

# CRAZY WHIST GAME SHEET

You will be issued with WH\$1,000,000 at registration of a team.

A team can consist of:

- A parent and a child
- A Venturer and younger brother or sister
- 2 Scout aged (or above) youth members

It will cost your team \$20,000 per hand and winner takes all at the conclusion of each round. You must play all rounds. Winners move clockwise to next table after each round.

Cut for deal for each hand. Highest card deals.

There will be a short break after each of the yellow rounds at which time tea and coffee will be available.

Hand	Trumps	Crazy Rule	Cards	Bonus \$
1.	Spades		1	
2.	Clubs	Partners holding Queen of Diamonds in completed tricks	2	\$10,000
3.	Diamonds	Partners taking all 3 tricks	3	\$20,000
4.	Hearts	Partners taking last trick	4	\$10,000
5.	Spades		5	
6.	Clubs	Partners holding 10 of Hearts in completed tricks	6	-\$10,000
7.	Diamonds		7	
8.	Hearts	Partners holding Queen of Spades in completed tricks	8	\$10,000
9.	Spades	Partners taking 3 consecutive tricks	9	-\$10,000
10.	Clubs	Loser wins (Lose all 10 tricks for bonus)	10	\$100,000
11.	Diamonds	Jacks in tricks render them useless.	11	
12.	Hearts		12	
13.	No Trumps	Partners holding Jack of Diamonds in completed tricks	13	\$20,000
14.	Misere	Partners holding 10 of Diamonds in completed tricks, lose all score for hand.	13	
15.	Blind	Play hand without looking at cards from the top card in hand. Partners holding Jack of Clubs in completed tricks	13	-\$10,000
16.	No Trumps		13	
17.	Spades	Partners with more than 10 tricks receive bonus	13	\$50,000
18.	Clubs	Penalty for every trick lost over 3	13	\$10,000
19.	Diamonds	Partners taking last trick	13	\$10,000
20.	Hearts		13	

At the conclusion of the above 20 rounds, the auction will commence. All items will have lot numbers and the bidding will only be allowed with WH\$. Families can combine their WH\$ and bid together using a single team number.

To bid for an item, raise your number to increase the current bid by WH\$10,000. Lot winners will be identified by team number, and can see the cashier to pay for the item, quoting the lot number.

WH\$ will only have value at this auction and therefore any WH\$ not spent should be handed in on departure to allow us to run the event again in the future.