

Haggis (2)

Roger's Rules: Firedrake/BGG

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Variants

② or ③ can play standard Haggis (other booklet); ④ can play with Neeps; ③ can play with Tatties (③) (this booklet).

Setup

Choose either number of rounds (③ 6–9, ④ 4–6) or point goal (③ 250–350, ④ 350–550).

Build decks: ③ 2-10 once in five suits, ④ 2-10 twice in four suits.

Give each player 3 bet cards (③ Tatties side, ④ Neeps side).

④ Players form partnerships, sitting opposite each other.

Random first dealer.

Hand

Dealer shuffles and sets aside ③: 3 cards as the Haggis, then deals all remaining cards (14 each). ④: no Haggis, 18 cards each.

④ Each player passes one card face-down to their partner. Look at cards and do it again.

One Jack, Queen and King goes face up in front of each player. These are part of their hand.

③ Shepherd Auction: starting with Dealer, bet that you will go out¹ first. Exceed previous bet (or equal it if you have lower total score) or pass. Last player to bet, if any, is the Shepherd; others Sheep, and partners for this round.

③ 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.

Player to left of dealer (③ Shepherd, or player with lowest

1 Have no cards left in hand

score) Leads the first trick.

Subsequent players play a combination of the same type but higher value, or pass.

Any player may place a single bet at any time *before they have played any cards*. ④ A bet implies only that you will be first to go out, so if your partner has bet you can override it with a higher one.

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 over when all but one player passes in succession, or all but one player goes out. ④ 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, *unless* a Bomb was played, in

which case the winner chooses another player to get the cards. ③ Player of a Bomb gains the cards too.

Winner leads next trick (④ if they won with a bomb they may designate their partner, no discussion or refusal). If winner is out and 2+ players have cards, winner scores 5× the largest hand size (including court cards) and sits out the hand. ④ When a player goes out, they score 5× the largest hand other than their partners. 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. Last player to play cards takes the Haggis, unless they

played a Bomb, in which case choose an opponent to get it. ③

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.

Anyone who placed a bet and scored at least that many points scores the bet value.

If a bet was not equalled or exceeded, that many points are scored by the first player to go out and any player who did not bet.

③ If Shepherd has gone out first, they score the bet; if a Sheep goes

out first, they score $\frac{2}{3}$ of the bet and their partner scores $\frac{1}{3}$.

④ bets are only about who will go out first. If the betting player in a partnership did, they score $2\times$ the bet. Otherwise, the opposing team scores $1\times$ the bet.

Next round's Dealer is player with most points, break to winner of this round; next round's first Lead is player with fewest, break to left of Dealer.