

PIG IT HOG IT

PLAYED WITH 4 PEOPLE AND A EUCHER DECK, 24 CARDS ARE USED, A K Q J 10 9 OF EACH SUIT.

ESTABLISH PARTNERS: SHUFFLE AND DEAL THE CARDS FACE UP, FIRST TWO JACKS ARE PARTNERS, FIRST JACK DEALS.

THE DEAL: DEALER SHUFFLES THE CARDS AND DEALS OUT ALL CARDS TWO OR THREE CARDS AT A TIME TO EACH PLAYER, NEVER 1 AT A TIME.

BIDDING: STARTING TO THE LEFT OF THE DEALER, EACH PLAYER HAS THE OPPORTUNITY TO OUT BID OR PASS THE PREVIOUS PLAYERS BIDS, CONTINUING AROUND TO A HOG IT BID OR TO THE DEALER WHERE BIDDING CLOSES. FAILURE TO ACHIEVE BID POINTS RECEIVES A DEDUCTION OF TOTAL BID POINTS.

BID OPTIONS: HIGH 1 TO 6, LOW 1 TO 6, SUIT 1 TO 6, PIG IT, HOG IT.

HIGH NO TRUMP: ORDER A K Q J 10 9: ACE TAKES 9 "HIGH"

LOW NO TRUMP: ORDER 9 10 J Q K A: 9 TAKES ACES "LOW"

SUIT: JACK OF DECLARED SUIT IS HIGH, THE JACK OF SAME COLOR SUIT IS SECOND HIGH, THEN A K Q 10 9 IN ORDER.

PIG IT: AFTER BIDDING HAS CLOSED AND PIG IT HAS WON THE BID. HIGH, LOW OR SUIT IS DECLARED AND 1 CARD IS EXCHANGED WITH PARTNER, FACE DOWN ACROSS THE TABLE. ALL 6 TRICKS MUST BE TAKEN TO BE AWARDED 12 POINTS. 12 POINT DEDUCTION FOR NOT MAKING BID.

HOG IT: PLAYED ALONE, BIDDING CLOSES. HIGH, LOW OR SUIT IS DECLARED. NO CARDS ARE EXCHANGED AND PLAYER MUST TAKE ALL 6 TRICKS TO BE AWARDED 24 POINTS. 24 POINT DEDUCTION FOR NOT MAKING BID.

GETTING SET: IF A TEAM DOES NOT GET THEIR BID THEY RECEIVE A DEDUCTION OF TOTAL BID POINTS.

IMPORTANT NOTE: THREE HIGH DOES NOT OVERBID THREE LOW, FOUR WOULD BE THE NEXT HIGHEST BID.

PLAY: HIGHEST BIDDER LEADS THE FIRST CARD. PRIOR HAND WINNER LEADS FOR THE REMAINING TRICKS OF THE ROUND. PLAYING CARDS IN ORDER AROUND THE BOARD FROM LEFT OF LEAD, PLAYERS MUST FOLLOW THE SUIT LED. IF A PLAYER DOES NOT FOLLOW THE SUIT LED AND IS DISCOVERED TO HAVE THAT SUIT IN THEIR HAND, 6 POINTS ARE AWARDED TO THE OTHER TEAM, AND PLAY IN THAT ROUND ENDS.

IF YOU HAVE NO SUIT: YOU MAY THROW OFF, PLAY A CARD OF ANOTHER SUIT.

IF TRUMP IS DECLARED AND TRUMP IS LED: YOU MUST FOLLOW SUIT AND PLAY TRUMP. YOU MAY THROW OFF IF YOU HAVE NO TRUMP. YOU ARE ONLY REQUIRED TO PLAY TRUMP WHEN TRUMP IS DECLARED AND LED.

IF A NON TRUMP SUIT IS LED WHEN TRUMP IS DECLARED: PLAYERS MAY PLAY A TRUMP CARD OR THROW OFF. HIGHEST TRUMP CARD VALUE WINS THE TRICK, IF NO TRUMP IS PLAYED ON THAT TRICK, HIGHEST SUIT CARD OF LED SUIT WINS TRICK.

AWARDING POINTS: POINTS ARE AWARDED FOR TOTAL TRICK TAKEN, PIG IT 12 POINTS HOG IT 24 POINTS. FAILURE TO MAKE THE BID RECEIVES A DEDUCTION OF TOTAL BID POINTS.

DEAL: SHUFFLE AND GIVE EACH PLAYER 2 OR 3 CARDS AT A TIME TOTAL 6 CARDS. NEVER DEAL ONE CARD AT A TIME.

HAND OR TRICK: THE FOUR CARDS PLAYED IN ORDER, ONE FROM EACH PLAYER.

ROUND: THE SIX HANDS PLAYED BETWEEN DEALS.

GAME: FIRST TEAM TO 50 POINTS.

MATCH WINNER: WINNING TWO OUT OF THREE GAMES.

TRUMP: THE SUIT DECLARED BY THE WINNING BIDDER WHEN HIGH OR LOW IS NOT CHOSEN.

HAND OR TRICK WINNER: THE HIGHEST SUIT OR TRUMP CARD PLAYED ON A TRICK WHEN LOW WAS NOT CHOSEN. IF LOW WAS CHOSEN THEN THE LOWEST CARD OF THE SUIT LED WINS THE TRICK.

LEAD SUIT: THE SUIT LED BY THE WINNING BIDDER OR THE WINNER OF THE PREVIOUS HAND.

GET SET: WHEN A TEAM FAILS TO MAKE THEIR BID, THEY RECEIVE A DEDUCTION OF TOTAL BID POINTS.