



DIXIE ROOK

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A Partnership Game for Four or Six Players

This form of ROOK is immensely popular especially throughout the southern and western states, being used exclusively in hundreds of Rook Clubs and for play at Parties.

"Dixie Rook" is much like ordinary Rook) except that every captured 13 card (instead of the 14) counts *10 points* and that four cards are turned down to form a "nest".

FOR FOUR PLAYERS

Draw for right to deal, the player drawing highest card dealing. Deal out the entire pack with the exception of the last four cards, which are turned *face down* to form the "NEST". The game is for 300 Points.

Count Cards: Count Cards captured count the side capturing as follows:

Any 5 card counts Five Points.

Any 10 card counts Ten Points.

Any 13 card counts Ten Points.

The Side taking the most tricks gets 20 Points.

Bidding; The player at the left of the dealer starts bidding for the privilege of naming **trump-color**. Bidding is as in ordinary ROOK, but must be started at 70 or over. If a player is not willing to bid so high, he must "pass", (always remembering that as his partner is there to help he may take a legitimate risk in bidding. (Bidding must be in multiples of 5 or 10, such as 75, 80, 90, etc., and continues until no one will bid higher. The total possible to capture in one hand is 120, so bids rarely exceed 95. A player who has once "passed" cannot bid again on *that* hand. It is perfectly proper to bid higher than your partner if your hand is strong. No one but the highest bidder tells *what* color he bids on.

The highest bidder picks up the "NEST", consisting of four cards, as above described, and may **exchange** any of the cards in his hand for any, or all, of the four in the NEST, replacing for the NEST any four cards **face down**. After thus discarding to the NEST he **names aloud the color** which he elects as Trump Color.

Players, of course, should not make suggestions as to partner's play.

In discarding to the NEST highest bidder sometimes disposes of all the cards which he may have of a certain color, so that he may be free to trump that color. Sometimes he may make the NEST "richer" by putting there some "Nest Egg" (count cards) provided he thinks he can arrange to take the last trick by holding on to a high card, as *the taker of the last trick takes the NEST also*.

Should a player fail to put back cards for the NEST, after he has picked it up, and the play begins before he notices his error, he must *then* discard to a NEST and 50 is deducted from his score of his side as a penalty.

THE OBJECT of the game is not only to take as many "count cards" as possible, but also to take more **tricks** than the other side, as that counts 20 Points additional.

Play as in ordinary ROOK, with exceptions noted.

Player at left of dealer leads a card of **any color** and every other player, in turn, **must** follow with a card of the color led, if he has a card of that color. Otherwise he may play a card of Trump Color or throw away a worthless card. The taker of the final trick takes the NEST, (**which is also counted as a trick**) and any "count cards" therein, are added to the score of his side. The side which has taken the most tricks in that hand has 20 added to its score in addition to any "count cards" taken in those tricks. Each trick consists of four cards. Deal passes to the left after each hand is played out and score recorded.

If each side takes seven tricks (counting the "nest" as a trick) players "**cut**" the pack, the 20 points going to side cutting highest. ("Cutting" consists of lifting a portion of the pack and showing the bottom card thus raised.) Each player cuts once, the two cards cut by partners being added together, side against side.

The Score of both sides is recorded at the end of each hand. To "**prove**" the score, both sides together will total 120 Points at the end of each hand (100 by points, 20 by tricks). Therefore, one side earns such portion of that number as the other side does not get. Should, however, the side of the highest bidder not earn as many points as he bid, his side is "set back" the amount bid, even if it leaves a minus score, and, furthermore, is given no credit for what it did earn *in that hand*.

Game is won by the side first earning **300 Points**. By agreement this number may be changed.

NOTES. Highest bidder "makes good" his bid, if his side earns the amount bid, either by "count cards" alone, or by "count cards" and 20 Points earned by taking most tricks.

EXAMPLE: If a player bids 90, and his side captures 70 in "count cards" and 20 for taking most tricks, he earns his 90 thereby.

The 14 card is not a "count card", but it is, of course, the most powerful card for capturing.

Partners' tricks and "count cards" are, of course, always added together **side against side**.

FOR SIX PLAYERS

DIXIE ROOK is perhaps the most successful and interesting card game ever designed for six players.

Six play, three against three,—friend and rival alternating around the table, so that no two partners sit side by side.

Deal nine cards to each player,—turn down two for the "NEST", which is counted as a trick.



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