

Skruuvi

4 players

52 cards

Difficulty: Hard

Duration: Long

Fulfill your trick bid as declarer or stop the declarer as a defender.

SETUP

- 4 individual players, no fixed partnerships.
- Deal all 52 cards, 13 to each player.
- Conduct an auction to determine the declarer.

SCORING

- Declarer earns or loses points based on contract success.
- Defenders score for each trick that undermines the declarer.

Tip: Count your sure tricks honestly before placing a bid.

ON YOUR TURN

- Follow suit if possible, or play any card.
- Highest card of the led suit wins unless trumped.
- Trick winner leads the next trick.

Skruuvi is a Finnish trick-taking card game derived from Whist, featuring an elaborate bidding system. Four players compete individually, with the highest bidder attempting to fulfill their contract while the others try to stop them.

Objective

Win the number of tricks specified by your bid, or prevent the declarer from making their contract. The player who accumulates the most points over multiple rounds wins.

Setup

1. **Players:** 4 players, each playing individually (no fixed partnerships).
2. **Deck:** A standard 52-card deck with Aces high.
3. **Deal:** Each player receives 13 cards, dealt in batches.

Gameplay

1. **Step 1:** Players bid in turn, naming the number of tricks they will take and optionally a trump suit. Higher bids outrank lower ones.
2. **Step 2:** The highest bidder becomes the declarer and leads the first trick.
3. **Step 3:** Players must follow suit if possible. If unable, they may play any card including trumps.
4. **Step 4:** The highest card of the led suit wins unless trumped. The trick winner leads the next trick. Play continues for all 13 tricks.

Scoring

- The declarer earns points for making the contract and loses points for failing. Higher bids yield greater rewards and penalties.
- Defenders earn points for each trick they take that pushes the declarer below their bid.

Variations

- **Misere:** A special bid where the declarer aims to win zero tricks, with no trump suit.
- **Grand Skruuvi:** The highest possible bid requiring the declarer to win all 13 tricks.

Tips and Strategies

- Bid aggressively only when you hold long, strong suits with top honors.
- As a defender, cooperate informally with the other defenders to set the contract.
- A Misere bid requires very weak cards distributed across all suits.

Tips & Strategy

Evaluate your hand carefully before bidding, counting sure tricks and possible losers. As a defender, pay attention to what the other defenders play to coordinate efforts.

Long suits are the backbone of strong bids. Even a modest six-card suit with top honors can generate reliable tricks when you control the trump.