#### 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

STANDARD BID

The declarer must not bring home the greatest nor shared greatest number of tricks. 0

STANDARD BID

1

STANDARD BID

1

STANDARD BID

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:  $\sec \rightarrow$ 

#### 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  $\rightarrow$ 

#### 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:  $\sec \rightarrow$ 

#### 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  $\rightarrow$ 

#### TRUMP

The declarer decides trump suit.

 Score:
 1

 Trump:
 yes

 Tricks:
 min. 5

1

STANDARD BID

1

STANDARD BID

2

STANDARD BID

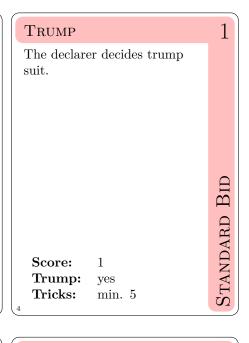
# 1 TRUMP The declarer decides trump suit. STANDARD BID Score: Trump: yes

# TRUMP The declarer decides trump

1

yes

min. 5



## 1 GRILL The declarer decides trump

 $\min.5$ 

Tricks:

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: ves Tricks: min. 5

#### GRILL

Score:

Trump:

Tricks:

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

STANDARD

1

STANDARD BID

#### 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: ves 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: Trump: ves 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: ves Tricks: min. 5 1

STANDARD BID

2

Score:

Trump:

Tricks:

yes

min. 5

2

STANDARD BID

2

STANDARD BID

LIMBO

# 2 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. STANDARD

## 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.

1

yes

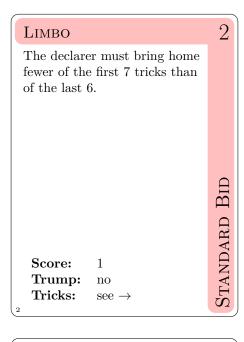
min. 5

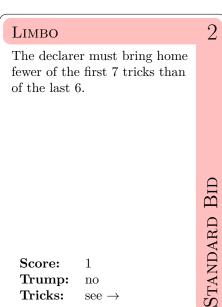
Score:

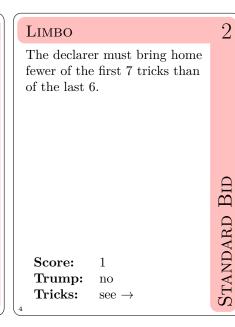
Trump:

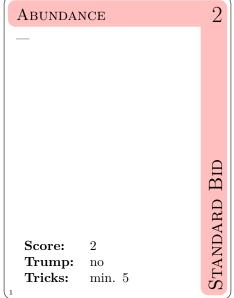
Tricks:

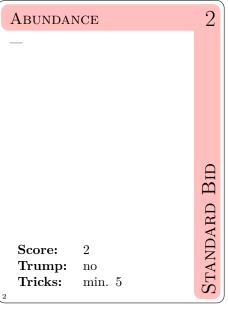
## The declarer must bring home fewer of the first 7 tricks than of the last 6. Score: 1 Trump: no Tricks: see $\rightarrow$

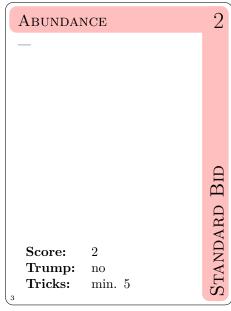


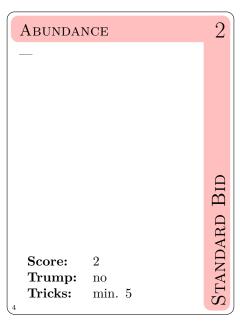


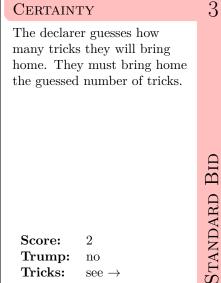






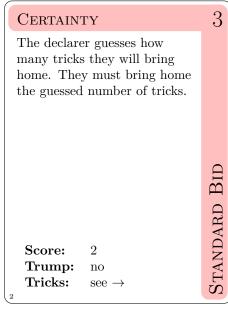


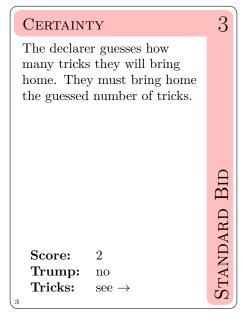


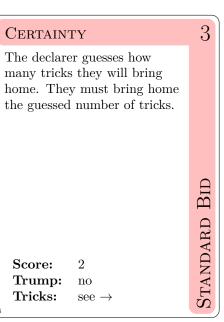


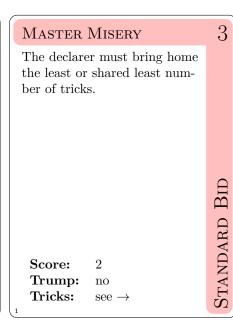
 $see \rightarrow$ 

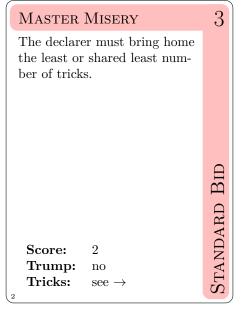
Tricks:

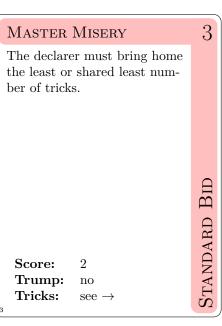


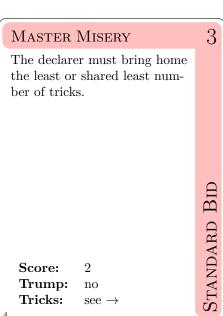


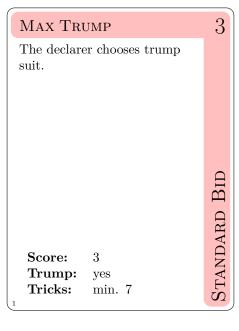


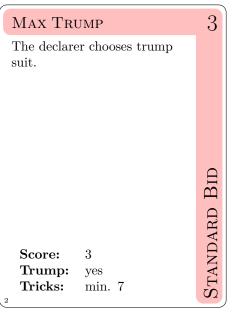


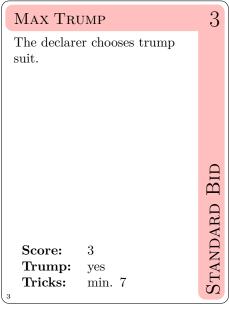


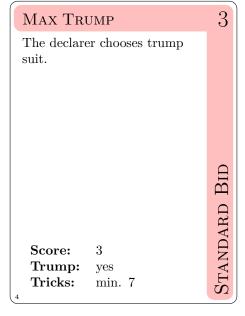


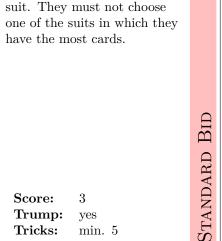








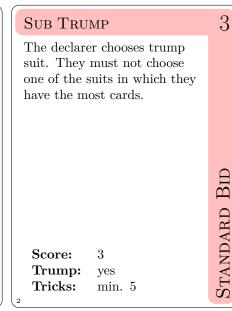




Sub Trump

The declarer chooses trump

3



Sub Trump

The declarer chooses trump suit. They must not choose one of the suits in which they have the most cards.

Score: 3

Trump: yes

Tricks: min. 5

Sub Trump

The declarer chooses trump suit. They must not choose one of the suits in which they have the most cards.

GIA

Score: 3

Trump: yes

Tricks: min. 5

Master Abundance

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

GR QRYQNY

Score: 3

Trump: no
Tricks: see →

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

STANDARD

4

BID

STANDARD

4

STANDARD

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

Score: 3
Trump: no
Tricks:  $\sec \rightarrow$ 

#### MASTER ABUNDANCE

The declarer must bring home the solitary greatest number of tricks. 4

STANDARD BID

4

STANDARD BID

4

Score: 3 no Trump: no Tricks:  $\sec \rightarrow$ 

#### RANK TRUMP

The non-declarers choose one card each and put them face-down 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 face-down 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 face-down 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: yes
Tricks: min. 5

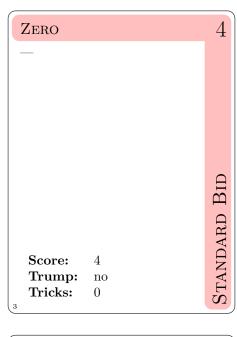
## Zero

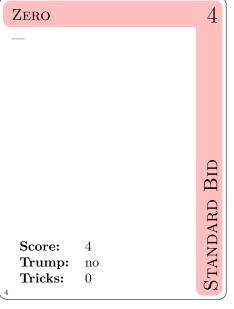
Score: 4
Trump: no
Tricks: 0

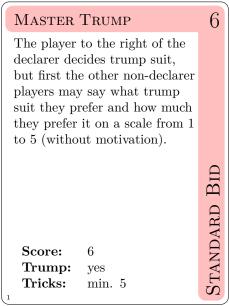
## Zero

Score: 4
Trump: no
Tricks: 0

STANDARD BID







6

#### 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 Score: Trump: ves Tricks: min. 5

Master Trump

Taintless Bid

The declarer must bring home all

players during the hand and must

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

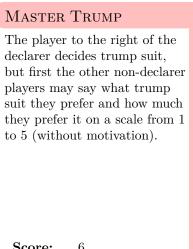
regardless of previous scores. When

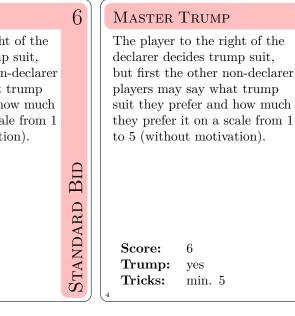
2s. All 2s must be shown to all

not be included in an atelier.

The player to the right of the

6



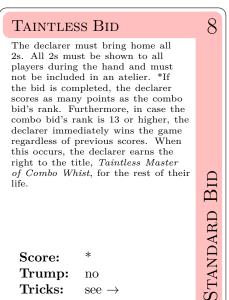


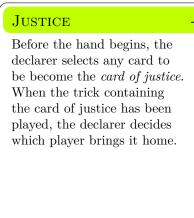
#### STANDARD BID Score: 6 Trump: yes Tricks: min. 5 8 Taintless Bid П The declarer must bring home all 2 2s. All 2s must be shown to all players during the hand and must р not be included in an atelier.

#### 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 $\rightarrow$

$\Gamma_{ m AINTLES}$	s Bid	- 8
The declarer must bring home all its. All 2s must be shown to all obayers during the hand and must not be included in an atelier. *If he bid is completed, the declarer cores 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 egardless of previous scores. When his occurs, the declarer earns the light to the title, Taintless Master of Combo Whist, for the rest of their ife.		Bro
Score: Trump: Tricks:	$\begin{array}{c} * \\ \text{no} \\ \text{see} \rightarrow \end{array}$	STANDARD

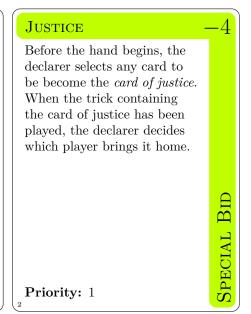
the bid is completed, the declarer scores as many points as the combo bid's rank. Furthermore, in case the combo bid's rank is 13 or higher, the declarer immediately wins the game regardless of previous scores. When this occurs, the declarer earns the right to the title, Taintless Master of Combo Whist, for the rest of their STANDARD BID Score: Trump: no Tricks: see  $\rightarrow$ 

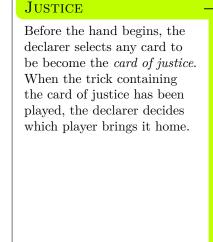




Priority: 1

Priority: 1

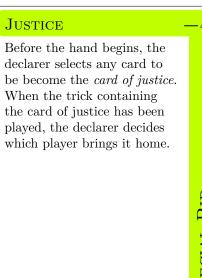


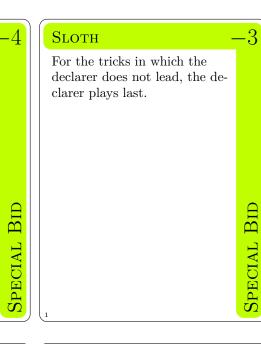


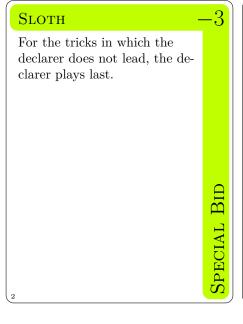
see  $\rightarrow$ 

Tricks:

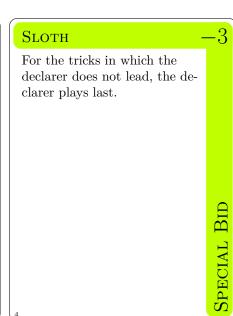
Priority: 1











#### 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.

CIAL BID

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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.

CIAI 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.

SCIAL BII

#### HURRY

The declarer becomes forehand and thus leads the first trick.

#### Hurry

The declarer becomes forehand and thus leads the first trick.

ECIAL BID

#### HURRY

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

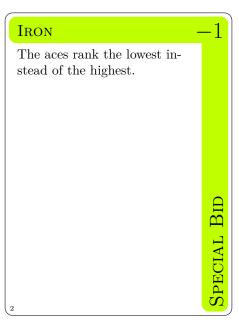
#### HURRY

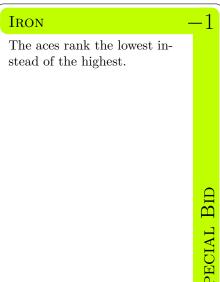
The declarer becomes forehand and thus leads the first trick.

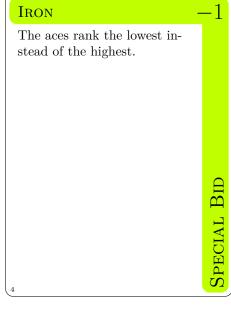
IRON

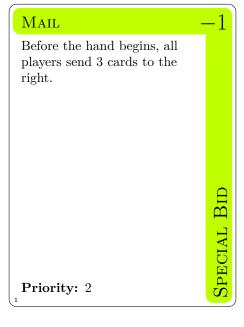
The aces rank the lowest instead of the highest.

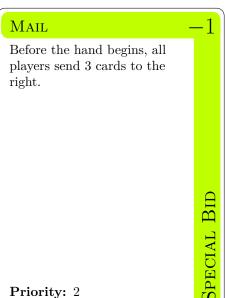
IAI, BIL

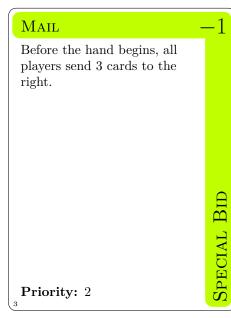


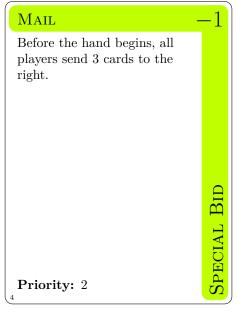


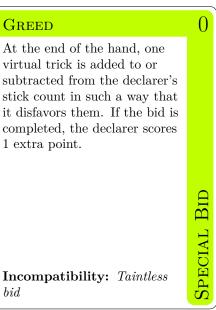


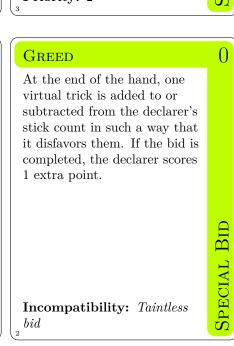












#### GREED

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.

Incompatibility: Taintless

#### ATELIER

0

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

SPECIAL BID

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

Hand

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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

Hand

#### Ending Dog

The declarer must not bring home the last trick.

SPECIAL

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.

# Ending Dog

The declarer must not bring home the last trick.

Incompatibility: Zero

#### 1 or 3 MASTER MAIL

January 4, 2024

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

#### 1 or 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 players but the declarer send 3 cards to the player to the left, skipping over the declarer.

Priority: 3

#### 1 or 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 players but the declarer send 3 cards to the player to the left, skipping over the declarer.

Priority: 3

#### 1 or 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 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

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

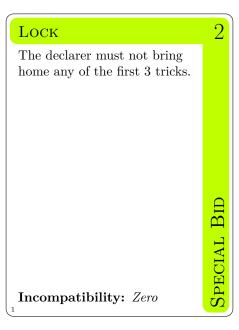
Incompatibility: non-trump bids, Grill, Open Hand

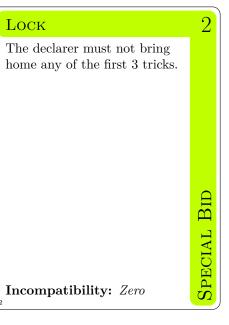
#### OPEN TRUMP

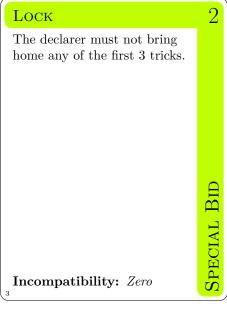
The declarer must play with open trump cards; That is, all of the declarer's trump cards must be shown to all players during the hand. If combined with Atelier, the atelier must not hold trump cards.

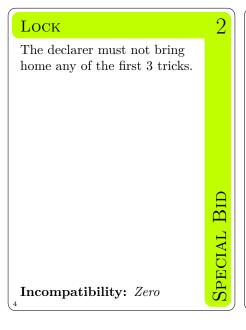
Priority: 4

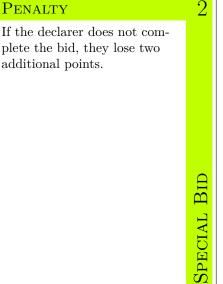
Incompatibility: non-trump bids, Grill, Open Hand

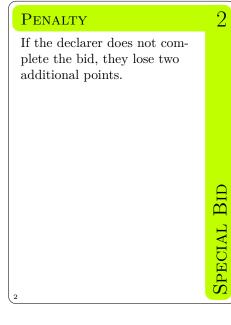


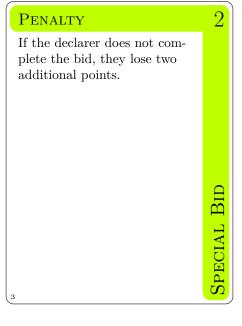


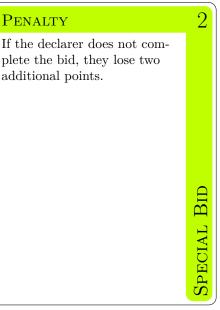












PLAGUE The declarer chooses a suit to be the plague suit. The declarer must not become beplagued; That is, they must not bring home the solitary greatest amount of plague cards, unless they bring home the whole plague suit as well as fulfill all the other requirements of the combo bid, in which case 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

#### 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

PECIAL

Incompatibility: Misery, Master Misery, Zero

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#### Priority: 1

PECIAL

Incompatibility: Misery, Master Misery, Zero

SPECIAL BID

#### 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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