

# Goose

Determine dealer randomly. Also determine a score keeper. Scorekeeper should write down everyone's name with two columns between each name. Left column is for bids, the right column is for score.

Goose is played with a standard 52 card deck plus two jokers, one designated the "high joker" and one designated the "low joker".

## The Deal:

Determine what the maximum number of cards that can be dealt out for your group. Dealing out the entire deck (9 cards to 6 players or vice versa) is a valid deal.

Deal out the maximum possible number of cards for your group. If any remain, flip the top card over. The suit of the shown card is now the trump suit for that hand. If no card remains, or if the flipped card is a joker, there is no trump suit for that hand.

After the first hand, decrease the number of cards by one for each hand until you get to dealing out a single card. After that, increase by one card until you get back up to the maximum possible hand size for your group.

For example, in a six-player game, the hand size would go as follows:

9,8,7,6,5,4,3,2,1,2,3,4,5,6,7,8,9

## Bidding:

Beginning with the player left of the dealer, each player bids how many tricks they think they will take. Scorekeeper writes down these bids. When bidding gets to the dealer, they cannot bid a number that would bring the total of the bids to equal the number of cards dealt.

## Play:

The player left of the dealer plays the first card. The trump suit cannot be led until trump has been played by someone in that hand (remember, a joker is not trump as it has no suit). Play continues clockwise around the table with each player playing a single card until everyone has played one card. Players must follow suit of the card that was led this round. If they cannot,

they may play any suit. If a Joker is led, then the other Joker must be played by other players if they have it.

Once everyone has played a card the highest card wins the trick. Cards that did not follow suit or are not trump are not counted. Any trump card is higher than any non-trump suit card. Otherwise base on face value – Aces are high.

Once the winner of the round is decided, they collect all the cards and place them face down next to them. This is a “trick”. Once the first card of the next round is played these cards cannot be viewed again. The winner of that round then plays the first card of the next round and play follows clockwise around from them. Repeat until all the cards are played.

For example:

Four players A, B, C, and D sitting clockwise. D dealt the hand

For this hand diamonds are trump.

Player A is left of the dealer and cannot lead diamonds unless that is the only suit player A has in their hand. Player A plays the 10 of clubs as the first card of the round and hand. All players must then play clubs if they have a club this round. Player B must follow suit and plays the 3 of clubs. Player C does not have any clubs and bid low, so he does not want to take tricks and wants to get rid of high cards. Player C then chooses to play the king of hearts. Player D also has no clubs but bid high, so he wants to take tricks. Player D chooses to play the 5 of diamonds.

This round Player D wins the trick since they played the highest card since trump is higher than all. Player C’s card is not counted since they did not follow suit and did not play trump.

Player D would play the first card of the next round. Since the trump suit was played earlier this hand (by player D) they now have the option of leading with trump suit.

Once all the cards have been played, the score keeper records how many points each player wins or loses, and all the cards are handed to the dealer of the next round. (In this case Player A would deal next since he sits clockwise from Player D, who dealt the last round.)

## **Scoring:**

If a player meets their bid exactly, they get 20 points plus 10 points for each trick they took. E.g. A successful bid of 0 is worth 20 points. A successful bid of 3 is worth 50 points.

If a player misses their bid, they lose 10 points for each trick they missed by. It is possible to go negative.

The Goose and Ass can modify this to some extent, covered in the next section.

The player with the most points at the end of the final round is the winner.

E.g. If a player wins 3 tricks but bid 2, they lose 10 points. If they take 0 tricks but bid 2, they lose 20 points.

Tip: It is very helpful to have the players written down on the scoring sheet in the same order they sit around the table.

## **Goose and Ass:**

After the first round, the player(s) with the lowest score becomes the Ass, and the player(s) with the highest score becomes the Goose.

While someone is the Ass, if they make their bid, they gain double points. No change is made to the normal calculation if they miss their bid.

While someone is the Goose, if they miss their bid, they lose double points. No change is made to the normal calculation if they make their bid.

After each hand, if there is someone who has fewer points than the Ass, they become the new Ass. Similarly, if someone has more points than the current Goose, they become the new Goose. In the case of ties, if one or more of the tied players had the Goose or Ass the previous turn, they keep it. If none of them did then all tied players become the Goose or Ass.

## **Optional Rule: Double Deck**

When playing with many players (7 or higher), you can opt to play with two combined decks of 54 cards. This will result in there being a duplicate of every card, including high and low jokers. In the case of ties, the first card played wins. Otherwise play continues as normal.

