS**

No Bet, Little Bet (15 Pts), Big Bet (30 Pts)

### **SETS**

Singles, Pairs, Triples, etc.

**SEQUENCES** (Must share suit!)

Singles: 3 or more consecutive ranks (6,7,8)

Larger (pairs, triples, etc.): 2 or more consecutive ranks (66,77)

### **BOMBS**

3-5-7-9 All Different Suits (no wilds)

J-Q, J-K, Q-K, J-Q-K,

3-5-7-9 All the Same Suit (no wilds)

**Bomb winner of trick gives cards to opponent**

### **ENDING ROUND**

Round ends immediately when someone plays last card (must use up wilds!) That player takes the trick (unless its a bomb).

### **SCORING**

Each card in "loser's" hand (incl. wilds) = 5 pts.

Haggis and "loser's" hand (incl. wilds) are captured by "winner".

Both players add up Point Cards captured by Trick Play / "win"

Resolve Bets - opponent gains points if unsuccessful

### **VICTORY**

350 suggested game (250 shorter). If tied, then play extra round.

## **HAGGIS** (3 Player)

**DEAL** (2-10 in 5 suits + JJJ,QQQ,KKK)

Player with most points deals 14 Cards to Each Player, 3 Cards to Haggis (3P). JQK face up. Wild cards = anything up to face value.

Fewest Points Leads (if tied, then player to the left of dealer).

**BETS:** No Bet, Little Bet (15 Pts), Big Bet (30 Pts)

## **SETS**

Singles, Pairs, Triples, etc.

**SEQUENCES** (Must share suit!)

Singles: 3 or more consecutive ranks (6,7,8)

Larger (pairs, triples, etc.): 2 or more consecutive ranks (66,77)

## **BOMBS**

3-5-7-9 All Different Suits (no wilds)

J-Q, J-K, Q-K, J-Q-K,

3-5-7-9 All the Same Suit (no wilds)

**Bomb winner of trick gives cards to one opponent\***

In casual play, bomb winner chooses opponent; In tournament play, person who last played cards before trick was won by a bomb gets cards. If bomb led, player to bomber's right gets cards.

## **ENDING ROUND**

(note: wild cards **are** part of the hand, they are included in all card counts, and must be shed to "win!")

**Pause** round when "1st winner" sheds last card.

Note number of cards in "big loser" hand. Then resume play.

**End** round immediately when "2nd winner" sheds last card. "2nd" takes trick (unless its a bomb). Note number of cards in "final loser" hand. Then "1st" captures Haggis and "final loser" hand.

## **SCORING**

**"1st Winner"** 5 pt. bonus for going out "1st".

5 pts. for ea. card in "big loser" hand @ the time "1st" went out.

**"2nd Winner"** 5 pts. for each card in "final loser" hand.

**All players** Add up Point Cards captured by Tricks and going out "1st"

**Resolve each Bet** Add points if bettor is "1st". Otherwise, add points to successful "1st" and also to any opponent who did not bet this round.

**VICTORY:** 350 suggested (250 shorter). If tied, play extra round.