

OH HELL

Players: Up to seven (7). More fun with six (6) or seven (7).

Equipment: One deck of regular cards, without jokers.

Game: Progressive deal with seven (7) cards first hand, six (6) cards second hand, etc. down to one card, then back up to seven (7) cards. Total – 13 hands.

Dealing: Deal seven (7) cards each. Put remaining cards face down, to one side, turning up top card. The up card is trump for that hand. Scorekeeper writes down each player's bid as to how many tricks they might take that hand, beginning with player to the left of dealer. Dealer has last bid.

Continue with deal progression moving deal clockwise around table.

Play: Player must follow suit first. If you do not have the suit, you may play another suit or trump. Highest card in suit takes the trick, unless trumped. Highest trump takes trick.

Scoring: When player bids zero (0) and takes no tricks, player receives ten (10) points. If player bidding zero (0) takes any tricks, player's score is zero (0). Whenever a player takes more OR less tricks than bid, score is zero (0). Player taking number of tricks bid, scores ten (10) points plus the number of tricks bid and taken, squared.

Example: Player bids two (2) and takes two tricks. Score is ten (10) plus two times two (2×2) = 14 points. Bidding four tricks, the score would be ten (10) plus four times four (4×4) = 26 points for that hand.

Reminder: Player taking any tricks more or less than bid, scores zero (0) for that hand.

HIGH SCORE AT THE END OF THIRTEEN (13) HANDS WINS