

2

**Black Maria**

3-7P

Deal:

3P remove 2♠
 5P remove 2♠, 2♦
 6P remove 2♠, 2♦, 2♠, 2♥
 7P remove 2♠, 2♦, 2♠

Deal out all cards

Play:

- 1) 3-4P pass 3 (5-7P pass 2) cards to right
- 2) There are no trumps
- 3) Each card must follow suit if possible
- 4) Trick taken by highest card of suit that lead
- 5) Trick winner leads next round

Score:

Any H=1 point, QS=13 points

End:

When any player reaches the agreed score (eg 50), player with lowest score wins



2

3

**Bura**

2-6P

Deal:

Remove 2-5 of each suit
 3 cards each, next card face up, this is trump suit

Play:

- 1) Player to left of dealer starts
- 2) Player lays 1-3 cards of same suit
- 3) To win trick player must beat each card with better card
- 4) Tricks won are placed face down in front of player
- 5) Players draw cards to keep 3 cards in hand at start of round

Score:

A=11, 10=10, K=4, Q=3, J=2, others are 0

End:

First player to win more than 31 points in trick



3

4

**Catch the Ten**

4P

Deal:

Remove 2-5 of each suit
 9 cards each, last card face up and indicates trumps before taken to the dealers hand

Play:

- 1) Players sitting opposite are partners
- 2) Player to left of dealer starts
- 3) Players in turn follow suit if possible
- 4) Trick won by highest number trump (J is highest ranked card in trump suit) or highest card of suit that lead
- 5) Winner of trick leads next hand

Score:

Points are scored for cards in tricks won.

Trump suit: J=11, A=4, K=3, Q=2, 10=10

Non-trump suits: A=1, K=1, Q=1, J=1

End:

First partnership to reach 41 points wins



4

5

**Knockout Whist**

2-7P

Deal:

7 cards each, last card face up indicates trumps

Play:

- 1) Player must follow suit if they can
- 2) Trick won by highest trump or highest card of suit that lead
- 3) Winner of trick leads next hand
- 4) Next round 6 cards are delt, then 5 and so on until the last round where a single card is delt to remaining players
- 5) If player gains no tricks they play next round with a single card (dogs life), they may chose which hand to play the single card on
- 6) Second time a player wins no tricks they are out of the game

End:

Player to win the trick on the last round



5

6

**Whist**

4P

Deal:

13 cards each, last delt card face up and indicates trumps before taken to the dealers hand

Play:

- 1) Players sitting opposite are partners
- 2) Player to left of dealer starts
- 3) Players in turn follow suit if possible
- 4) Trick won by highest trump or highest card of suit that lead
- 5) Winner of trick leads next hand

Score:

1 point scored for each trick held by partnership

End:

First partnership to reach agreed score wins



9

7

**Nap**

2-7P

Deal:

5 cards to each player

Play:

- 1) Each player in turn bids how many tricks they intend to win
- 2) Tricks bid/Points won:Points lost
 one/+1:0
 two/+2:0
 three/+3:0
 misere(no tricks, no trumps)/+3:0
 four/+4:0
 Napoleon(5 tricks)/+10:-5

Score:

Settle bids, add or subtract for points each player depending on whether bid at start of round was achieved

End:

First player to reach agreed score wins



7

8

**Devils Stairs**

3-5P

Deal:

1st hand 10 cards, 2nd 9, and so on until 10th hand 1 card, last card faceup declares trumps

Play:

- 1) In order of play each player declares how many tricks they will win, total number of tricks bid must not equal number of cards delt
- 2) Lead plays a card
- 3) Each player must follow suit if possible
- 4) Trick taken by highest card of suit that lead or trump
- 5) Trick winner leads next round
- 6) On last hand player doesn't look at card, but places it on forehead for all other players to see

(continued on 9♠)



8

9

**Devils Stairs**

3-5P

(continued from 8♠)

Score:

Correct bid - 10 points for each trick
 Zero bid and no tricks - 10 points
 Incorrect bid - lose 10 times number of tricks missed by (difference between number of tricks bid and tricks won)

End:

Player with highest score wins



6

10

**Hearts**

4P

Deal:

Deal out all cards

Play:

- 1) 1st round pass 3 cards to left, 2nd right, 3rd opposite, 4th none, then repeat
- 2) There are no trumps
- 3) Person with 2♠ leads
- 3) Each card must follow suit if possible
- 4) Trick taken by highest card of suit that lead
- 5) Trick winner leads next round

Score:

Any H=1 point, QS=13 points

If player wins all H and Q♠ then they may increase all players by 26 or reduce own by 26

End:

When any player reaches the agreed score (eg 50), player with lowest score wins



10