

a frog; if they cannot they are what is termed dinked, and must trump if they have one; if not, it is optional to play any card they wish. This rule also applies to all Solos. (b) A Solo beats a frog. The player counts all in the Widow, but cannot look at same till after all the cards are played. The player in a Solo nominates the trumps when the bidding is ended. He receives two for every point over 60, and pays the same for every point below. (c) A Heart Solo beats a plain suit solo. Hearts are trumps and he gets paid three times for all over 60 and pays the same for each point less than 60. (d) A Misere beats all Solos (unless guaranteed). In this the bidder undertakes not to take any trick with a count in it. There are no trumps, but suit must be followed if the player has one. (e) A Guaranteed Solo overbids a Misere. In same he must make 80 points; if successful he gets paid same as in b, but if he falls short of 80 he pays each 40 points. (f) A Guaranteed Heart Solo is next, in which the player must also make 80; failing to do same he pays 60, and if successful he gets paid as in (c). (g) A Spread Misere beats all preceding options and is played similar to a Misere, except that each player plays one card and the bidder's remaining cards are laid down, face up. He must not take a trick with a count in it. If he succeeds he collects