

Weird & Whacky Rules : 4 Rounds of Play

Round One - Spades Only

Only Spades may be called. If the up card is a Spade and it is not ordered up, the dealer must pick it up. If the upcard is not a Spade, it must be passed by everyone. If Spades is not called by players before the dealer, the dealer must call it Spades regardless of if they have any of them in their hand or not.

Round Two - Wild Suits

Each player will be given a suit. This is their suit for the entirety of the game. You can only call or order up your assigned suit. STD applies, which means if no one calls their suit, the dealer **MUST** call their assigned suit, regardless if they have any in their hand or not. For all other players, you may call your suit if you have any card (left bower not included) in your hand of your assigned suit.

Suits will be determined by one person flipping cards in front of each player. Once a suit is flipped, it is dedicated to that player. Continue until all suits are flipped and assigned to each player.

Round Three - Drunken Dealer

The dealer must either a) pick up the up card (going alone is optional, but not required) or b) pass the up card and call another suit but they **must** go ALONE. No other player may call trump.

Round Four - Hearts For Lefty

If a heart is turned up, the player left of the dealer (aka Lefty) must order it up as trump (they may choose to go alone or not). Otherwise all standard rules, including STD apply.

Each Round will be a maximum of 25 minutes. If the game is not complete by that point, the team with the most points will be awarded the win.