

Oh Hell: the rules

3 to 6 players · 52 cards · bid exactly · free to print from onlinecardgames.app

Goal

- Bid how many tricks you will take, then take exactly that many: not one more, not one fewer.
- Also called Oh Heck, Oh Pshaw, Oh Well, Contract Whist, Nomination Whist, Blackout, Blob, Elevator and Up and Down the River.

Rounds

- The number of cards changes every round. In the standard game each player gets 10 cards in the first round with 3 to 5 players (8 with 6 players, 7 with 7), then one card fewer each round down to 1, then one more each round back up.

Deal and trump

- The deal moves one seat clockwise each round. After the deal, the next card is turned face up. Its suit is trump for the round.

Bidding

- Starting left of the dealer, each player bids a number from 0 up to the number of cards in hand. Zero is a real bid: you try to take no tricks.
- The hook: the dealer bids last and may not bid the number that makes all the bids add up to the number of tricks. So at least one player will miss.

The play

- The player left of the dealer leads. Follow suit if you can; if you can't, play any card, a trump included.
- The highest trump wins the trick. If no trump is played, the highest card of the suit led wins. Aces are high. The winner leads next.

Scoring

- Take exactly your bid: 10 points plus your bid (a bid of 0 made scores 10, a bid of 3 made scores 13). Miss it, over or under: 0.
- A common alternative: 1 point for every trick you take, plus 10 for an exact bid.
- The highest total after the last round wins.

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