

Clever Pickin'™

For 2 to 6 Players

Description

Clever Pickin' is a trick/trump game in which players get to choose some of the cards for their hand. The object of the game is to score the most points by accurate bidding and trick taking. It's a whole lot easier if you do some *Clever Pickin'*.

Best With

Series 137 Dual Value Playing Cards™.

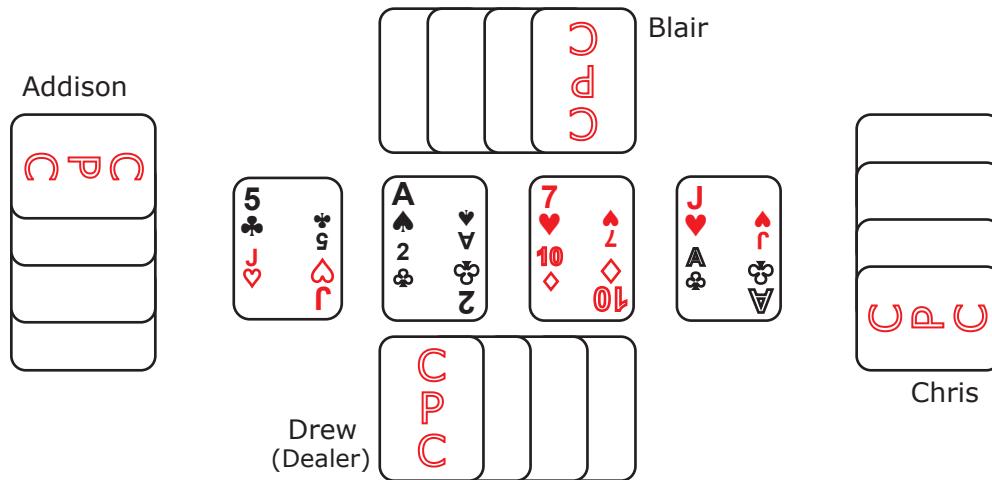
Setup

Remove jokers, shuffle and deal four Dual Value Playing Cards™ to each player.

Clever Pickin'

There will be three rounds of pickin' which will bring each player's hand up to seven cards.

Deal, face up to the center of the table, the same number of cards as players. Beginning with the player to the left of the dealer (Addison), each player will, in turn, pick a card from the table and add it to their hand.



Repeat this process for a second round of pickin' beginning with the player two seats to the left of the dealer (Blair). On the third round of pickin', deal one extra card to the center of the table. The player three seats to the left of the dealer picks first (Chris). The remaining card on the table is the trump card.

Each player should now have seven cards in their hand - four that only they have seen and three that everyone has seen.

Play

The round starts with each player bidding the number of tricks they think they can take. Since the last person to pick a card in the last phase (Blair) essentially chose trump by deciding which card to leave on the table, bidding begins with the person to the left of the trump picker (Chris, again). The score keeper records the bids. The last person to bid is restricted from bidding the number of tricks which would make total number of tricks bid equal to seven.

The first, third, fifth and seventh tricks are played with the solid values on the Dual Value Playing Cards™, including the trump card. The second, fourth and sixth tricks are played with the hollow values with trump changing (or not) as dictated by the trump card.

The player who bid the most tricks leads the first trick by playing any non-trump card (unless trump is all they have). If multiple players tie for the highest bid, the lead goes to the first player to make the highest bid. Other players must follow suit if possible. If not, they may play trump and try to win the trick or play any other card and definitely lose the trick. The trick is won by the highest value of the lead suit unless trump was played, in which it is won by the highest trump played. The winner of the trick leads the next trick, which is played with the opposite value (hollow or solid) as the previous trick. Remember, trump may change. Once trump has been played, it may be led.

After all seven tricks have been played, score the hand as described below, then play as many more hands needed to determine a winner.

Scoring Only the players to make their bid score points - five points for each trick bid plus one point for every extra trick. Players making their exact bid get a bonus of three points.

Winning The player with the highest score after anyone reaches 50 points is the winner and declared the CLEVERest Picker.