

# Gaigel.

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**The Pack.**—48-cards—two each, A, K, Q, J, 10 and 7 of each suit.

**Number of Players.**—Two to eight; best four-hand (two partners against other two).

**Rank of Cards.**—Ace (high), 10, K, Q, J, 7 (low). If two cards of the same suit and denomination are played on one trick, the first played ranks above the second.

**Cutting.**—Cut for deal; high deals, cards ranking as above.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Five cards to each, two, then three, or three, then two, in rotation to the left, beginning with player next to dealer on the left. Next card is turned for trump. Balance of pack

**Objects of the Game.**—To score 101 points (game) before opponents, as follows:

|  |     |        |
|--|-----|--------|
| Common Marriage (K and Q of same non-trump suit).....                    | 20  | points |
| Double Common Marriage (two K's and two Q's of same non-trump suit)..... | 40  | "      |
| Royal Marriage (K and Q of trump suit).....                              | 40  | "      |
| Double Royal Marriage (2 K's and 2 Q's of trump suit).....               | 80  | "      |
| Any five 7's (drawn or held by one player at one time).....              | 101 | "      |
| Each Ace, (taken in on tricks).....                                      | 11  | "      |
| Each 10, " " " ".....  | 10  | "      |
| Each 9, " " " ".....   | 9   | "      |
| Each Q, " " " ".....   | 8   | "      |
| Each J, " " " ".....   | 7   | "      |

**The Play.**—Eldest hand leads any card, and each player in turn to the left plays any card he chooses, not being obliged to follow suit or trump. Highest card played of suit led wins trick unless trumped, when highest trump played wins. Each player, beginning with winner of trick, takes one card from top of talon. Winner of trick leads for next, etc., until talon is ex-

hausted. Player holding 7 of trumps may exchange it for turned trump as soon as he takes a trick. During the play, marriages and five-seven combinations, (see Objects of the Game), may be declared, according to the following rules:

Only one marriage can be declared at one time, and only after player (or partner) takes a trick and before drawing from the talon.

Marriages must be exposed so that all can see them.

~~Two marriages cannot be declared in the same suit~~  
Two marriages cannot be declared in the same suit even at different times. A second marriage, one being scored in that suit, is worth nothing.

When the talon is exhausted, all melding ceases, and thereafter each player must not only follow suit, but must play a higher card of suit led than any previously played on that trick. Holding no card of suit led, player must trump, and if the trick has already been trumped, he must play a higher trump if possible. Failure to do so when possible forfeits game to opponents.

Scoring.—Mental count is kept of points made by taking in counting cards or tricks. Points made by melds (see Objects of the Game) are recorded on score-sheet as soon as made.

When a player (or side) reaches 101 points, he must cease playing and knock on the table, signifying that he has won the game. Before game is claimed, no player is allowed to examine any trick but the last trick turned down, under penalty of forfeiting game to opponents. If a claim of "game" is questioned by an opponent, disputed player's (or side's) tricks are immediately turned over, and the points therein counted. In counting, marriages take precedence over all other scores.

A Gaigel counts two games (202 points), and consists of:

1. Scoring 101 points before opponents have won a trick.
2. When five tricks are held before opponents have won a trick.
3. When an opponent claims to be out, and it is proved he is in error.
4. When opponents play again after reaching 101.
5. When opponents refuse privilege of re-counting the current trick, or when they mix the cards before the count is settled.
6. When an error is claimed and claim is proved unfounded, the disputing player suffers a Gaigel.