

OH HELL!

	Players, Bids, Scores														
# cards															

Comments:

Location:

Scorer:

OH HELL! MrPikes' House Rules of Play

The **NUMBER OF PLAYERS** shall be from 3 to 7. The game is best when played with 4 to 6.

The **NUMBER OF CARDS** used shall be 52 (the standard deck), with aces high.

The **GAME** consists of a series of **HANDS**. The first hand is played with 7 to 10 cards per player, depending on the number of players: 3 to 5 players, 10 cards each; 6 players, 8 cards each; 7 players, 7 cards each (due to the limit of 52 cards available). Each successive hand is played with one card less, down to a hand of just one card each, then one card more per hand back up to the starting level.

Example: With 7 players, the hands are: 7 cards, then 6,5,4,3,2,1, then 2,3,4,5,6,7, for a total of 13 hands to the game. A game should take approximately 45 minutes.

The **OBJECT OF THE GAME** is for each player to **BID** the number of tricks hu thinks hu can take from each hand, then to take exactly that many; no more and no less. Points are awarded only for making the bid exactly, and are deducted for missing the bid, either over or under (see SCORING below).

To **DETERMINE THE FIRST DEALER**, draw cards. The player with the highest card deals first.

The **DEAL** begins with the first dealer and rotates clockwise with each hand.

A **TRUMP SUIT** is determined on each hand by turning over the top card left on the deck after the deal; the suit of that card is trump. The trump suit beats any of the other three suits played in that hand.

When all players are ready to **BID**, they put a fist on the table. When everyone's fist is out, the group says "One, Two, Three" while bouncing their fists on the table. On "Three", everyone must stick out some number of fingers (possibly zero) to indicate how many tricks they will try to take. Of course, with this method, there's no restriction against the total number of bid tricks being equal to the number of cards dealt. Since players cannot adjust their bids based on the other players' bids, the total tricks bid can be wildly different from the tricks available - for example it is not uncommon for three or four players to bid "one" when only one card was dealt.

The **PLAY** begins with dealer, who leads the first card. The lead may be any suit, including trump (trump does not need to be "broken"). Play follows clockwise. Each player must follow the suit led, if hu can. If not, hu may play any other card in hus hand, including trump. The player who has played the highest card of the suit led, or the highest trump card, wins the trick. That player then leads the next trick. Continue until all tricks have been played and won.

The **SCORING** is simple: If a player makes hus bid exactly, hu gets one point for each trick and a 10-point bonus. A "zero" bid wins 10 points. If hu misses hus bid (over or under), hu loses 10 points plus the number of tricks by which hu missed hus bid. The SCOREKEEPER is designated prior to each game according to house rules. The scorekeeper, needless to say, has a distinct advantage, and should be monitored closely for "inadvertent" errors. The designated scorekeeper notes each bid and resulting scores on a score sheet.

The **PANTS** rule: Any player who bids 5 tricks or higher and does not realize that bid precisely has to take off hus pants. For the especially shy or aesthetically repugnant, writing "Dumbass" in grease pencil or lipstick on the forehead is an acceptable substitute. The spirit of the rule is to add an element of risk (and corresponding thrill) to the game, similar to Russian Roulette but without the cleanup headaches. In addition, you can learn a lot about a person who willingly takes the gamble. The pants rule applies once per player.

In case of a TIE after the last hand, deal another hand(s) at that number of cards until a clear winner is determined. Any player can win until the end!

COMMENTS during play range from the graphically violent to the drink-induced inane. The scorekeeper should duly note any and all particularly amusing comments on the score sheet, for future review.