

Bummerl

2 players

20 cards

Difficulty: Medium

Duration: Short

Reach 66 card points through tricks and marriages before your opponent.

SETUP

- 2 players with a 20-card deck (Tens through Aces).
- Deal 5 cards each; turn one card face-up for trumps.
- Remaining cards form the stock.

SCORING

- Ace: 11, Ten: 10, King: 4, Queen: 3, Jack: 2.
- Loser gets 1 Bummerl; 2 if under 33 points; 3 if no tricks won.
- First to claim 66 points wins the hand.

Tip: Close the stock when you are confident you can reach 66 with the cards in hand.

ON YOUR TURN

- Lead a card; no obligation to follow suit while stock remains.
- After each trick, both players draw one card from the stock.
- Declare King-Queen marriages for 20 points (40 in trumps).
- Close the stock at any time to enforce strict follow-suit rules.

Bummerl is a traditional Austrian two-player trick-taking game closely related to Sixty-Six. Players race to accumulate 66 card points while managing a shrinking stock pile.

Objective

Be the first player to collect 66 or more card points through tricks and declared marriages, or win by closing the stock at the right moment.

Setup

1. **Players:** 2 players.
2. **Deck:** 20 cards (Tens, Jacks, Queens, Kings, and Aces of all four suits).
3. **Deal:** Each player receives 5 cards. One card is turned face-up to determine trumps, and the remaining cards form the stock.

Gameplay

1. **Leading:** The non-dealer leads the first trick. While the stock remains, players do not need to follow suit.
2. **Drawing:** After each trick, both players draw one card from the stock, winner first.
3. **Marriages:** Holding a King and Queen of the same suit allows a player to declare a marriage for bonus points (20 points, or 40 in trumps).
4. **Closing:** A player may close the stock at any time, after which strict follow-suit rules apply and no more cards are drawn.
5. **Reaching 66:** Once a player believes they have 66 points, they declare it and play stops for scoring.

Scoring

- **Bummerl points:** The loser receives 1, 2, or 3 Bummerl depending on how few points they collected.
- **Schneider:** If the loser has fewer than 33 points, the winner earns 2 Bummerl.
- **Schwarz:** If the loser won no tricks at all, the winner earns 3 Bummerl.

Tips and Strategies

- Close the stock when you have a strong hand and are near 66 — this locks in your advantage.
- Save your trump marriage for a critical moment when you need the 40-point boost.

Tips & Strategy

Track your point total mentally. Close the stock when you are confident you can reach 66 with the cards in hand.

When your opponent closes the stock, shift to defensive play — denying them tricks can turn their gamble into a penalty.