

Survey of Double Some R Set rules

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Rules for Double Some R Set 1913 - Copyright 1913 by A. J. Hodges

Double Some 'r' Set consists of 50 cards divided into six suits as follows: The twelve suit with cards from 0-12 to 12-12; the ten suit with cards from 0-10 to 10-10; the eight suit with cards from 0-8 to 8-8; the six suit with cards from 0-6 to 6-6; the four suit with cards from 0-4 to 4-4; the two suit with 0-2 to 2-2 and the 0-0 and S-S cards. Thus without increasing the number of suits we have added twenty-two cards and greatly increased the possibilities of the game over Some'r'Set.

Double Some 'r' Set can be played with two to six players, however four handed partnership game is most generally used. The persons sitting opposite are partners, work for each other and have a common score.

After the cards are shuffled, deal to the left until each player has twelve cards, the two remaining are placed face up on the table and if they contain any score it is counted to the winner of the first trick.

Each player now bids for the privilege of naming the trump suit, the same as in Some'r'Set. The highest bidder begins the play by playing, face up to center of table, a card of the suit he names trump. The play then passes to the left, each in turn playing a card of the same suit as the one led, if they hold one, if not, any card they choose. The person playing the card of highest value takes the four cards, which are called a trick, and places them face down on his corner of the table until the hands are played, when they are counted for score.

If the bidder fails to make as many points as he bid he is said to be "set" and double the number of points he failed to make are charged against his score while his opponents score double the number won by them, i. e.: If a bid of fifteen is made and each side gets 12 points the bidder is set back six points and the opponents credited with 24. Don't forget; some are set.

The person taking the trick plays first to the next one any card they choose, but all players must follow with one of the same suit, if they hold any. Should they fail to do so the card maybe withdrawn, if discovered in time and such penalty charged as the players may decide.

The S-S card will be the low trump in all suits and as such will be subject to call when trumps are led, the same as cards of the suit made trump. The 0-0 card is a semi-trump or joker and has the same value as in Some'r'Set, as follows: The 0-0 when played makes all doubles trumps for the one trick only, and the highest double played in this trick wins, unless trumps are played. It makes no difference which one of the four players plays 0-0, its value and power is the same. In tricks where 0-0 is played and no other doubles appear, the 0-0 is high card and takes the trick. Of course, if S-S or any of the regular trump suit appear they win, being of higher value than any of the doubles.

If a bidder desires, he may make 0-0 his trump, in which case it and S-S becomes the regular trump suit and the doubles have no power to take it.

All red cards are score cards and the side taking them in their tricks add the points indicated on each to their score.

The score is 24 points to each deal by counting one for each trick and the twelve points on score cards.

Sixty-six points constitute a game.

Rules for Parker Brothers Double Some R Set 1934

This is NOT a game of NUMERALS or FRACTIONS. The lower numbers on the cards merely represent suits and the Upper numbers the individual card values of these suits. This game is very easily learned and is of unusual interest.

For Two, Three, Four, or Six Players

THE CARDS: There are fifty cards divided into seven suits as follows:

The 0 SUIT containing ONE card, 0/0.

The 2 SUIT containing THREE cards, 0/2, 1/2, 2/2.

The 4 SUIT containing FIVE cards, 0/4, 1/4, 2/4, 3/4, 4/4.

The 6 SUIT containing SEVEN cards, 0/6, 1/6, 2/6, 3/6, 4/6, 5/6, 6/6.

The 8 SUIT containing NINE cards, 0/8, 1/8, 2/8, 3/8, 4/8, 5/8, 6/8, 7/8, 8/8.

The 10 SUIT containing ELEVEN cards, 0/10, 1/10, 2/10, 3/10, 4/10, 5/10, 6/10, 7/10, 8/10, 9/10, 10/10.

The 12 SUIT containing THIRTEEN cards, 0/12, 1/12, 2/12, 3/12, 4/12, 5/12, 6/12, 7/12, 8/12, 9/12, 10/12, 11/12, 12/12.

and also the S/S Card.

A SUIT: Is Each Set of Cards carrying the Same Lower Denomination Number, — thus All Cards with /12 as the Lower Denomination Number are in the Twelve suit.

The Upper Denomination Numbers show the individual Card Value, — thus Upper number 12/ is High Card in the twelve Suit and the Upper Number 0/ in the same Suit is the Low Card Of That Suit. Likewise the 10/10 and the 0/10 cards are high and low in the 10 suit, etc.

The Game can be played by two, three, four, or six Players; however, a Four-Handed Partnership Game is best and generally recommended.

The following description is for the Four-Handed Partnership Game.

The Two Players sitting Opposite at the table are Partners and play against the other two. Each Set of Partners play to help each other and keep a Common Score.

THE DEAL: Any One of the Players is first chosen as Dealer. He Shuffles the Cards thoroughly and Deals One card at a time to each player Beginning with the Player at his Left, and so on in rotation around the table until each of the Four Players has twelve cards. (Each Set of twelve Cards is called a Hand.) The Two remaining Cards are placed face Up on the table and are taken by the Player who captures the First Trick. They are placed on the table with the First Trick as a part of the same.

POINTS: There is a Total of 24 Points to Each Deal. The Seven Red Cards are Scoring Count Cards and should be carefully played for, and saved or captured whenever possible. The Total Score Value of these Red Cards is 12 Points, their individual Values being shown by the Numeral in the Circle to the Right of Each Card. In addition. Each Trick, of which there are Twelve, Counts one point for the Side Capturing it (a Trick Consists of Four Cards played to the table, one Card Each by Each of the four Players in rotation).

66 POINTS constitute A Game,—the first set of Partners making this score Wins.

BIDDING: Each Player determines in his own mind, and in connection with what assistance he may feel his Partner can give him, How Many of the possible 24 Points he can Make from his Strongest

Suit.

The Bidding now begins, Starting with the player at the Dealer's Left, and the turn to bid continues to pass to the left around the table as Many Times as necessary until the Highest Bid has been made by One Player and all others have Passed.

For example: The Player to the left of the Dealer opens the Bidding with say a Bid of 8. The Next Player Bids 10. The Third Player passes. The Dealer raises his partner's Bid of 10 to 12. The Player to the left of the Dealer now Passes. The Second Player passes. The Third Player Bids 15. The Dealer Passes and so do the other two. The Third Player, therefore, Is the Highest Bidder.

If a player does not care to Bid he says, "I Pass", but has the Right to Bid if he cares to when the turn comes around to him again. If all of the players pass on the first time around, the hand is not played and the deal passes to the left.

The Highest Bidder now Names as Trumps the Suit which he considers his Strongest by saying, for example, "Number Ten Suit Is Trumps." The suit bid is not mentioned in bidding, but is declared by the highest bidder after he has won the bid.

A TRUMP SUIT: is any One of the Seven Suits from which the Highest Bid is made, and the Highest Trump Card played on any Trick takes that Trick. For example: If the \heartsuit Suit were Trumps and the \clubsuit card were played with Cards $8/\heartsuit$, $6/\heartsuit$, and $3/\clubsuit$, the \clubsuit takes the trick.

THE PLAY: The Highest Bidder must Start the play by Always Leading A Trump Card (but after the First lead Any Card of Any Suit may be led).

Players Must Always Follow Suit when having a Card in their Hand of the Suit Led, otherwise Any Card may be played.

If, after the first trick, a Player has No Card of the Same Suit led he May Play a Trump to take the Trick. If, however, a Second or Third Trump is played on that Trick, the Highest Trump takes it.

The player playing the strongest card on each trick takes that trick and then leads for the next.

THE SCORE: When the entire hand has been played out, the score is counted. If the bidder has made or bettered his Bid he is credited with the number of Points Made and his opponents Do Not Score. If, for example, the Bidder, having bid 14, makes 16 and his opponent 8, he would score 16 and his opponents nothing.

TO BE SET: If the Bidder Fails to make as many Points as he has Bid he is said to be "Set". Double the Difference between the amount of his Bid, and the amount he has Actually Made is Deducted from his score. In addition, his opponents Are Credited with Double the amount of points they have made.

For example, if the Bid were 15 and Each Side has scored 12 Points, the difference between the score of 12 by the Bidder and his Bid of 15 is 3, which doubled is 6. This amount is deducted from his score (if he has no score he will be minus 6 and instead of 66 Points will have to make 72 to win the Game). His opponents in this case would be credited with 24 points which is twice the number which they actually made.

The Red S/S Card is Always the Low Trump in Any Suit named as Trumps. For example: If the /8 Suit is Trumps, this S/S Card is the Low Trump of that Suit, being next lower in value than the 0/8 card. Therefore, the S/S Card is subject to call when a Trump is led and Must be Played if the Player holding it has No Other Trump in his Hand.

In case this S/S Trump Card is played on Any Trick not having Other Trump Cards it takes the Trick.

DOUBLES: A Double Is any card on which the Lower Denomination and the Upper Denomination are the Same; that is, 0/0, 2/2, 4/4, 6/6, 8/8, 10/10, and 12/12.

0/0 CARD: This particular Card is what may be called the “Rover” or “Joker”.

At Any Time when No regular named Trump Card is played this 0/0 Card played on a Trick with Any Double makes these Doubles Trumps for that Trick Only. For example, if cards 0/0, 2/2, 11/12 and 9/10 were played, 0/0 makes 2/2 Trumps, so the 2/2 Card takes the Trick. Or, if 0/0, 2/2, 4/4, and 11/12 were played, 4/4, being a Higher Double Trump than 2/2, would take the Trick.

Remember, however, that 0/0 is a Double in itself and when played on a Trick where No Other Doubles are played It becomes a trump and takes the Trick.

This 0/0 card is not a regular trump and does not have to be played when a trump is led.

However, if in any of the above examples, a Named Trump were played instead of one of the other cards, other than a Double, the Named Trump Card would take the Trick. Any Named Trump, including the S/S card, has Greater Capturing Power than any Double.

In bidding, if desired, this 0/0 Card may be made Trumps in which case the S/S Card becomes a Regular Trump, as in the case of any other suit, but Lower in Value than the 0/0 card. The 0/0 Card Loses its Power to make other Doubles Trumps and becomes itself the Highest Card of the Pack.

NO TRUMPS: Should a player have an especially strong hand in high value cards, he may bid “No Trumps” in which case the S/S Card has no capturing power, but can be discarded at any time on any suit led. Because of its 3 Point Red Card Value it should be carefully discarded onto a strong capturing card play of your partner, in order to save these 3 points for yourselves. In case this S/S Card should be led, the card played by the Next Player to the leader's left establishes the suit.

The 0/0 Card, in No Trump, has no power to make doubles Trumps. However, since it is the only card in the /0 suit, it will, when led, always take the trick.

Rules for Parker Brothers Double Some R Set 1947

(These rules are the same as the Minden Hardware, Minden, Nebraska)

IDEA OF THE GAME

DOUBLE SOMERSET is a card game having seven suits, no one suit having the same number of cards as another. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many of the count cards and tricks as possible. The game may be played by 2, 3, 4 or 6 players. Players may play alone in all these games but the usual four handed game is played with two sets of partners. In the six handed game there may be three sets of two partners each, or two sets of three partners each.

The Cards

The pack consists of fifty cards divided into seven suits of unequal length and the S/S CARD. The suits are not distinguished by color or character but by the lower numerals on the cards which are 0, 2, 4, 6, 8, 10, 12. The upper numerals represent the play value of the cards in the suits.

The /0 suit consist of only one card 0/0,

The /2 suit consists of the cards 0/2, 1/2, 2/2.

The /4 suit consists of live cards 0/4, 1/4, 2/4, 3/4, 4/4.

The /6 suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6, 6/6.

The /8 suit consists of nine cards 0/8, 1/8, 2/8, 3/8, 4/8, 5/8, 6/8, 7/8, 8/8.

The /10 suit consists of cloven cards 0/10, 1/10, 2/10, 3/10, 4/10, 5/10, 6/10, 7/10, 8/10, 9/10, 10/10,

The /12 suit consists of thirteen cards 0/12, 1/12, 2/12, 3/12, 4/12, 5/12, 6/12, 7/12, 8/12, 9/12, 10/12, 11/12, 12/12.

Remember carefully that a suit is each set of cards carrying the same lower denomination number — thus all cards with /12 as the lower denomination number are in the 12 suit. Also, to help you remember the card values in the suits no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 6/6 and the 12/12 are the highest cards in their respective suits.

Object of the Game

In the play of the game the object is to take TRICKS and COUNT CARDS. A total of 24 points may be scored in each deal of the four handed game. The seven red cards are count cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these red cards is twelve points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the four handed game a trick consists of one card played to the table, by each of the players, in rotation, a total of four cards. In the two, three and six handed games the number of cards to a trick and the number of tricks will vary.

THE FOUR HANDED PARTNERSHIP GAME

THE DEAL — Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes in rotation to the left around the table.

The dealer shuffles the cards thoroughly and deals one card at a time to each player starting with the player at his left until each of the four players has twelve cards. (Each set of twelve cards is called a hand.) The two remaining cards are then placed face up on the table and are taken by the player who captures the first trick.

Bidding

There is a total of twenty-four points in each deal of the four handed game, twelve points in tricks (one point for each trick) plus the twelve point total of the red scoring cards.

After examining his hand each player determines in his mind how many of the twenty-four possible points he can make with the assistance of his partner. The player at the dealer's left bids first and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed.

Example—The player to the left of the dealer may open with a bid of eight points. The next player bids ten, the third player passes. The dealer raises his partner's bid of ten to twelve. The player to the left of the dealer now passes. The next player passes. The third player, who has previously passed, bids fifteen. The dealer now passes and so do the other two. The third player is, therefore, the high bidder.

Note. If a player does not care to bid he says, "I pass," but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

NAMING THE TRUMP

The high bidder has the right to name the trump (he does not name it while bidding) and usually will find it best to name his longest and strongest suit, saying, for example, "Number ten suit is trump," or, "Tens are trumps."

A trump suit is any one of the seven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the ♠ suit is trump and the cards played on one trick are 8/8, 6/8, 4/10 (discarded) and the ♣ (the lowest trump) the ♣ card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"). If he has no cards of the suit led he may play a trump or discard from any other suit.

The Play

The high bidder always starts the play of the hand and he must lead a trump card for the first trick. After the first trick the winner of that trick and the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more trumps are played. In this case high trump takes the trick. The red S/S card is always the low card in any suit named as trump and must be played when a trump is led if the player holds no other trump card. If for example the ♠ suit is trump the S/S card ranks below the ♣ card but if any ♠ card is led the S/S card must be played if the player holds no other ♠ card.

"Double" Cards and the "Rover"

Any card having the same denomination number as its suit is called a "Double" that is 0/0, 2/2, 4/4, 6/6, 8/8, 10/10 and 12/12.

The 0/0 card is called the "ROVER." At any time, when no regularly named trump is played, the 0/0 card, ("Rover") played on a trick with any Double makes that Double trump for that trick only. For example, if cards 9/12, 11/12, 0/0, and 2/2 were played the 0/0 card would make the 2/2 a trump and the 2/2 card would take the trick. Or, if 11/12, 0/0, 2/2 and 4/4 were played, 4/4 being a higher double card than 2/2 would take the trick. The 0/0 card is a double in itself and when played on a trick where no regular trumps or "doubles" are played it becomes a trump and takes the trick itself. Note carefully, however, that the 0/0 card is not a regular trump. It does not have

to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card including the S/S card has greater capturing power than the 0/0 card or any double.

In bidding, if desired the 0/0 card may be named the Trump In which case the S/S card becomes a regular trump, as in the case of any regular suit but lower in value than the 0/0 card. If the 0/0 card is named as Trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. If he makes this bid the S/S card has no capturing power but can be discarded at any time on any suit led.

This is the only play in the game in which the player does not have to follow suit if he can.

However, a player should attempt to discard the S/S card on a trick his partner can take because of its scoring value of three points. If a player should lead the S/S card in No Trumps the card played by the next player establishes the suit for that trick. The 0/0 card in No Trump has no power to make "doubles" trumps. However, since it is the only card in the /0 suit it will always take the trick when led.

Scoring

When the entire hand is played out, the score is counted. If a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was fourteen and the high bidder and his partner scored sixteen points against the opponent's eight they would be credited with sixteen points and the opponents with nothing.

However, if the high bidder does not make the points bid he is said to be "set" and double the difference between the points he bid and the points he made is deducted from his total score. In addition to that his opponents are credited with double the amount of the points they have scored.

For example, if the bid was fifteen and each side scored twelve the bidder has made three points less than his bid. Double this is six which is deducted from his total score. In addition the opponents have made twelve points and they get two times this, or twenty four points, added to their score. Deductions against a player are applied even if it causes a minus score.

The Winners of the Game

Sixty-six (66) points constitute a game. The first set of partners to make this score Win the Game.

Note. Four players may play single handed instead of as partners. In this case the same general rules apply and the winning score is still sixty-six points. The differences are:

(1) The bidding should be less. (2) In no trump there is no way for the player holding the S/S card to capture it. (3) The player scores for himself so that should he be "set" the other three players add double the points they have made to their individual scores.

Rules for Minden Hardware Some R Set - Minden, Nebraska

(These rules are the same as the Parker Brothers 1947)

IDEA OF THE GAME

DOUBLE SOMERSET is a card game having seven suits, no one suit having the same number of cards as another. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many of the count cards and tricks as possible. The game may be played by 2, 3, 4 or 6 players. Players may play alone in all these games but the usual four handed game is played with two sets of partners. In the six handed game there may be three sets of two partners each, or two sets of three partners each.

The Cards

The pack consists of fifty cards divided into seven suits of unequal length and the S/S CARD. The suits are not distinguished by color or character but by the lower numerals on the cards which are 0, 2, 4, 6, 8, 10, 12. The upper numeral represent the play value of the card in the suits.

The 0 suit consists of only one card 0/0.

The 2 suit consists of only three cards 0/2 to 2/2.

The 4 suit consists of only five cards 0/4 to 4/4.

The 6 suit consists of only seven cards 0/6 to 6/6.

The 8 suit consists of only nine cards 0/8 to 8/8.

The 10 suit consists of only eleven cards 0/10 to 10/10.

The 12 suit consists of only thirteen cards 0/12 to 12/12.

Remember carefully that a suit is each set of cards **carrying the same lower denomination number**— thus all cards with /12 as the lower denomination number are in the 12 suit. Also, to help remember the card values in the suits, no card in any suit has a value in excess of the suit number. Examples—2/2, 6/6 and 12/12 are the highest cards in their respective suits.

Object of the Game

In the play of the game the object is to take TRICKS and COUNT CARDS. A total of 24 points may be scored in each deal of the four-handed game. The seven red cards are count cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these red cards is twelve points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the four handed game a trick consists of one card played to the table, by each of the players, in rotation, a total of four cards.

FOUR HANDED PARTNERSHIP GAME

THE DEAL—Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes in rotation to the left around the table.

The dealer shuffles the cards thoroughly and deals one card at a time to each player starting with the player at his left until each of the four players has twelve cards. (Each set of twelve cards is called a hand.) The two remaining cards are placed face up on the table and are taken by the player who captures the first trick.

Bidding

There is a total of twenty-four points in each deal of the four-handed game, twelve points in tricks (one point for each trick) plus the twelve point total of the red scoring cards.

After examining his hand each player determines in his mind how many of the twenty-four possible points he can make with the assistance of his partner. The player at the dealer's left bids first and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed.

Example —The player to the left of the dealer may open with a bid of eight points, The next player bids ten, the third player passes. The dealer raises his partner's bid of ten to twelve. The player to the left of the dealer now passes. The next player passes. The third player, who has previously passed, bids fifteen. The dealer now passes and so do the other two. The third player is, therefore, the high bidder.

Note. If a player does not care to bid he says, "I pass." but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

NAMING THE TRUMP. The high bidder has the right to name the trump (he does not name it while bidding) and usually will find it best to name his longest and strongest suit, saying, for example, "Number ten suit is trump," or, "Tens are trumps."

A trump suit is any one of the seven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the 2 suit is trump and the cards played on one trick are 8/8, 6/8, 4/10 "discarded" and the 0/2 (the lowest trump) the 0/2 card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"). If he has no cards of the suit led he may play a trump or discard from any suit.

The Play

The high bidder always starts the play of the hand and he must lead a trump card for the first trick. After the first trick the winner of that trick and the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more trumps are played. In this case high trump takes the trick. The red S/S card is always the low card in any suit named as trump and must be played when a trump is led if the player holds no other trump card. If for example the /8 suit is trump the S/S card ranks below the 0/8 card but if any /8 card is led the S/S card must be played if the player holds no other /8 card..

"Double" Cards & the "Rover"

Any card having the same denomination number as its suit is called a "Double" that is 0/0, 2/2, 4/4, 6/6, 8/8, 10/10 and 12/12.

The 0/0 card is called the "ROVER." At any time, when no regularly named trump is played, the 0/0 card, ("Rover") played on a trick with any Double makes that Double trump for that trick only. For example, if cards 9/12, 11/12, 0/0, and 2/2 were played the 0/0 card would make the 2/2 a trump and the 2/2 card would take the trick. Or, if 11/12, 0/0, 2/2, and 4/4 were played, 4/4 being a higher double card than 2/2 would take the trick. The 0/0 card is a double in itself and when played on a trick where no regular trumps or "doubles" are played it becomes a trump and takes

the trick itself. Note carefully, however, that the 0/0 card is not a regular trump. It does not have to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card including the S/S card has greater capturing power than the 0/0 card or any double.

In bidding, if desired the 0/0 card may be named the trump in which case the S/S card becomes a regular trump, as in the case of any regular suit but lower in value than the 0/0 card. If the 0/0 card is named as trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. If he makes this bid the S/S card has no capturing power but can be discarded at any time on any suit led. This is the only play in the game in which the player does not have to follow suit if he can. However, a player should attempt to discard the S/S card on a trick his partner can take because of its scoring value of three points. If a player should lead the S/S card in No Trumps the card played by the next player establishes the suit for that trick. The 0/0 card in No Trump has no power to make "doubles" trumps. However, since it is the only card in the 0 suit it will always take the trick when led.

Scoring

When the entire hand is played out, the score is counted. If a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was fourteen and the high bidder and his partner scored sixteen points against the opponents' eight they would be credited with sixteen points and the opponents nothing. However, if the high bidder does not make the points bid he is said to be "set" and double the difference between the points he bid and the points he made is deducted from his total score. In addition to that his opponents are credited with double the amount of the points they have scored.

For example. If the bid was fifteen and each side scored twelve the bidder has made three points less than his bid. Double this is six which is deducted from his total score. In addition the opponents have made twelve points and they get two times this, or twenty-four points, added to their score. Deductions against a player are applied even if it causes a minus score.

The Winners of the Game

Sixty-six (66) points constitute a game. The first partners to make this score win the game.

Note. Four players may play single handed instead of as partners. In this case the same general rules apply and the winning score is still sixty-six points. The differences are: (1) The bidding should be less. (2) In no trump there is no way for the player holding the S/S card to capture it. (3) The player scores for himself so that should he be "set" the other three players add double the points they have made to their individual scores.

Double Somerset for 2 Players

Deal eight cards to each Player and turn the rest of the pack face down in the center of the table as a Drawing Pile.

After each trick taken (which, in this case, will be two cards instead of four) the winner of the trick

Rules for Some R Set by 'somersecards.com' Kansas City, MO.

THE CARDS

There are 50 cards in a Double Somerset deck that consist of 7 suits that are portrayed as FRACTIONS. The numerator (top number of the fraction) is the value of the card and the denominator (bottom number) is the suit; in Double Somerset the denominators are even numbers from 2 to 12. One card in each suit has an extra value in counting the score; it is called a Count Card and is printed in red. There are 2 extra cards in the deck that have special privilege: the S/S and the 0/0. Each suit varies in quantity of cards which adds to the interest of the game.

OBJECT OF THE GAME

The object of the game is to take at least as many points as the bid. A bidder that is too optimistic will find that "Some Are Set".

BIDDING

Each player bids his estimate of the number of points that he (and his partner with 4 players) can take. Points are awarded with 1 for each trick and the 1, 2, or 3 indicated on the Count Cards and on the S/S. There is a total of 24 points per hand with 4 players: 12 from tricks and 12 from Count Cards.

PLAY OF THE GAME

The game is usually played with 4 players working as 2 sets of partners. Forty eight cards are equally dealt among the players with 2 cards left for the highest bidder. The highest bidder may replace any cards in his hand with the 2 extra cards.

The highest bidder plays the first card and declares trump with it. Other players must follow suit; if they can not, then they may play trump or any other card. The trick is won by the highest card matching the lead card's suit or by the highest trump card. The player of the winning card makes the next lead.

SPECIAL CARDS: S/S and 0/0

These two cards make the game fun.

The S/S card is the lowest powered trump card and the most valuable single card. It varies in suit from hand to hand.

The 0/0(ought-ought) card is less powerful than any trump card or double card, i.e., 12/12, 10/10, etc., but more powerful than the other cards. It is not trump and must not follow suit when a trump is led. The highest double played on the trick with the 0/0 takes it.

If the bidder declares "No Trump", the S/S has no taking power, but the 0/0 does because it is the only card in its suit.

SCORING

After all 48 cards are played, each set of partners counts their points: one point for each trick and the total points shown on the red Count Cards that they took.

The first set of partners to accumulate 66 points wins the game of Somerset.

If the bidder does not take as many points as he bid, he is "set" and loses as that many points.

SOMERSET FOR 2, 3, OR 6 PLAYERS

For 2 players, deal 8 cards to each player and place the deck face-down for a drawing pile. The above rules for bidding and play are followed, but the total points per hand are 37. After each trick, each player draws from the pile. All cards in the pile and in both hands are played.

For 3 players, use the 2 player procedure, but the winner of the first trick gets 2 extra cards from the drawing pile. There is a total of 28 points.

For 6 players, players may play as single, double partners, or triple partners. Use the 3 player procedure.

VARIATIONS

In 4 player partner play, the bidding may be started at 15 and the bid forced on the dealer if the first 3 players pass the bid.

In scoring, if the bidder makes his bid, the opponents get no points. Or, when the bidder goes set, he loses double his shortfall and his opponents get double their points.

SOME ARE SET AND SOME ARE NOT.

Rules for Some R Set by 'www.boardgamegeek.com'

Some"R"Set is a bidding card game in the spirit of 500 or Bridge. The SomeRSet deck is unique and specific to the game. The deck consists of 50 cards in 7 unequal suits, plus on non-suited floating trump card (the S/S card.) The suits and their individual members are presented as fractions, with the denominator (lower number) being the suit, and the numerator (upper number) being its rank order. The seven suits are the even numbers from 12 down, including zero. Each suit begins with with the denominator as its numerator, i.e. 12/12, 10/10 ... 2/2, 0/0, and counts down to zero - 0/12, 0/10 ... 0/2. Thus the "12" suit has thirteen cards, the "10" suit eleven cards and so on. The suit of "0" has only one card - the 0/0. In addition, each "half" card, that is the 6/12, 5/10, 4/8 etc. is printed in red and has extra value attached to it. The aforementioned S/S card is also printed in red and is the most valuable single card in the deck.

The object of the game is to take bids so you can establish trump, then to take tricks to make your bid or to "set" your opponents from making their bid. Partners work together to this end. There are twelve tricks in each round, and there are twelve additional points in red cards, for a total value of each round of 24.

To begin each round, each player is dealt 12 cards, with two cards left in a "blind". The player to the left of the dealer begins the bidding. An average makeable bid is in the 14-16 point range. Each player in turn either bids-up from the previous bid, or passes. Passing does not eliminate you from further bidding, and is sometimes used as a strategic manoeuvre. Once all but the highest bidder has passed, then that player takes the two blind cards into his/her hand. That player must then discard two cards, with the follow restrictions: neither of the discards may be red, nor may they be what that player intends to name as trump for that round. Often the player may wish to "short suit" their hand if possible, that is discard the only two cards of a particular suit, so they can trump-in when this suit is lead later.

The player who took the bid now begins the round. The first suit that he/she plays will determine trump for that round. Generally, the player will name a trump suit that they are strong in, with lots of high value cards in that suit. Also generally, the lead player will lead with the highest card of the suit if possible. At the moment that trump is established, the S/S card automatically becomes the lowest card in the trump suit, even below the "zero" value card. This S/S card is worth an additional 3 points, and is extremely valuable to making a bid or setting your opponents.

All players must follow suit if they can, if not they may play any card in their hand. Trump may only be played if the player is unable to follow the lead suit. Play for each trick proceeds clockwise around the table. The player who took the previous trick will lead the next trick. Again there are twelve tricks in a hand.

The 0/0 card has special abilities. If a player is unable to follow suit, he/she may play the 0/0 card. If the double of the lead suit is not in play, and if there is no trump played, the 0/0 card will take the trick. However, caution must be exercised, for if the 0/0 is played, any other double card played subsequent to the 0/0 will take the trick.

If the partners who took the bid make or exceed their bid, they receive those points. If the partners are kept from making their bid, or "set", they go down double the difference between what they bid and what they actually took, and their opponents take double the points they made. A game is 66 points; however you cannot win by setting, only by making good on a bid.

This is a very fun game that encourages kabitizing and table talk, with more than a little strategy involved.

Rules for Some R Set by Minden Nebraska Senior Center

Same rules as Parker Brothers 1947 copyright, except:

1. Uses no auction bidding; if no one bids and it gets back to the dealer he must take the bid for 12 points. Bidding must start at 12 or over. So each person gets only one bid.
2. 0/0 card can only be played when you have no card in the suit led. After 0/0 has been played, next players can only play a double if they do not have the suit led.
3. Scoring - all points are counted (not just the team who makes their bid).
4. The two remaining cards (after the deal) are then placed face up on the table and are taken by the player who captures the first trick (including any counter cards). The high bidder always starts the play of the hand and he must lead a trump card for the first trick.

Rules for somersetgame.com

IDEA OF THE GAME

Somersetgame.com is a traditional somerset card game made for 4 players. It has 50 cards and 7 suits, no one suit having the same number of cards as another. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many of the count cards and tricks as possible.

In this traditional 4 handed game there will two sets of two partners each. Partners sitting across from each other.

The Cards

The pack consists of fifty cards divided into seven suits of unequal length and the S/S CARD. The suits are not distinguished by color or character but by the lower numerals on the cards which are 0, 2, 4, 6, 8, 10, 12. The upper numerals represent the play value of the cards in the suits.

The /0 suits consist of only one card 0/0.

The /2 suit consists of the cards 0/2, 1/2, 2/2. (with the counter being the 1/2)

The /4 suit consists of five cards 0/4, 1/4, 2/4, 3/4, 4/4. (with the counter being the 2/4)

The /6 suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6, 6/6. (with the counter being the 3/6)

The /8 suit consists of nine cards 0/8, 1/8, 2/8, 3/8, 4/8, 5/8, 6/8, 7/8, 8/8. (with the counter being the 4/8)

The /10 suit consists of eleven cards 0/10, 1/10, 2/10, 3/10, 4/10, 5/10, 6/10, 7/10, 8/10, 9/10, 10/10. (with the counter being the 5/10)

The /12 suit consists of thirteen cards 0/12, 1/12, 2/12, 3/12, 4/12, 5/12, 6/12, 7/12, 8/12, 9/12, 10/12, 11/12, 12/12. (with the counter being the 6/12)

Remember carefully that a suit is each set of cards carrying the same lower denomination number — thus all cards with /12 as the lower denomination number are in the 12 suit. Also, to help you remember the card values in the suits no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 6/6 and the 12/12 are the highest cards in their respective suits.

Object of the Game

In the play of the game the object is to take TRICKS and COUNT CARDS. A total of 24 points may be scored in each deal of the four handed game. The red cards are count cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these red cards is 12 points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the four handed game a trick consists of one card played to the table, by each of the four players, in rotation, a total of four cards.

THE DEAL — Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes in rotation to the left around the table.

The dealer shuffles the cards thoroughly and deals one card at a time to each player starting with the player at his left until each of the four players has twelve cards. (Each set of twelve cards is

called a hand.) The two remaining cards are the kitty and go to the highest bidder who then replaces any two cards in his hand with the "kitty" cards. If the high bidder puts a count card (or two) in the discard two cards, he must raise his bid by the count card value. (1, 2, or 3). He then counts the throw away count cards at the end of the hand with his captured cards.

Bidding

There is a total of 24 points in each deal of the four handed game, twelve points in tricks (one point for each trick) plus the 12 points total of the red scoring cards.

After examining his hand each player determines in his mind how many of the twenty four possible points he can make with the assistance of his partner. The player at the dealer's left bids first (the first bidder can start at 1 or any number he wants) and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed (this is called auction bidding).

Note. If a player does not care to bid he says, "I pass," but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

NAMING THE TRUMP

The high bidder has the right to name the trump and usually will find it best to name his longest and strongest suit, saying, for example, "Number 10 suit is trump," or, "Tens are trumps."

A trump suit is any one of the seven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the /2 suit is trump and the cards played on one trick are 10/10, 6/8, 4/10 and the 0/2 (the lowest trump) the 0/2 card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"). If he has no cards of the suit led he may play a trump or discard from any other suit.

The Play

The high bidder always starts the play of the hand and he can play any card. After the first trick, the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more trumps or 0/0 are played. In this case highest trump takes the trick. The red S/S card is always the low card in any suit named as trump and must be played when a trump is led if the player holds no other trump card. If for example the /8 suit is trump the S/S card ranks below the 0/8 card but if any /8 card is led the S/S card must be played if the player holds no other /8 card.

"Double" Cards and the "Rover"

Any card having the same denomination number as its suit is called a "Double" that is 0/0, 2/2, 4/4, 6/6, 8/8, 10/10, and 12/12.

The 0/0 card is called the "ROVER." It can be played anytime and when no regularly named trump is played, the 0/0 card, ("Rover") played on a trick with any double makes that double trumps for that trick only. For example, if cards 9/12, 11/12, 0/0, and 2/2 were played the 0/0 card would make the 2/2 a trump and the 2/2 card would take the trick. Or, if 11/12, 0/0, 2/2 and 4/4 were played, 4/4 being a higher double card than 2/2 would take the trick. The 0/0 card is a double in itself and when played on a trick where no regular trumps or "doubles" are played it

becomes a trump and takes the trick itself. Note carefully, however, that the 0/0 card is not a regular trump. It does not have to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card including the S/S card has greater capturing power than the 0/0 card or any double. If after the 0/0 card is played any player who has the suit led can not break suit EXCEPT to play a Double.

The rover card can be played in place of a card that under normal conditions would have to be played. For instance, the player has the S/S and trump is lead, playing the 0/0 instead of the S/S will save the S/S for later (of course the 0/0 will be lost).

In bidding, if desired the 0/0 card may be named the trump in which case the S/S card becomes a regular trump, as in the case of any regular suit but lower in value than the 0/0 card. If the 0/0 card is named as Trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

Remember two important things when the 0/0 is played.

1. When it is played it will take a trick if there is NO trump or higher double on it. (Trump will of course override any double played.)
2. When it is played a player must still follow suit, except he can break suit to play a double. An exception to this is when the 0/0 card is trump and is therefore its own suit.

No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. If he makes this bid the S/S card has no capturing power but can be discarded at any time on any suit led. This (and 0/0) is the only plays in the game in which the player does not have to follow suit. However, a player should attempt to discard the S/S card on a trick his partner can take because of its scoring value of three points. If a player should lead the S/S card in "No Trumps" the card played by the next player establishes the suit for that trick. The 0/0 card is played the same as normal.

Scoring

When the entire hand is played out, the score is counted. if a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was sixteen and the high bidder and his partner scored eighteen points against the opponent's 6 they would be credited with eighteen points and the opponents with nothing.

However, if the high bidder does not make the points bid he is said to be "set" and double the difference between the points he bid and the points he made is deducted from his total score. If the team has no points they go in the hole (negative value). In addition to that his opponents are credited with double the amount of the points they have scored.

The Winners of the Game

Sixty six points constitute a game. The first set of partners to make this score Win the Game.

Note. Four players may play single handed instead of as partners. In this case the same general rules apply and the winning score is still sixty six points. The differences are: (1) The bidding should be less. (2) In no trump there is no way for the player holding the S/S card to capture it. (3) The player scores for himself so that should he be "set" the other three players add double

the points they have made to their individual scores.

Addendum A

RULES FOR PLAYING THE GAME Some 'R' Set by A .J. Hodges. 1903

REVISED EDITION 1905 (This game came to be known by the name of Single Some R Set)

The game Some R Set has now been tested by the people a sufficient time to demonstrate not only that it has a right to live and enjoy popularity, but that for the purpose of social entertainment it has no equal.

Some R Set requires only twenty-eight cards. In this respect the game is unique. Do not be misled by their appearance however, these figures have no reference to tiresome fractions or mathematical problems. The game will not weary you and unlike some games you will not grow disgusted after playing a few times. The more you play the better you will like it, and while you are amusing yourself in a delightful manner you will also be developing the powers of memory, observation and deduction, faculties of the utmost importance in a successful life.

SUITS. Before setting forth the rules for play, it is well that you understand the plan on which the game is built. If you will spread out the cards on the table before you and pick out those on which you find a figure six, you will have 0/6, 1/6, 2/6, 3/6, 4/6, 5/6, 6/6. These seven cards constitute what is called a suit, i. e., cards of like name or kind - the six suit. Likewise find 0/5, 1/5, 2/5, 3/5, 4/5, 5/5 - the five suit, and 0/4, 1/4, 2/4, 3/4, 4/4 - the four suit, 0/3, 1/3, 2/3, 3/3 - the three suit - 0/2, 1/2, 2/2 - the two suit, 0/1, 1/1 the one suit, and the lone 0/0. You notice there is a different number of cards in each suit, each having one more than the figure indicating its name. The lower figure is simply the name of the card or suit, while the upper number indicates the value of the card in the suit. So, the 2/3 is a card of the three suit and ranks above the 0/3 and 1/3, but below the 3/3.

COUNTER CARDS. The five red cards are called counter cards because the side taking them in their play add to their score the number of points as indicated in the small circle on each; otherwise they are used in the game the same as the others. It is well to learn their location in each suit and which count two and which one point each.

VALUE of 0/0. The 0/0 is called a semi-trump, or joker, and no little skill is required to play it to the best advantage. It has value not hitherto used in any card game, i. e., that of making all the other doubles trumps with power to take any trick in which it appears, if none of the regular trumps are played, the highest double played taking the trick. This value is given the double solely for the purpose of capturing the 0/0 and holds good for the one trick only in which the 0/0 is played. It makes no difference which one of the four players plays the 0/0, its value is the same. In tricks where neither doubles nor regular trumps are played the 0/0 takes the trick no matter which player puts it on. So, the trick in which the 0/0 is played goes to the one playing the highest double or trump, all other tricks are taken by the one playing the highest card of the suit led, or trump, - notice the difference. 0/0, 3/3, 1/3, 4/4 goes to the 4/4, there being no trumps played, but 0/3, 3/3, 1/3, 4/4 goes to the 3/3. Sometimes a bidder desires to make 0/0 his regular trump, in this case it becomes a one trump suit and the doubles have no power to take it.

BIDDING FOR TRUMP. Having mastered this detail by careful reading we are then ready for a trial game. This requires four players. The persons sitting opposite are partners, work for each other's interests and have a common score. After all the cards are dealt, one at a time, each player bids for the privilege of naming "trump." That is, says how many of the possible fourteen points he thinks he can make. The suit named "trump" becomes superior in value to the other suits, so that the lowest card of the trump suit will take any card in all other suits, and can only be taken by a higher card in its own suit.

THE PLAY. The highest bidder names the suit he selects trump, and plays one of them, face up, to

the center of the table. The play then passes to the left, each in turn playing a card of the same suit as the one led, if they hold one, if not, any card they chose. The person playing the card of highest value takes the four cards, which are called a trick, and places them face down on his corner of the table until the hands are played, when they are counted for score.

If the bidder fails to make as many points as he bid he is said to be "set" and the number bid is subtracted from his score, or set down as so much less than nothing until he makes it up.

The person taking the trick plays the first card on the next one. After the first round it is optional whether or not trumps are led, but whatever card is led requires each player to follow with one from the suit if he hold any. **THERE IS NO EXCEPTION TO THIS RULE.**

A player who holds a card of the suit led and fails to play it is said to revoke, or renig. If discovered in time it should be exchanged, or a penalty of two points charged against the score.

THE SCORE. The score is fourteen points in each deal, made by counting one for each trick and in addition the seven points on the red cards. Each side is credited with all the points made, unless they are set, and the side first making fifty win the game. If both sides go above fifty in the same deal, the side having the highest score is the winner, and in case of a tie another deal may be played to decide.

PROGRESSIVE SOME R SET.

A progressive game yields more pleasure to a company of friends than most any other form of amusement, and is easier for the hostess to provide. For this purpose Some R Set is especially adapted. Containing so few cards, yet so many combinations calling forth wirth, your guests will depart with hearty wishes for a repetition of the pleasant occasion. No prize should be given, the honor of being the winner and the pleasure of the play should be sufficient.

DUPLICATE SOME R SET.

When thoroughly familiar with the game, play duplicate Some R Set. This requires sufficient sets to play an entire game without using the same cards twice. Instead of playing cards to the center of table the players place them on table in front of them in such manner that after the hand has been played it can be placed to one side and at close of a game the hands played by one side can be passed to the other to be played in same order. The resulting game will determine whether or not the game was won by luck in holding good cards or by skill in playing the ones held. For the purpose of keeping the hands in order there are manufactured duplicate trays which are a great convenience, but with a little care on the part of the players they can be dispensed with. This game can easily be made time most scientific and interesting of them all.

WITHOUT BIDDING.

A very fine game liked by some better than regular Some R Set is played by drawing for trump as follows: After the cards are mixed up the player to the left of the dealer draws a card from the set, and the denomination drawn is made trump. The card is returned to the set, the cards again mixed and dealt as for other games. The player to left of dealer begins the game by playing any card he chooses, and the play continues with the value of cards the same as in Some R Set except that the counter cards are not used in counting the score. The seven tricks only being counted at one point each for the side taking them.

COMPETITIVE BIDDING.

A pleasant diversion from the regular rules, where three or four play, is to have competitive bidding, that is, allow the bid to pass around until no one will raise the bid. The first one making the highest bid names the trump and the game proceeds as under the regular rules.

ETIQUETTE OF THE GAME.

When a card is exposed in dealing there should be a new deal by the same dealer if the card is a counter or of higher value than a counter.

Players should not lift their cards from the table until the deal is completed.

When a trick has once been turned down it should not again be examined by any of the players until the hands are played out, except to correct a revoke.

A player should not, in any manner, give any information as to the kind of a hand held, or seek any hint to influence the other players in making their bids, or playing their hands.

A card should not be led until the previous trick has been turned down.

A player should not play until his turn.

In leading a card a player should not say, "This is the high one," "This is mine," or other remarks to aid partner in making his play.

A player should not ask "What is trump?" or "Have the trumps all been played." It is a part of the game to remember these things.

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Addendum B

Single Some R Set rules Parker Bros 1950

IDEA OF THE GAME

SOMERSET Is a card game having seven suits, no one suit having the same number of cards as another. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many of the count cards and tricks as possible. The game may be played by 2, 3, or 4 players. Players may play alone in all these games but the usual four handed game is played with two sets of partners.

The Cards

The pack consists of twenty-eight cards divided into seven suits of unequal length (see illustration on the left hand page). The suits are not distinguished by color or character but by the lower numerals on the cards which are 0, 1, 2, 3, 4, 5, & 6. The upper numerals represent the play value of the cards in the suits.

The /0 suit consists of only one card 0/0.

The /1 suit consists of two cards 0/1 and 1/1.

The /2 suit consists of three cards 0/2, 1/2 and 2/2.

The /3 suit consists of four cards 0/3, 1/3, 2/3 and 3/3.

The /4 suit consists of five cards 0/4, 1/4, 2/4, 3/4 and 4/4.

The /5 suit consists of six cards 0/5, 1/5, 2/5, 3/5, 4/5 and 5/5.

The /6 suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6 and 6/6.

Remember carefully that a suit is each set of cards carrying the same lower denomination number—thus all cards with /6 as the lower denomination number are in the 6 suit. Also, to help you remember the card values in the suits, no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 4/4 and the 6/6 are the highest cards in their respective suits.

Object of the Game

In the play of the game the object is to take TRICKS AND COUNT CARDS. A total of 14 points may be scored in each deal of the four handed game. The five red cards are count cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these red cards is seven points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the four handed game a trick consists of one card played to the table, by each of the players, in rotation, a total of four cards. In the two and three handed games the number of cards to a trick and number of tricks will vary.

THE FOUR HANDED PARTNERSHIP GAME

THE DEAL — Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes in rotation to the left around the table.

The dealer shuffles the cards thoroughly and deals one card at a time to each player starting with the player at his left until each of the four players has seven cards. (Each set of seven cards is called a hand.)

Bidding

There is a total of fourteen points in each deal of the four handed game: seven points in tricks (one point for each trick) plus the seven point total of the red scoring cards.

After examining his hand each player determines in his mind how many of the fourteen possible points he can make with the assistance of his partner. The player at the dealer's left bids first and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed.

Example — The player to the left of the dealer may open with a bid of six points. The next player bids seven, the third player passes. The dealer raises his partner's bid of seven to eight. The player to the left of the dealer now passes. The next player passes. The third player, who has previously passed, bids nine. The dealer now passes and so do the other two. The third player is, therefore, the high bidder.

Note. If a player does not care to bid he says, "I pass," but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

NAMING THE TRUMP. The high bidder has the right to name the trump (he does not name it while bidding) and usually will find it best to name his longest and strongest suit, saying, for example, "Number five suit is trump," or, "Fives are trumps."

A trump suit is any one of the seven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the ♠ suit is trump and the cards played on one trick are ♠4, ♠6, ♠4 (discarded) and the ♠0 (the lowest trump) the ♠0 card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"), If he has no cards of the suit led he may play a trump or discard from any other suit.

The Play

The highest bidder always starts the play of the hand and he must lead a trump card for the first trick. After the first trick the winner of that trick and the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more trumps are played. In this case high trump takes the trick. After the first trick the winner of that trick and the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more trumps are played. In this case high trump takes the trick.

"Double" Cards and the "Rover"

Any card having the same denomination number as its suit is called a "Double" that is 0/0, 1/1, 2/2, 3/3, 4/4, 5/5, 6/6.

The 0/0 card is called the "ROVER." At any time, when no regularly named trump is played, the 0/0 card, ("Rover") played on a trick with any Double makes that Double trumps for that trick only. For example. if cards ♠4, ♠5, 0/0 and ♠2 were played the 0/0 card would make the ♠2 a trump and the ♠2 card would take the trick. Or, if ♠5, 0/0, ♠2 and ♠4 were played, ♠4 being a higher double card than ♠2 would take the trick. The 0/0

card is a double in itself and when played on a trick where no regular trumps or “doubles” are played it becomes a trump and takes the trick itself. Note carefully, however, that the 0/0 card is not a regular trump. It does not have to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card has greater capturing power than the 0/0 card or any double.

In bidding, if desired the 0/0 card may be named the trump. If the 0/0 card is named as trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. The 0/0 card in No Trump has no power to make “doubles” trumps. However, since it is the only card in the /0 suit it will always take the trick when led.

Scoring

When the entire hand is played out, the score is counted. If a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was nine and the high bidder and his partner scored ten points against the opponent's four they would be credited with ten points and the opponents with nothing.

However, if the high bidder does not make the points bid he is said to be “set” and double the difference between the points he bid and the points he made is deducted from his total score. In addition to that his opponents are credited with double the amount of the points they have scored.

For example, if the bid was eight and each side scored seven the bidder has made one point less than his bid. Double this is two which is deducted from his total score. In addition the opponents have made seven points and they get two times this, or fourteen points, added to their score. Deductions against a player are applied even if it causes a minus score.

The Winners of the Game

Fifty (50) points constitute a game. The first set of partners to make this score Wins the Game.

Addendum C

History of Some R Set

The inventor of the 'Some R Set' game was Arthur J. Hodges (1870-1946) of Carroll, Iowa. The name of the game comes from the fact that in bidding zeal to win sometimes outweighs judgment and "some are set."

The original game of 'Some R Set' was invented in 1903 and now goes by the name of, "Single - Some R Set". The reason for "Single" was that the more popular game of "Double Some R Set" came out in 1913. The original was played with 28 cards, the more popular version (Double Some R Set) used 50 cards. In the original rules it said, "The game is unique, do not be misled by their (cards) appearance, these figures have no reference to tiresome fractions or mathematical problems. The game will not weary you and unlike some games, you will not grow disgusted after playing a few times. The more you play the better you will like it and while you are amusing yourself in a delightful manner, you will also be developing the powers of memory, observation and deduction, faculties of the utmost importance in a successful life."

Hodges was born in 1870, married in 1891 and came to Carroll, Iowa in 1896. He was a court clerk, and after coming to Carroll he became a mail clerk and worked for many years on the mail trains of the Chicago & North Western Railway. In 1980 his daughter in-law said, "The game is easily learned, it is not a game of numerals or fractions. The lower numbers (denominator) on the cards merely represent suits and the upper numbers (numerator) the individual value of each card in the suit." He published it for many years under "The Some'R'Set Card Company, Chicago, ILL. After copyrighting 'Some R Set' Hodges received royalties for many years on sales of the game. About 1934 he sold the rights to Parker Brothers. They published it until about 1960.

There are a least two places were 'Double Some R Set' can still be bought. One is online (www.somersetcards.com) and the other one you can call (308-832-2657) or write Minden Hardware, 338 E 5th St. Minden, NE 68959.

Rules for Triple Some R Set

IDEA OF THE GAME

TRIPLE SOMERSET is a traditional somerset card game made for 6 or 8 players. It has 92 cards and 13 suits, no one suit having the same number of cards as another. It was invented because with a traditional double somerset deck and having 6 or 8 players and a 50 card deck there were too few cards in each hand. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many of the count cards and tricks as possible.

In the six handed game there may be three sets of two partners each, or two sets of three partners each, and in eight handed game there may be four sets of two partners each, or two sets of four partners each.

The Cards

The pack consists of ninety two cards divided into thirteen suits of unequal length and the S/S CARD. The suits are not distinguished by color or character but by the lower numerals on the cards which are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12. The upper numerals represent the play value of the cards in the suits.

The /0 suits consist of only one card 0/0.

The /1 suit consists of the cards 0/1, 1/1. (with the counter being the 1/1)

The /2 suit consists of the cards 0/2, 1/2, 2/2. (with the counter being the 1/2)

The /3 suit consists of the cards 0/3, 1/3, 2/3, 3/3. (with the counter being the 2/3)

The /4 suit consists of five cards 0/4, 1/4, 2/4, 3/4, 4/4. (with the counter being the 2/4)

The /5 suit consists of six cards 0/5, 1/5, 2/5, 3/5, 4/5, 5/5. (with the counter being the 3/5)

The /6 suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6, 6/6. (with the counter being the 3/6)

The /7 suit consists of seven cards 0/7, 1/7, 2/7, 3/7, 4/7, 5/7, 6/7, 7/7. (with the counter being the 4/7)

The /8 suit consists of nine cards 0/8, 1/8, 2/8, 3/8, 4/8, 5/8, 6/8, 7/8, 8/8. (with the counter being the 4/8)

The /9 suit consists of eleven cards 0/9, 1/9, 2/9, 3/9, 4/9, 5/9, 6/9, 7/9, 8/9, 9/9. (with the counter being the 5/9)

The /10 suit consists of eleven cards 0/10, 1/10, 2/10, 3/10, 4/10, 5/10, 6/10, 7/10, 8/10, 9/10, 10/10. (with the counter being the 5/10)

The /11 suit consists of twelve cards 0/11, 1/11, 2/11, 3/11, 4/11, 5/11, 6/11, 7/11, 8/11, 9/11, 10/11, 11/11. (with the counter being the 6/11)

The /12 suit consists of thirteen cards 0/12, 1/12, 2/12, 3/12, 4/12, 5/12, 6/12, 7/12, 8/12, 9/12, 10/12, 11/12, 12/12. (with the counter being the 6/12)

Remember carefully that a suit is each set of cards carrying the same lower denomination number — thus all cards with /12 as the lower denomination number are in the 12 suit. Also, to help you remember the card values in the suits no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 6/6 and the 12/12 are the highest cards in their respective suits.

Object of the Game

In the play of the game the object is to take TRICKS and COUNT CARDS. A total of 36 points may be scored in each deal of the six handed game. The thirteen red cards are count cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these red cards is 21 points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the six handed game a trick consists of one card played to the table, by each of the players, in rotation, a total of six cards. In the eight handed game the number of cards to a trick is eight and the number of tricks is 11. In the eight handed game you remove the 0/1 and the 1/1 cards.

THE SIX HANDED PARTNERSHIP GAME

THE DEAL — Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes in rotation to the left around the table.

The dealer shuffles the cards thoroughly and deals one card at a time to each player starting with the player at his left until each of the six players has fifteen cards. (Each set of fifteen cards is called a hand.) The two remaining cards are the kitty and go to the highest bidder who then replaces any two cards in his hand with the "kitty" cards.

Bidding

There is a total of 36 points in each deal of the six handed game, fifteen points in tricks (one point for each trick) plus the 21 point total of the red scoring cards.

After examining his hand each player determines in his mind how many of the thirty six possible points he can make with the assistance of his partner. The player at the dealer's left bids first and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed.

Note. If a player does not care to bid he says, "I pass," but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

NAMING THE TRUMP

The high bidder has the right to name the trump and usually will find it best to name his longest and strongest suit, saying, for example, "Number nine suit is trump," or, "Nines are trumps."

A trump suit is any one of the eleven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the 1/2 suit is trump and the cards played on one trick are 9/9, 6/8, 4/10 (discarded) and the 0/2 (the lowest trump) the 0/2 card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"). If he has no cards of the suit led he may play a trump or discard from any other suit.

The Play

The high bidder always starts the play of the hand and he can play any card. High card of a suit led takes the trick unless one or more trumps or the 0/0 are played. The red S/S card is always the low card in any suit named as trump and must be played when a trump is led if the player

holds no other trump card. If for example the /8 suit is trump the S/S card ranks below the 0/8 card but if any /8 card is led the S/S card must be played if the player holds no other /8 card.

“Double” Cards and the “Rover”

Any card having the same denomination number as its suit is called a “Double” that is 0/0, 1/1, 2/2, 3/3, 4/4, 5/5, 6/6, 7/7, 8/8, 9/9, 10/10, 11/11 and 12/12.

The 0/0 card is called the “ROVER.” It can be played anytime and when no regularly named trump is played, the 0/0 card, (“Rover”) played on a trick with any double makes that double trumps for that trick only. For example, if cards 9/12, 11/12, 0/0, and 2/2 were played the 0/0 card would make the 2/2 a trump and the 2/2 card would take the trick. Or, if 11/12, 0/0, 2/2 and 4/4 were played, 4/4 being a higher double card than 2/2 would take the trick. The 0/0 card is a double in itself and when played on a trick where no regular trumps or “doubles” are played it becomes a trump and takes the trick itself. Note carefully, however, that the 0/0 card is not a regular trump. It does not have to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card including the S/S card has greater capturing power than the 0/0 card or any double. If after the 0/0 card is played any player who has the suit led can not break suit EXCEPT to play a Double.

The rover card can be played in place of a card that under normal conditions would have to be played. For instance, the player has the S/S and trump is lead, playing the 0/0 instead of the S/S will save the S/S for later (of course the 0/0 will be lost).

In bidding, if desired the 0/0 card may be named the trump in which case the S/S card becomes a regular trump, as in the case of any regular suit but lower in value than the 0/0 card. If the 0/0 card is named as Trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

Remember two important things when the 0/0 is played.

1. When it is played it will take a trick if there is NO trump or higher double on it. (Trump will of course override any double played.)
2. When it is played a player must still follow suit, except he can break suit to play a double. An exception to this is when the 0/0 card is trump and is therefore its own suit.

No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. If he makes this bid the S/S card has no capturing power but can be discarded at any time on any suit led. However, a player should attempt to discard the S/S card on a trick his partner can take because of its scoring value of three points. If a player should lead the S/S card in No Trumps the card played by the next player establishes the suit for that trick. The 0/0 card is played the same as normal.

Scoring

When the entire hand is played out, the score is counted. If a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was twenty one and the high bidder and his partner scored twenty three points against the opponent's 13 they would be credited with twenty three points and the opponents with nothing.

However, if the high bidder does not make the points bid he is said to be “set” and double the difference between the points he bid and the points he made is deducted from his total score. In addition to that his opponents are credited with double the amount of the points they have scored.

The Winners of the Game

Ninety nine points constitute a game. The first set of partners to make this score Win the Game. Note. Six players may play single handed instead of as partners. In this case the same general rules apply and the winning score is still ninety nine points. The differences are:

(1) The bidding should be less. (2) In no trump there is no way for the player holding the S/S card to capture it. (3) The player scores for himself so that should he be “set” the other five players add double the points they have made to their individual scores.

Five Players

(Remove from deck: 0/1,
1/1, 0/2, 1/2, 2/2, 0/3, 1/3,
2/3, 3/3)

34 points in hand
16 tricks in hand
18 points in count
cards.
1 card in Kitty
99 points to win.

Six Players

36 points in hand
15 tricks in hand
21 points in count
cards.
2 cards in Kitty
99 points to win

Eight Players

(Remove from deck: 0/1,
1/1)

31 points in hand
11 tricks in hand
20 points in count
cards.
2 cards in Kitty
99 points to win