

60 points; if he fails he pays the same number. (h) A Grand Plain Suit Solo must make 100 points; if unsuccessful he pays 80, and if he wins he gets paid as in b. (i) A Grand Heart Solo must make 100 points; failing, he pays 120; winning, he collects as in c. (j) In a Grand Royal Plain Suit Solo the bidder undertakes to win every point; if he wins he collects 120; failing, he pays 120 points. (k) A Grand Royal Heart Solo is the highest bid, and to succeed must make 120 points; winning he collects 180, and if losing he pays the same number.

NOTE—In some localities a Call Solo has been introduced, in which a player calls for a card and the party who has it gives it up. This interpolation is not considered good Solo by the best authorities.

10. If one player bids a Heart Solo and is overbid by a Misere he can overbid by guaranteeing a Solo, not necessarily in Hearts. If a player Solos and another guarantees a Solo, the first bidder cannot beat the second by guaranteeing his Solo, except his is a Heart Solo.

11. The player to the left of the dealer always leads first.

12. There are usually no exposed cards in Solo. A card cannot be "called," as in whist,