

MISERY 0

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

1

MISERY 0

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

2

MISERY 0

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

3

MISERY 0

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

4

UNCERTAINTY 1

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

1

UNCERTAINTY 1

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

2

UNCERTAINTY 1

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

3

UNCERTAINTY 1

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

4

TRUMP 1

The declarer decides trump suit.

Score: 1
Trump: yes
Tricks: min. 5

STANDARD BID

1

TRUMP 1

The declarer decides trump suit.

Score: 1
Trump: yes
Tricks: min. 5

STANDARD BID

2

TRUMP 1

The declarer decides trump suit.

Score: 1
Trump: yes
Tricks: min. 5

STANDARD BID

3

TRUMP 1

The declarer decides trump suit.

Score: 1
Trump: yes
Tricks: min. 5

STANDARD BID

4

GRILL 1

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 BID

1

GRILL 1

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 BID

2

GRILL 1

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 BID

3

GRILL 1

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 BID

4

BLOCK TRUMP 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

STANDARD BID

1

BLOCK TRUMP 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

STANDARD BID

2

BLOCK TRUMP 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

STANDARD BID

3

BLOCK TRUMP 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

STANDARD BID

4

LIMBO 2

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

1

LIMBO 2

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

2

LIMBO 2

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

3

LIMBO 2

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

Score: 1
Trump: no
Tricks: see →

STANDARD BID

4

ABUNDANCE 2

—

Score: 2
Trump: no
Tricks: min. 5

STANDARD BID

1

ABUNDANCE 2

—

Score: 2
Trump: no
Tricks: min. 5

STANDARD BID

2

ABUNDANCE 2

—

Score: 2
Trump: no
Tricks: min. 5

STANDARD BID

3

ABUNDANCE 2

—

Score: 2
Trump: no
Tricks: min. 5

STANDARD BID

4

CERTAINTY 3

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

Score: 2
Trump: no
Tricks: see →

STANDARD BID

1

CERTAINTY 3

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

Score: 2
Trump: no
Tricks: see →

STANDARD BID

2

CERTAINTY 3

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

Score: 2
Trump: no
Tricks: see →

STANDARD BID

3

CERTAINTY 3

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

Score: 2
Trump: no
Tricks: see →

STANDARD BID

4

MASTER MISERY 3

The declarer must bring home the least or shared least number of tricks.

Score: 2
Trump: no
Tricks: see →

STANDARD BID

1

MASTER MISERY 3

The declarer must bring home the least or shared least number of tricks.

Score: 2
Trump: no
Tricks: see →

STANDARD BID

2

MASTER MISERY 3

The declarer must bring home the least or shared least number of tricks.

Score: 2
Trump: no
Tricks: see →

STANDARD BID

3

MASTER MISERY 3

The declarer must bring home the least or shared least number of tricks.

Score: 2
Trump: no
Tricks: see →

STANDARD BID

4

MAX TRUMP 3

The declarer chooses trump suit.

Score: 3
Trump: yes
Tricks: min. 7

STANDARD BID

1

MAX TRUMP 3

The declarer chooses trump suit.

Score: 3
Trump: yes
Tricks: min. 7

STANDARD BID

2

MAX TRUMP 3

The declarer chooses trump suit.

Score: 3
Trump: yes
Tricks: min. 7

STANDARD BID

3

MAX TRUMP 3

The declarer chooses trump suit.

Score: 3
Trump: yes
Tricks: min. 7

STANDARD BID

4

SUB TRUMP 3

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

STANDARD BID

1

SUB TRUMP 3

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

STANDARD BID

2

SUB TRUMP 3

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

STANDARD BID

3

SUB TRUMP 3

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

STANDARD BID

4

MASTER ABUNDANCE 4

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

Score: 3
Trump: no
Tricks: see →

STANDARD BID

1

MASTER ABUNDANCE 4

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

Score: 3
Trump: no
Tricks: see →

STANDARD BID

2

MASTER ABUNDANCE 4

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

Score: 3
Trump: no
Tricks: see →

STANDARD BID

3

MASTER ABUNDANCE 4

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

Score: 3
Trump: no
Tricks: see →

STANDARD BID

4

RANK TRUMP 4

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

STANDARD BID

1

RANK TRUMP 4

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

STANDARD BID

2

RANK TRUMP 4

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

STANDARD BID

3

RANK TRUMP 4

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

STANDARD BID

4

ZERO 4

—

Score: 4
Trump: no
Tricks: 0

STANDARD BID

1

ZERO 4

—

Score: 4
Trump: no
Tricks: 0

STANDARD BID

2

ZERO 4

—

Score: 4
Trump: no
Tricks: 0

STANDARD BID

3

ZERO 4

—

Score: 4
Trump: no
Tricks: 0

STANDARD BID

4

MASTER TRUMP 6

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).

Score: 6
Trump: yes
Tricks: min. 5

STANDARD BID

1

MASTER TRUMP 6

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).

Score: 6
Trump: yes
Tricks: min. 5

STANDARD BID

2

MASTER TRUMP 6

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).

Score: 6
Trump: yes
Tricks: min. 5

STANDARD BID

3

MASTER TRUMP 6

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).

Score: 6
Trump: yes
Tricks: min. 5

STANDARD BID

4

TAINTELESS BID 8

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, *Tainless Master of Combo Whist*, for the rest of their life.

Score: *
Trump: no
Tricks: see →

STANDARD BID

1

TAINTELESS BID 8

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, *Tainless Master of Combo Whist*, for the rest of their life.

Score: *
Trump: no
Tricks: see →

STANDARD BID

2

TAINTELESS BID 8

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, *Tainless Master of Combo Whist*, for the rest of their life.

Score: *
Trump: no
Tricks: see →

STANDARD BID

3

TAINTELESS BID 8

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 →

STANDARD BID

4

JUSTICE -4

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

SPECIAL BID

1

JUSTICE -4

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

SPECIAL BID

2

JUSTICE -4

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

SPECIAL BID

3

JUSTICE -4

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

SPECIAL BID

4

SLOTH -3

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

Priority: 1

SPECIAL BID

1

SLOTH -3

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

Priority: 2

SPECIAL BID

2

SLOTH -3

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

Priority: 3

SPECIAL BID

3

SLOTH -3

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

Priority: 4

SPECIAL BID

4

POTENTIAL -2

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.

SPECIAL BID

1

POTENTIAL -2

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.

SPECIAL BID

2

POTENTIAL -2

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.

SPECIAL BID

3

POTENTIAL -2

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.

SPECIAL BID

4

HURRY -2

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

1

HURRY -2

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

2

HURRY -2

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

3

HURRY -2

The declarer becomes forehand and thus leads the first trick.

SPECIAL BID

4

IRON -1

The aces rank the lowest instead of the highest.

SPECIAL BID

1

IRON -1

The aces rank the lowest instead of the highest.

SPECIAL BID

2

IRON -1

The aces rank the lowest instead of the highest.

SPECIAL BID

3

IRON -1

The aces rank the lowest instead of the highest.

SPECIAL BID

4

MAIL -1

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

SPECIAL BID

Priority: 2

1

MAIL -1

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

SPECIAL BID

Priority: 2

2

MAIL -1

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

SPECIAL BID

Priority: 2

3

MAIL -1

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

SPECIAL BID

Priority: 2

4

GREED 0

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.

SPECIAL BID

Incompatibility: *Taintless bid*

1

GREED 0

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.

SPECIAL BID

Incompatibility: *Taintless bid*

2

GREED 0

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 0

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

ATELIER 1

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*

SPECIAL BID

ATELIER 1

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*

SPECIAL BID

ATELIER 1

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*

SPECIAL BID

ATELIER 1

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*

SPECIAL BID

ENDING DOG 1

The declarer must not bring home the last trick.

Incompatibility: *Zero*

SPECIAL BID

ENDING DOG 1

The declarer must not bring home the last trick.

Incompatibility: *Zero*

SPECIAL BID

ENDING DOG 1

The declarer must not bring home the last trick.

Incompatibility: *Zero*

SPECIAL BID

ENDING DOG 1

The declarer must not bring home the last trick.

Incompatibility: *Zero*

SPECIAL BID

4

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

SPECIAL BID

1

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

SPECIAL BID

2

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

SPECIAL BID

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

SPECIAL BID

4

OPEN TRUMP 1

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*

SPECIAL BID

1

OPEN TRUMP 1

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*

SPECIAL BID

2

OPEN TRUMP 1

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*

SPECIAL BID

3

OPEN TRUMP 1

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*

SPECIAL BID

4

LOCK 2

The declarer must not bring home any of the first 3 tricks.

SPECIAL BID

Incompatibility: *Zero*

1

LOCK 2

The declarer must not bring home any of the first 3 tricks.

SPECIAL BID

Incompatibility: *Zero*

2

LOCK 2

The declarer must not bring home any of the first 3 tricks.

SPECIAL BID

Incompatibility: *Zero*

3

LOCK 2

The declarer must not bring home any of the first 3 tricks.

SPECIAL BID

Incompatibility: *Zero*

4

PENALTY 2

If the declarer does not complete the bid, they lose two additional points.

SPECIAL BID

1

PENALTY 2

If the declarer does not complete the bid, they lose two additional points.

SPECIAL BID

2

PENALTY 2

If the declarer does not complete the bid, they lose two additional points.

SPECIAL BID

3

PENALTY 2

If the declarer does not complete the bid, they lose two additional points.

SPECIAL BID

4

PLAGUE 2

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*

SPECIAL BID

1

PLAGUE 2

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*

SPECIAL BID

2

PLAGUE 2

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*

SPECIAL BID

3

PLAGUE 2

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*

SPECIAL BID

4

OPEN HAND 3

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*

SPECIAL BID

1

OPEN HAND 3

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*

SPECIAL BID

2

OPEN HAND 3

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*

SPECIAL BID

3

OPEN HAND 3

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*

SPECIAL BID

4