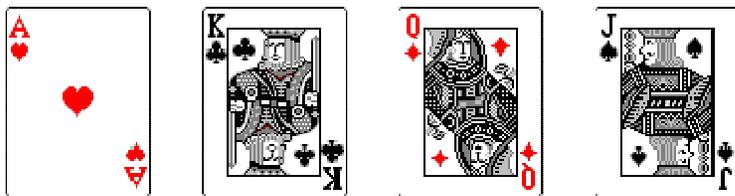


Boodle

This game is also known as **Michigan, Stops** or (in Britain) **Newmarket** and is suitable for about 3 to 8 players. It is a fairly simple game in which the goal is to get rid of your cards first and to win chips by playing particular cards.

A standard 52 card deck is used. The cards in each suit rank from lowest to highest: **2-3-4-5-6-7-8-9-10-J-Q-K-A**.

During the game markers or chips are placed on a board with a layout as shown below. The layout consists of areas representing the following cards:



These are sometimes called the **pay cards** or **boodle cards**.

Before the deal, all players ante in by placing 1 chip on each boodle card section of the board. The dealer must place 2 chips on each card.

The dealer deals one hand to each player and one spare hand, using all the cards in the deck.. The players look at their cards, and the spare hand is left face down and not used in the game.

The person to the left of the dealer begins. They can play any suit, but must play the lowest card they hold in that suit. Whoever has the next higher card of the same suit **must** now play it, followed by the holder of the card after that, and so on until either the ace is reached or no one can play because no one holds the next higher card of the suit (it might be in the spare hand or have been played earlier). A card which no one can follow, because no one has the next higher card in that suit, is called a **stop card**.

The last person who played a card now starts again. Again they can play any suit but must play the lowest card they hold in that suit

Example: I play the 2 of Hearts. Another player plays the 3 and 4 of Hearts. I play the 5 of Hearts. No one has the 6. I play a different suit.

During the play, anyone who manages to play a card which matches one of the boodle cards takes all the chips on that card.

As soon as a player runs out of cards, that player is the winner of the hand and the hand ends.. All the other players must pay the hand winner one chip for each card remaining in their hand.

Any chips remaining on the layout stay there for the next hand. Players again ante in 1 chip per boodle and 2 chips per boodle for the new dealer and the next hand is dealt. If a player can no longer ante in the required 4 chips, the player is out and his remaining chips are divided among the remaining players. Play continues until only 2 players are left.

Variations

Free placement of chips

At the start of the hand all players must put a fixed number of chips on the layout (say 6), but you can distribute them as you like among the boodle cards. For example you could put all 6 chips on one card or 3 on one and 3 on another. As this happens before the deal, there is of course no way of knowing which cards are the best investment.

Dealer exchanges the spare hand

If you are the dealer, after you have dealt and looked at your cards, you have the option of exchanging your hand for the face down spare hand. You are not allowed to look at the spare hand before deciding to exchange. Alternatively, if you do not want to exchange, you can auction the unseen spare hand to the highest bidder. The person (if any) who buys the spare hand discards their own original hand face down and pays the dealer in chips the amount bid for the spare hand.

Compulsory change of suit

When starting again after a stop or and ace, you must if possible play a card of a **different** suit from the one that was just played. If you can't play a different suit, there are two views as to what happens:

- If you have no other option, you can play the same suit.
- If you have nothing but cards of the suit that was just played, the turn to play passes to the next player to your left. If no one has any other suit the play ends at this point, and there is no payment for the cards players have left in their hands.