()

STANDARD BID

1

STANDARD BID

1

STANDARD BID

Misery

The declarer must not bring home the greatest nor shared greatest number of tricks.

Score: 1 Trump: no Tricks: see \rightarrow

Misery

()

STANDARD BID

()

STANDARD

1

STANDARD BID

The declarer must not bring home the greatest nor shared greatest number of tricks.

Score: 1
Trump: no
Tricks: see \rightarrow

Misery

()

STANDARD BID

1

STANDARD BID

1

The declarer must not bring home the greatest nor shared greatest number of tricks.

Score: 1
Trump: no
Tricks: $\sec \rightarrow$

Misery

The declarer must not bring home the greatest nor shared greatest number of tricks.

Score: 1 Trump: no Tricks: $\sec \rightarrow$

UNCERTAINTY

The declarer guesses two possible numbers of tricks they they could bring home. They must bring home one of the guessed numbers of tricks.

Score: 1 Trump: no Tricks: see \rightarrow

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Score: 1 Trump: no Tricks: see \rightarrow

UNCERTAINTY

The declarer guesses two possible numbers of tricks they they could bring home. They must bring home one of the guessed numbers of tricks.

Score: 1
Trump: no
Tricks: see \rightarrow

UNCERTAINTY

The declarer guesses two possible numbers of tricks they they could bring home. They must bring home one of the guessed numbers of tricks.

Score: 1 Trump: no PTricks: $\sec \rightarrow$ \mathbf{Q}

TRUMP

The declarer decides trump suit.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

1

STANDARD BID

1

STANDARD BID

2

STANDARD BID

TRUMP

The declarer decides trump suit.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

Trump

1

STANDARD BID

1

STANDARD

1

STANDARD BID

The declarer decides trump suit.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

TRUMP

1

STANDARD BID

1

STANDARD BID

2

STANDARD BID

The declarer decides trump suit.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

Grill

The declarer decides trump suit. However, said trump suit only applies to the first trick. After that trick, the new trump suit is the suit which was led in the previous trick, and this procedure is repeated until the hand is finished.

 Score:
 2

 Trump:
 yes

 Tricks:
 min. 5

Grill

The declarer decides trump suit. However, said trump suit only applies to the first trick. After that trick, the new trump suit is the suit which was led in the previous trick, and this procedure is repeated until the hand is finished.

 Score:
 2

 Trump:
 yes

 Tricks:
 min. 5

Grill

The declarer decides trump suit. However, said trump suit only applies to the first trick. After that trick, the new trump suit is the suit which was led in the previous trick, and this procedure is repeated until the hand is finished.

 $\begin{array}{ll} \textbf{Score:} & 2 \\ \textbf{Trump:} & \text{yes} \\ \textbf{Tricks:} & \text{min.} \ 5 \end{array}$

GRILL

The declarer decides trump suit. However, said trump suit only applies to the first trick. After that trick, the new trump suit is the suit which was led in the previous trick, and this procedure is repeated until the hand is finished.

 Score:
 2

 Trump:
 yes

 Tricks:
 min. 5

BLOCK TRUMP

The declarer decides trump suit. Unless the declarer holds only trump, they are not allowed to play trump until a non-declarer has played trump.

Score: 1 Trump: yes Tricks: min. 5

BLOCK TRUMP

The declarer decides trump suit. Unless the declarer holds only trump, they are not allowed to play trump until a non-declarer has played trump.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

2

STANDARD BID

2

STANDARD BID

2

STANDARD BID

BLOCK TRUMP

The declarer decides trump suit. Unless the declarer holds only trump, they are not allowed to play trump until a non-declarer has played trump.

Score: Trump: yes Tricks: min. 5

BLOCK TRUMP

2

STANDARD

STANDARD BID

2

The declarer decides trump suit. Unless the declarer holds only trump, they are not allowed to play trump until a non-declarer has played trump.

Score: 1 Trump: yes Tricks: min. 5

LIMBO

2

STANDARD BID

2

STANDARD BID

2

The declarer must bring home fewer of the first 7 tricks than of the last 6.

Score: 1 Trump: no Tricks: see \rightarrow

LIMBO

The declarer must bring home fewer of the first 7 tricks than of the last 6.

Score: Trump: no Tricks: see \rightarrow

Limbo

The declarer must bring home fewer of the first 7 tricks than of the last 6.

Score: 1 Trump: no Tricks: see \rightarrow

Limbo

The declarer must bring home fewer of the first 7 tricks than of the last 6.

Score: 1 Trump: no Tricks: see \rightarrow

ABUNDANCE

Tricks:

STANDARD BID Score: Trump: no

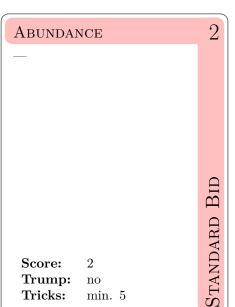
min. 5

ABUNDANCE

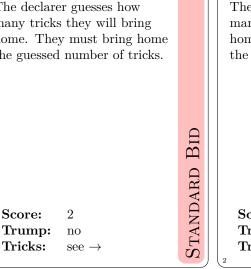
STANDARD BID Score: 2 Trump: no Tricks: min. 5

ABUNDANCE

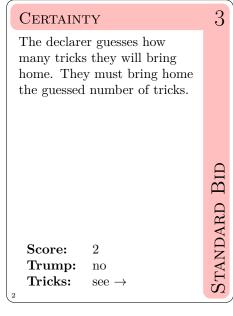
Score: 2 Trump: no Tricks: min. 5

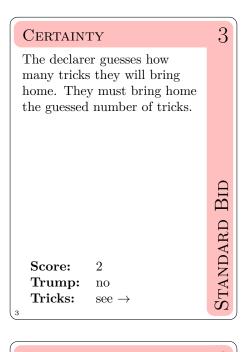


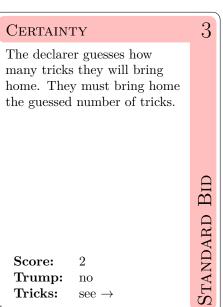
CERTAINTY The declarer guesses how many tricks they will bring home. They must bring home the guessed number of tricks.

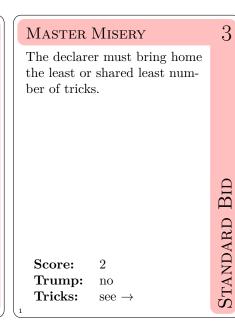


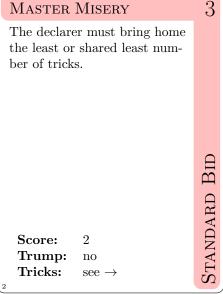
3

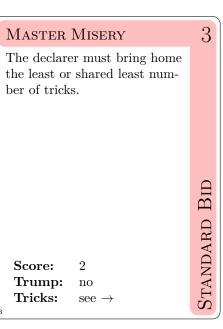


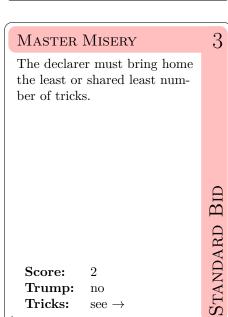


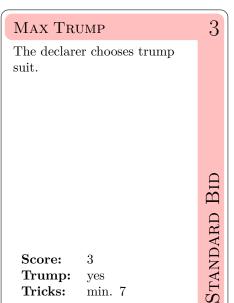




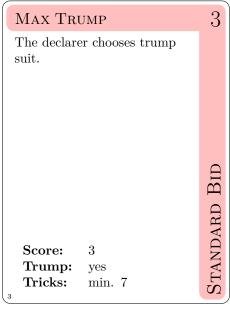




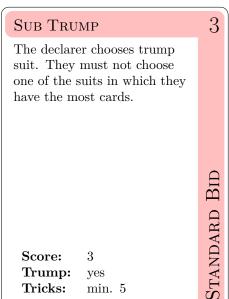


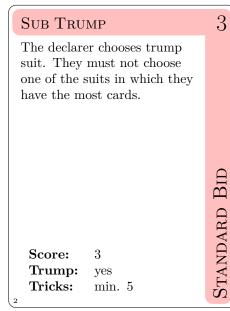


MAX TRUMP The declarer chooses trump suit. GIA Score: 3 Trump: yes Tricks: min. 7

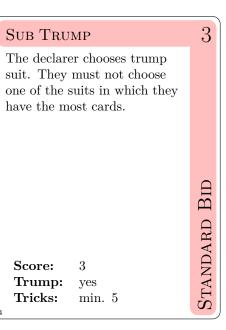


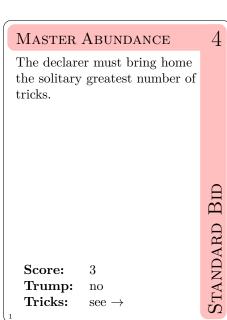












4

STANDARD BID

4

STANDARD BID

4

4

STANDARD BID

4

STANDARD BID

4

STANDARD BID

MASTER ABUNDANCE

The declarer must bring home the solitary greatest number of tricks.

Score: 3 Trump: no Tricks: see \rightarrow

MASTER ABUNDANCE

4

BID

STANDARD

4

BID

STANDARD

4

STANDARD

The declarer must bring home the solitary greatest number of tricks.

Score: 3 Trump: no Tricks: see \rightarrow

Master Abundance

The declarer must bring home the solitary greatest number of tricks.

3 Score: Trump: no Tricks: see \rightarrow

RANK TRUMP

The non-declarers choose one card each and put them facedown on the table. The cards are then revealed and the declarer swaps one of their cards with one of the revealed cards that ranks the highest or shared highest. The trump suit is that of the chosen card.

Score: Trump: ves Tricks: min. 5

RANK TRUMP

The non-declarers choose one card each and put them facedown on the table. The cards are then revealed and the declarer swaps one of their cards with one of the revealed cards that ranks the highest or shared highest. The trump suit is that of the chosen card.

Score: 4 Trump: yes Tricks: min. 5

RANK TRUMP

The non-declarers choose one card each and put them facedown on the table. The cards are then revealed and the declarer swaps one of their cards with one of the revealed cards that ranks the highest or shared highest. The trump suit is that of the chosen card.

Score: 4 Trump: ves Tricks: min. 5

RANK TRUMP

The non-declarers choose one card each and put them facedown on the table. The cards are then revealed and the declarer swaps one of their cards with one of the revealed cards that ranks the highest or shared highest. The trump suit is that of the chosen card.

Score: Trump: ves Tricks: min. 5

ZERO

Score: 4 Trump: no Tricks: 0

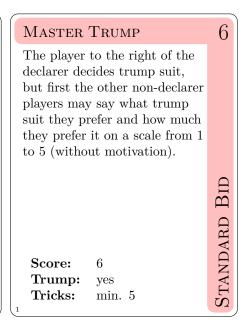
ZERO

Score: 4 Trump: no Tricks: 0

STANDARD BID

Score: 4 Trump: no Tricks: 0

ZERO 4 GIR GRAND Score: 4 Trump: no Tricks: 0



declarer decides trump suit, but first the other non-declarer players may say what trump suit they prefer and how much they prefer it on a scale from 1 to 5 (without motivation). GR Score: 6 Trump: yes Tricks: min. 5

Master Trump

Taintless Bid

The declarer must bring home all 2s. All 2s must be shown to all

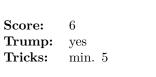
The player to the right of the

6

MASTER TRUMP The player to the right of the declarer decides trump suit, but first the other non-declarer players may say what trump suit they prefer and how much they prefer it on a scale from 1 to 5 (without motivation).

6

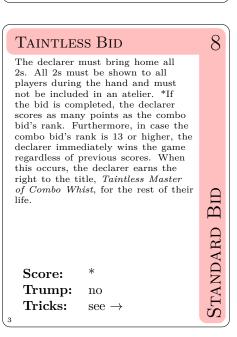
STANDARD BID



6 Master Trump The player to the right of the declarer decides trump suit, but first the other non-declarer players may say what trump suit they prefer and how much they prefer it on a scale from 1 to 5 (without motivation). STANDARD BID 6 Score: Trump: ves Tricks: min. 5

players during the hand and must not be included in an atelier. the bid is completed, the declarer scores as many points as the combo bid's rank. Furthermore, in case the combo bid's rank is 13 or higher, the declarer immediately wins the game regardless of previous scores. When this occurs, the declarer earns the right to the title, Taintless Master of Combo Whist, for the rest of their life. STANDARD Score: Trump: no Tricks: see \rightarrow

Taintless Bid The declarer must bring home all 2s. All 2s must be shown to all players during the hand and must not be included in an atelier. the bid is completed, the declarer scores as many points as the combo bid's rank. Furthermore, in case the combo bid's rank is 13 or higher, the declarer immediately wins the game regardless of previous scores. When this occurs, the declarer earns the right to the title, Taintless Master of Combo Whist, for the rest of their STANDARD BID Score: Trump: no Tricks: see \rightarrow



Taintless Bid

The declarer must bring home all 2s. All 2s must be shown to all players during the hand and must not be included in an atelier. *If the bid is completed, the declarer scores as many points as the combo bid's rank. Furthermore, in case the combo bid's rank is 13 or higher, the declarer immediately wins the game regardless of previous scores. When this occurs, the declarer earns the right to the title, Taintless Master of Combo Whist, for the rest of their life.

Score: * Trump: no Tricks: see \rightarrow

JUSTICE

8

STANDARD

Before the hand begins, the declarer selects any card to be become the *card of justice*. When the trick containing the card of justice has been played, the declarer decides which player brings it home.

Priority: 1

JUSTICE

Before the hand begins, the declarer selects any card to be become the *card of justice*. When the trick containing the card of justice has been played, the declarer decides which player brings it home.

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JUSTICE

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Priority: 1

SLOTH

For the tricks in which the declarer does not lead, the declarer plays last.

SLOTH

For the tricks in which the declarer does not lead, the declarer plays last.

AL, BID

SLOTH

For the tricks in which the declarer does not lead, the declarer plays last.

SLOTH

For the tricks in which the declarer does not lead, the declarer plays last.

MAL, BID

POTENTIAL

If the bid is completed, a P— a potential—is marked in the declarer's column. A player who has more potentials than another can over-bid the latter's combo bid with a combo bid ranking as high the leading bid.

ECIAL BII

POTENTIAL

If the bid is completed, a P— a potential—is marked in the declarer's column. A player who has more potentials than another can over-bid the latter's combo bid with a combo bid ranking as high the leading bid.

CIAL BID

POTENTIAL

If the bid is completed, a P— a potential—is marked in the declarer's column. A player who has more potentials than another can over-bid the latter's combo bid with a combo bid ranking as high the leading bid.

FCIAL BI

POTENTIAL

If the bid is completed, a P— a potential—is marked in the declarer's column. A player who has more potentials than another can over-bid the latter's combo bid with a combo bid ranking as high the leading bid.

CIAL BIT

HURRY

The declarer becomes forehand and thus leads the first trick.

Hurry

The declarer becomes forehand and thus leads the first trick.

PECIAL BID

HURRY

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

HURRY

The declarer becomes forehand and thus leads the first trick.

Iron

The aces rank the lowest instead of the highest.

MAL BII

SPECIAL BID

0

SPECIAL BID



The aces rank the lowest instead of the highest.

IRON

The aces rank the lowest instead of the highest.

IRON

The aces rank the lowest instead of the highest.

Mail

Before the hand begins, all players send 3 cards to the right.

Priority: 2

Mail

Before the hand begins, all players send 3 cards to the right.

Priority: 2

MAIL

Before the hand begins, all players send 3 cards to the right.

Priority: 2

MAIL

Before the hand begins, all players send 3 cards to the right.

Priority: 2

GREED

SPECIAL

At the end of the hand, one virtual trick is added to or subtracted from the declarer's stick count in such a way that it disfavors them. If the bid is completed, the declarer scores 1 extra point.

Incompatibility: Taintless

GREED

()

At the end of the hand, one virtual trick is added to or subtracted from the declarer's stick count in such a way that it disfavors them. If the bid is completed, the declarer scores 1 extra point.

Incompatibility: Taintless bid

SPECIAL BID

GREED

At the end of the hand, one virtual trick is added to or subtracted from the declarer's stick count in such a way that it disfavors them. If the bid is completed, the declarer scores 1 extra point.

Incompatibility: Taintless

bid

GREED

At the end of the hand, one virtual trick is added to or subtracted from the declarer's stick count in such a way that it disfavors them. If the bid is completed, the declarer scores 1 extra point.

 ${\bf Incompatibility:} \ \, {\it Taintless}$

Atelier

()

The declarer chooses 4 cards that they put in *the atelier*. These cards must be shown to all players during the hand. As soon as the atelier no longer holds 4 cards, if possible, the declarer must add one card to it.

Priority: 4

Incompatibility: Open

Hand

ATELIER

The declarer chooses 4 cards that they put in *the atelier*. These cards must be shown to all players during the hand. As soon as the atelier no longer holds 4 cards, if possible, the declarer must add one card to it.

Priority: 4

Incompatibility: Open

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Priority: 4

Incompatibility: Open

Hand

Atelier

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Priority: 4

Incompatibility: Open

Hand

Ending Dog

The declarer must not bring home the last trick.

SPECIAL BIL

Incompatibility: Zero

Ending Dog

The declarer must not bring home the last trick.

Incompatibility: Zero

Ending Dog

The declarer must not bring home the last trick.

Incompatibility: Zero

Ending Dog

The declarer must not bring home the last trick.

Incompatibility: Zero

Master Mail 1 or 3

If this bid is combined with a trump bid that is not *Grill*, its rank is 3, but otherwise it is 1. Before the hand starts, all players but the declarer send 3 cards to the player to the left, skipping over the declarer.

Priority: 3

Master Mail

1 or 3

If this bid is combined with a trump bid that is not *Grill*, its rank is 3, but otherwise it is 1. Before the hand starts, all players but the declarer send 3 cards to the player to the left, skipping over the declarer.

ECIAL BI

Priority: 3

Master Mail 1 or 3

If this bid is combined with a trump bid that is not *Grill*, its rank is 3, but otherwise it is 1. Before the hand starts, all players but the declarer send 3 cards to the player to the left, skipping over the declarer.

Priority: 3

Master Mail

If this bid is combined with a trump bid that is not *Grill*, its rank is 3, but otherwise it is 1. Before the hand starts, all

1 or 3

1. Before the hand starts, all players but the declarer send 3 cards to the player to the left, skipping over the declarer.

Priority: 3

OPEN TRUMP

The declarer must play with open trump cards; That is, all of the declarer's trump cards must be shown to all players during the hand. If combined with *Atelier*, the atelier must not hold trump cards.

Priority: 4

Incompatibility: non-trump bids, *Grill*, *Open Hand*

OPEN TRUMP

The declarer must play with open trump cards; That is, all of the declarer's trump cards must be shown to all players during the hand. If combined with *Atelier*, the atelier must not hold trump cards.

Priority: 4

Incompatibility: non-trump bids, Grill, Open Hand

OPEN TRUMP

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Priority: 4

Incompatibility: non-trump bids, *Grill, Open Hand*

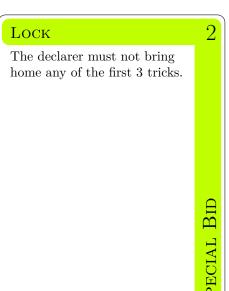
OPEN TRUMP

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Priority: 4

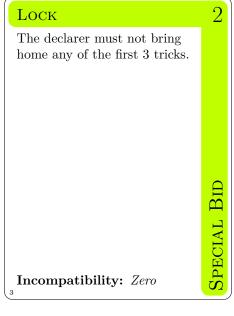
Incompatibility: non-trump bids, *Grill, Open Hand*

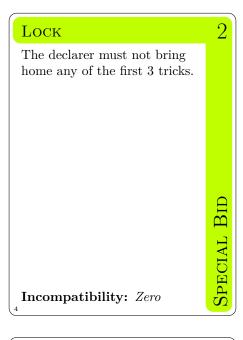
ECIAL BIL

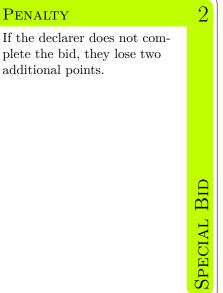


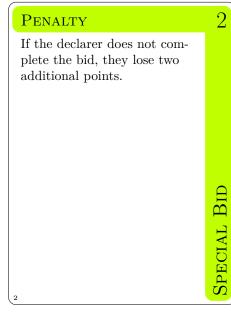
Incompatibility: Zero

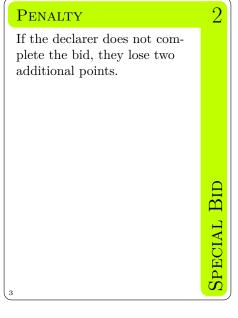
LOCK The declarer must not bring home any of the first 3 tricks. Incompatibility: Zero

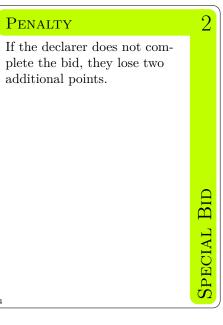












PLAGUE The declarer chooses a suit to be the plague suit. The declarer must not become beplagued; That is, they must not bring home the solitary greatest amount of plague cards, unless they bring home the whole plague suit as well as fulfill all the other requirements of the combo bid, in which case they become honorably beplagued and score 1 honorable extra point. Unless the declarer has no other choice, they must not lead in the plague suit before the plague suit has been played in some other way. SPECIAL BID Priority: 1 Incompatibility: Misery, Master Misery, Zero

SPECIAL BID

PLAGUE

The declarer chooses a suit to be the plague suit. The declarer must not become beplagued; That is, they must not bring home the solitary greatest amount of plague cards, unless they bring home the whole plague suit as well as fulfill all the other requirements of the combo bid, in which case they become honorably beplagued and score 1 honorable extra point. Unless the declarer has no other choice, they must not lead in the plague suit before the plague suit has been played in some other way.

Priority: 1

Incompatibility: Misery, Master Misery, Zero

PLAGUE

The declarer chooses a suit to be the plague suit. The declarer must not become beplagued; That is, they must not bring home the solitary greatest amount of plague cards, unless they bring home the whole plague suit as well as fulfill all the other requirements of the combo bid, in which case they become honorably beplagued and score 1 honorable extra point. Unless the declarer has no other choice, they must not lead in the plague suit before the plague suit has been played in some other way.

Priority: 1

Incompatibility: Misery, Master Misery, Zero

PLAGUE

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PECIAL

Incompatibility: Misery, Master Misery, Zero

Priority: 1

OPEN HAND

The declarer must play with an open hand; That is, all of the their cards must be shown to all players during the hand.

Priority: 4

Incompatibility: Atelier,

 $Open\ Trump$

OPEN HAND

The declarer must play with an open hand; That is, all of the their cards must be shown to all players during the hand.

Priority: 4

Incompatibility: Atelier,

Open Trump

OPEN HAND

The declarer must play with an open hand; That is, all of the their cards must be shown to all players during the hand.

Priority: 4

Incompatibility: Atelier,

Open Trump

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The declarer must play with an open hand; That is, all of the their cards must be shown to all players during the hand.

Priority: 4

Incompatibility: Atelier,

Open Trump