

Red Rover (3p) ♠♠♠♠♠

BRISBANE Cards

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About

Red Rover is in part modelled on the childhood playground game of the same name. It is a plain trick game with the basic objective of capturing marriages (king and queen of the same suit) in tricks. There are additional contracts that can be bid which involve the declarer exchanging cards with the kitty and playing against a temporary alliance between two defenders.

Players
&
Cards

3 players, ultimately playing as individuals though forming temporary alliances.

36 (6 – A) (♥♦♣♠)

Follow suit, otherwise play any card, but note special rules for the 'Red Rover' (6♦).

Deal

Deal a packet of 3 to each player followed by a packet of 3 to the centre. Repeat twice.

Turn up top card of the last packet. This is the 'turn up' and this suit has priority for the 'marriage' game if all players pass 1st bid.

Ranking

Black suits (♣, ♠)
Hearts (♥)
Diamonds (♦)

6♦, A, K, Q, J, 10, 9, 8, 7, 6
6♦, 6, 7, 8, 9, 10, J, Q, K, A
6♦, 7, 8, 9, 10, J, Q, K, A

10 trumps
10 trumps
9 trumps

	Marriage Game	Rover contracts	
Rules for 6♦ The 'Red Rover'	With a trump:	With a trump:	With no-trumps:
	<ul style="list-style-type: none"> The 6♦ is the top trump. Rules of play the same as for any other trump 	<ul style="list-style-type: none"> 6♦ is the top trump. Rules of play the same as for any other trump 	<ul style="list-style-type: none"> 6♦ wins any trick it is played to. Can be led any time – <i>with the player naming the suit for others to follow.</i> Can be played to an established trick any time, but only if unable to follow the lead suit.

1st Bid

With 9 cards.

Bidding may involve multiple rounds of the table. A player who has passed may not rejoin. Each successive bid must be higher than the last. Beginning with forehand, players must either pass or bid one of the 'rover' contracts. If any 'rover' contracts are bid, play moves to the 'exchange' immediately (there is no 2nd bid).

If all pass the 1st bid, the players proceed to the 2nd bid.

2nd BidWith 12 cards. If all pass 1st Bid.

Forehand picks up their choice of packet, then middlehand their choice of packet and finally, rearhand (dealer) takes the remaining packet.

Starting with forehand, players 'pass' or bid the number of marriages they will take in the 'marriage game' along with their proposed trump suit e.g. '1 diamond' or '2 clubs'. Bidding may involve multiple rounds, but players cannot rejoin once they have passed. The suit of the original turn up always retains priority. So, if the turn up was hearts, the rank of bids would be:

1♦/♣/♠... 1♥... 2♦/♣/♠... 2♥... 3♦/♣/♠... 3♥ 4♦/♣/♠... 4♥

Once two players pass in succession the bidding is completed and the highest bid so far must be played (the winning bidder cannot further raise their own bid after there have been to consecutive passes).

If all players pass their first opportunity to bid, forehand leads to an 'all pass marriage game' in which the suit of the turn-up is trumps.

Rover Contracts

Only available during 1st bid... The declarer must take the first 6 tricks (except 'Bull Rush' which requires all 9 tricks).

	Value	Details... Note if the contract fails, the last player overcalled in 1 st bid is compensated half the value of their bid.
Rover	10	Must hold the 6♦ or the 6♦ is the turn up and declarer takes that packet. Pick up packet, discard any 3 cards (including those picked up). Announce trump suit or no trumps. Declarer leads. Win or lose 10 points.
Rover Hand	12	Must hold the 6♦. No exchange. Announce trump suit or no trumps. Declarer leads. Win or lose 12 points.
Rover Against	20	Must not hold the 6♦ and if 6♦ is turn up the declarer cannot take that packet. Expose and then pick up packet. Discard 3 cards (must discard 6♦ if present). Announce trump suit or no trumps. Call a card. The holder of this card must lead it. If the card is not in one of the defenders' hands, the declarer leads. Win or lose 20 points.
Rover Hand Against	22	Must not hold the 6♦. No Exchange. Announce trump suit or no trumps. Call a card. The holder of this card must lead it. If the card is not in one of the defenders' hands, the declarer leads. Win or lose 22 points.
Bull Rush	30	Must not hold the 6♦. No exchange. Announce trump suit or no trumps. All hands are laid out on the table. Defenders decide which of them will lead to the first trick. The hand is played 'open'. Win <u>all 9 tricks</u> . 30 points.

MarriageFirst lead is the winner of 2nd bid, or the player left of the dealer (forehand) if all passed 2nd bid.

<p>Before first lead:</p> <ul style="list-style-type: none"> Players other than first lead may declare either: <p>6♦ for 2 points <u>OR</u> One 'bare' marriage for 3 points</p> <p>... but not both.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>'Bare marriage' means that you hold the K & Q, but no other cards in that suit. Announce e.g. 'bare marriage in clubs'.</p> </div>	<p>Play:</p> <p>Play 12 tricks. Must follow suit, otherwise play any card.</p> <p>Objectives are to capture marriages, take the most tricks and avoid having no tricks.</p>	<p>Scoring:</p> <p>All pass marriage game:</p> <p><u>Players other than forehand</u></p> <p>Declared 6♦ = 2 points Declared 'bare' marriage = 3 points</p> <p>Each marriage in tricks = 5 points Most tricks = 4 points No tricks = - 4 points</p> <p><u>Forehand</u></p> <p>Each marriage in tricks = 5 points Most tricks = 4 points No tricks = - 4 points</p> <p>Declared (bid) marriage game:</p> <p><u>Declarer</u></p> <p>Unsuccessful bid = - 5 points x their bid *</p> <p>Successful bid = 5 points x their bid (extra marriages score 1 point each).</p> <p>Most tricks = 4 points No tricks = - 4 points</p> <p><u>Defenders</u></p> <p>Declared 6♦ = 2 points Declared 'bare' marriage = 3 points</p> <p>Each marriage in tricks = 5 points</p> <p>Most tricks = 4 points No tricks = - 4 points</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>* Further 5 points deducted & added to last player overcalled.</p> </div>
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Ending the game

The player with the highest score after 12 deals (or some other number of deals divisible by 3) is the winner.

Variations

Playing 'against' when 6♦ is the turn up	Bids of 'rover against', 'rover against hand' and 'bull rush' are not allowed when the 6♦ is the turn up.
Scoring in 'rover' contracts	For a lost 'rover' contract the declarer loses the appropriate value, but in addition, the two defenders score this value. So, a lost 'rover hand' would result in the declarer losing 12 points and both defenders gaining 12 points each.
Scoring in a declared 'marriage game'	Most tricks and no tricks aren't scored in a declared (bid) marriage game.

How we put our house rules together

We gather and read information from different sources when developing the house rules for the games that we play.

These sources include:

- Websites such as Britannica, Wikipedia and Pagat.com.
- Books on card games from local libraries.
- International associations where these exist e.g. International Skat Players Association.
- Selected apps on iOS or Android
- Expert playing groups associated with existing clubs e.g. the German Club, the Dutch Club, The Swiss Society etc.