



# OH HELL!

	Players, Bids, Scores															
# cards																

**Winner:**

Comments: \_\_\_\_\_  
\_\_\_\_\_

Date: \_\_\_\_\_ Location: \_\_\_\_\_ Scorer: \_\_\_\_\_

## OH HELL! 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 he thinks he 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).

The **HOOK** is that at least one player will get screwed on each hand, because the total number of tricks bid by the players may not equal the number of tricks available on that hand. (Hence another name for the game: "Screw Your Buddy.")

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.

The **BIDDING** in each hand begins with the player to the left of the dealer, then continues clockwise, back around to the dealer, who bids last. A bid may be changed only if the next player to the left has not yet bid. Remember the **HOOK**: the dealer may not bid the number that would cause the total number of tricks bid to equal the number of tricks available; a hand will always be "over-bid" or "under-bid." Keep in mind when bidding that not all cards in the deck are in play in any hand.

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 he can. If not, he may play any other card in his 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 his bid exactly, he gets 10 points for each trick bid and won. A "zero" bid wins 10 points. If he misses his bid (over or under), he loses 10 points times the number of tricks by which he missed his 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.

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 can 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.

Good luck, and **PLAY TO WIN!**