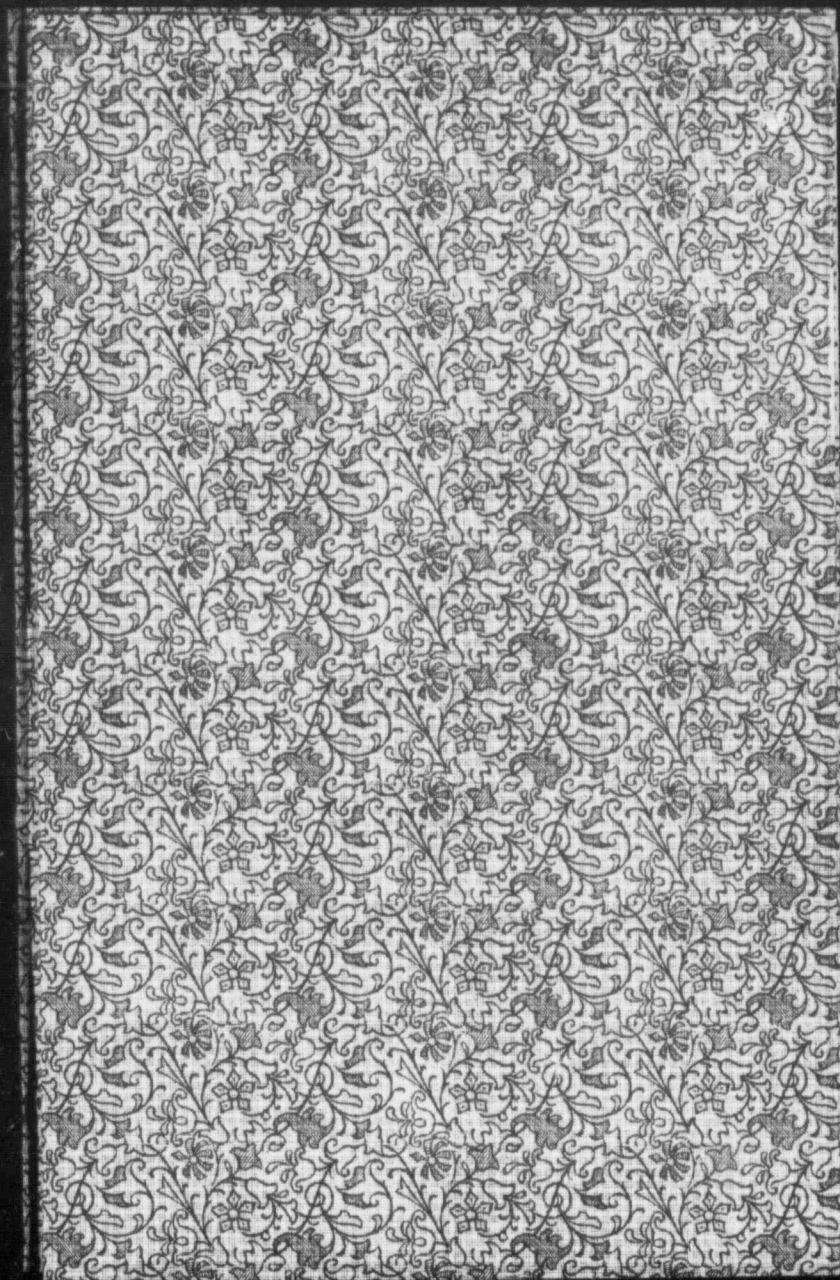


RULES AND HINTS  
ON THE  
GAME OF SOLO  
BY  
OLD GRIZZLY

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The origin of Solo, or Slough, as it is sometimes called, is shrouded in mystery; it is supposed to have started in Germany, but has been changed and improved much and is now essentially a Pacific Slope game.

It is practically the only successful game for three players; its votaries in the West are numerous, and among the travelling fraternity it is about the only card game played. Many a weary hour has it helped to while away when business has been over and the train "late."

Hoyle and other card authorities give no rules on Solo, and considerable variation exists in the different localities where it is played.

The author has endeavored in this treatise to adopt those rules that are in his humble opinion the best, and trusts that the "Hints" will assist the beginner to improve his play and increase the enjoyment of all in this fascinating game.

To the members of the U. C. T. in British Columbia this booklet is respectfully dedicated by one of the fraternity.

OLD GRIZZLY.

Vancouver, B. C., 1913.

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## RULES OF SOLO.

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1. A Solo deck consists of thirty-six cards, the Two, Three, Four and Five of each suit being discarded.

2. Ace ranks highest, then Ten, King, Queen, Knave, Nine, down to the Six.

3. Three or four players constitute a table. When four play the dealer "sits out." He gets paid if the bidder loses, but does not pay when the bidder wins.

4. In cutting for deal the player who draws the highest Solo card has the right to nominate who shall deal.

5. The dealer deals to the left, either singly or in groups of three and four cards, as may be mutually arranged—eleven cards to each of the three players and three to the "Widow," but neither the first nor last three cards must be dealt to the "Widow."

6. There is no misdeal in Solo, but there must be a new deal: (a) if any player has more or less than eleven cards; (b) if any card is exposed during the deal; (c) if, when cards are dealt in groups, one player receives three cards

and another four in the same round; (d) if the dealer omits to have the pack cut and attention is called to same prior to the conclusion of the deal; (e) if the dealer is not in turn dealing; (f) if during the play the pack is proven incorrect or imperfect, but this renders only that deal void and does not affect any scores in previous deals; (g) if when playing a Solo or Misere the player looks at or exposes the Widow.

7. In scoring the cards count: Ace 11, Ten 10, King 4, Queen 3, Knave 2. Thus there are thirty in each suit, 120 in all.

8. The player to the left of the dealer has the first right to bid, then his left-hand player, and then the third. In bidding it is optional to bid any of the options, and the next bidder must overbid or pass, in which latter case he loses all further right to bid in that hand.

9. The following are the options that can be bid in order of progression: (a) Frog—The player frogging has the right to the three cards in the Widow and must discard any three cards he may wish before the opening lead. Hearts are always trumps in a frog. He must make 60 points and gets paid one for every point over 60, and pays a similar number to all players when he makes less than 60. Players must follow suit in

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



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,

and is not actually played till quitted or the trick gathered. This does not permit the partners exposing their cards one to the other, and if the play is thereby affected the bidder has the right to demand that the exposed card be either played or not played.

13. A card once played cannot be recalled unless it is discovered that it is a revoke before the trick is gathered; afterwards the side making the error cannot win any points, but must pay what they lose.

14. If in a frog the player goes down with more or less than three cards, he cannot win, but must pay if he loses, and any cards remaining in his opponents' hands count against him.

15. When players decide to play with a "Kitty" each player must ante to it whatever counters are mutually agreed upon and pays a fixed penalty for losing a frog. The Kitty is won when a Solo or higher bid is successful, but failing the player must contribute to the Kitty the number of counters in it. As arithmetical progression is astonishing it is customary to agree on a limit to the Kitty. A player making only 60 in a Solo wins the Kitty.

16. A player has the right, when he demands it, to inspect the previous trick, but this privilege expires after all have played to the succeeding trick.

## HINTS ON PLAY.

In playing a frog the player can, with the cards in the Widow, generally clear a suit, and with his Hearts win most of the points in that suit. Often he will find it useful to hold a sneak, especially when short in trumps, as his opponents will often play small cards, expecting to dink him.

In playing to beat a frog it is considered best play, when the frogger is to the right of the bidder, to open with a Heart unless he has the Ten not safely guarded, on the principle that neither he nor his partner can slough while they have any trumps. If Hearts are not led, it is better to open with your second best of your longest suit of which you have neither Ace nor Ten, thereby giving your partner a chance to save his Ace or Ten if he has either. When the opening player has to lead through his partner, i. e., the bidder being last to play, he should lead from his own strong suit, on the well-tested rule to play from your own Ace or Ten in preference to your partner's probable Ace or Ten. He should never open with Hearts unless he has the Ace or the Ten guarded, and should he lead a Heart his partner should play the Ten if he has it, knowing by the play that the Ace must be in his partner's hand. Actual play can only guide one when it is

reasonably safe to frog, and one should always remember the signs often conspicuously displayed: "You don't have to frog" and "Put not your trust in Widows."

To bid a Solo you will require at least three Aces with a Ten or a missing suit to win. Only experience can tell one when to bid and how to play, and you must always bear in mind who you are playing with and how they usually play against a Solo. You must "play the man" as well as your own cards. When a suit is led through you of which you hold, say, Ace and another, go right up with your Ace. Some players play from sneaks, although this is generally a poor lead, and you may have the Ace trumped on the next round. When strong in trumps lead them out and win all the points you can in that suit. In some cases you will have a Solo hand like a frog; in that case it will pay you to dink your opponents.

In playing against a Solo when the bidder is second in play, the well-established rule is to lead from the suit of which you have neither Ace nor Ten, beginning with Hearts, Diamonds, Clubs and Spades, except that you consider whichever suit the Solo is in last. You thereby give your partner the chance to save the Ten, if he has it, or catch it if it is in the bidder's hands. You also

give your partner the information that you hold the Ace or Ten of the preceding suits. For example, if it is a Heart Solo and you lead a Spade, your partner then knows you must have the Ace or Ten of Diamonds and Clubs. If you lead a Heart your partner knows you have the Ace or Ten of all the other suits. Should you regain the lead, continue opening the next suits of which you have neither Ace nor Ten in rotation, even although your first lead may have dinked the Soloer. Your partner, when in the lead, will do the "dinking," and if you continue the suit you may take out the only card of that suit your partner has and force him to open a new suit when he gets the lead.

When the opening lead is up to a Solo, i. e., through your partner, the Soloer being last to play, it is often very difficult to know how to open. If you hold an Ace-Ten suit it is best to lead one of them. If you have no such suit it is generally considered best to lead trumps, on the ground that the bidder must be strong and that that suit must be his. If your partner frogs, thereby showing strength in Hearts, and your hand warrants it, it is sometimes good to lead a Heart. Avoid opening new suits; better to return the bidder's lead unless your partner has shown you by his play that he holds Ace or Ten of a suit.

