

Five Handed Pepper (from D33A)

Cards:

There are three decks of cards used, with cards from jack to ace. It is preferred to have cards with identical backs.

Deal:

Cards are dealt in a clockwise manner, one at a time, placing a card each third round in the center of the table to create a three- card pool. Each player ends up with nine cards. The deal moves in a clockwise manner after each hand is played.

Bidding:

Bidding starts at the first player to the left of the dealer and carries on around the table ending at the dealer. Bids must be in one of the four suits or no trump, but the **suit is not mentioned** in the bidding until the successful bidder is determined. If a player bids "Pepper" or "Moon Shot" in that case the player can bid in any suit or no trump. Bids start at three and can be increased by subsequent players as high as nine. If a player bids "Pepper" that bid can only be exceeded by "Moon Shot" where the bidder does not get the three card pool.

Play:

The rank of cards in a suit is right bower, left bower, ace, king and queen. The rank of cards in no trump is ace, king, queen and jack.

After the successful bidder has declared the suit of the bid, the bidder has access to the pool cards, unless they bid "Moon Shot". After placing them in their hand, may discard any three cards to reduce the hand to nine cards. Unless the successful bidder is going "Pepper" or "Moon Shot" the bidder must lead a trump, usually a low trump card, and indicates that the first "Right Bower" is the bidder's partner and they play together to attempt to make their bid. If the successful bidder should happen to have all three right bowers, then the bidder would indicate that the first "Left Bower" is their partner. If the successful bidder should happen to have all three right and left bowers, then the bidder would indicate that the first ace is their partner. A player cannot play a lower trump to avoid being the bidders partner. Partners can change after each hand and the three remaining players play as partners against the other two. The first highest card played on a trick wins the trick even though a card of equal rank may be played later. Suit must be followed for each lead. A player can only trump a trick if they do not have the suit lead.

Strategy for No Trump Bid:

The successful bidder would normally lead a suit in which they have two aces with the hope that their partner, the person with the other ace can lead back to them at some point.

Scoring:

The successful bidder and partner each score a point for each trick they take that equals or exceeds the bid or go down the bid if they do not make the amount of tricks bid. The opponents score one point each for all the tricks that they take. A "Pepper" counts 12 points if made and deducts 12 points if not made. A "Moon Shot" bid scores 18 points if made and deducts 18 points if not made. When there is a "Pepper" or "Moon Shot" bid the other four players either score a zero if the "Pepper" or "Moon Shot" is made or a point each for however many tricks they collectively made. The game is set at 51 and is finished when the successful bidder achieves this amount. It must be the successful bidder and not the partner!