

Speed Run

Players: 3 players / **Time:** 20-45 minutes / **Age:** 10+

(I am sure you can play this with someone younger, but I haven't tested that theory yet. Let me know if you do!)

Overview

Speed Run is a compendium¹ trick taking game. Normally in compendium games, there is one player (known as the declarer) who picks the contract for the hand and only their score counts. However, in each hand of Speed Run, all players are the declarer!

1) Compendium: A game that has multiple objectives for players to compete against. In traditional compendium games, these objectives are commonly referred to as "contracts". Before the game can end, each player must complete every contract. Most importantly, once a player completes a specific contract they cannot attempt to complete that contract again.

Components

- 40 Playing Cards; four suits, each suit is ranked 1-10
 - 2 Suit Rank & 1 Trump Suit Reminder Card
 - 1 Start Player Card
 - 36 Contract Cards (12 per player)
 - 9 Contract Boards (preferably laminated) *see Contract Appendix for more info*
- You will need a pen/pencil/dry erase marker!

Compendium/Trick Taking Jargon Explained

Start Player (traditionally referred to as the Forehand): The player that decides on the trump suit or card ranking first.

Declarer: The player that bids on, or "declares", a contract during the bidding phase. In most compendium games there is only one Declarer. However, in Speed Run, all three players are the Declarer each hand!

Trick: In clockwise order, each player plays a card from hand to the table face up.

Lead Player: The player who plays the first card to a trick.

Follow Player(s): The players who play a card to the trick after the Lead Player.

Led Suit: The suit (color) of the card played by the Lead Player.

Trump Suit: A suit that is stronger than the other three suits. The suit is determined during the trump/card ranking phase.

Must Follow: The lead player may play any card from their hand. Each follow player must play a card that matches led suit, if possible.

Example: Emmy leads with the 5 of Hearts. Neil must follow suit and play a Heart.

May Beat: Follow players may play a card that is higher or lower than the highest card in the trick.

Example: Emmy leads with the 5 of Hearts. Neil must follow suit and play a Heart. Neil has the 3 and 7 of Hearts. The 3 is lower and the 7 is higher than the 5 of Hearts, so Neil can play either card. He decides to play the 3 of Hearts.

Playing Off Suit: If a follow player does not have a card in hand that matches the led suit, they may play any card from their hand.

Example: Emmy leads with the 5 of Hearts. Neil follows and plays the 3 of Hearts. Melanie must follow suit and play a Heart. However, Melanie does not have any Hearts. Therefore, she may play any card in hand. Melanie plays the 8 of Spades.

Game Setup

- Decide on what game length you are playing (short, medium, long).
 - **Short game:** Use the contract boards numbered 1-5. Give each player their contract cards numbered 1-5, as well as one Pass and one Redo contract cards.
 - **Medium game:** Use the contract boards numbered 1-7. Give each player their contract cards numbered 1-7, as well as two Pass and one Redo contract cards.
 - **Long game:** Use the contract boards numbered 1-9. Give each player their contract cards numbered 1-9, as well as two Pass and two Redo contract cards.
- Write each player's name (or initials) under Player on the contract boards.
- Place the rest of the components nearby.
- The first person to ask "Who starts?", "Who goes first?", or something similar will be the start player.

PICTURE OF SETUP WOULD GO HERE

Gameplay

Speed Run will be played over 6/9/12 hands (short/medium/long). A hand will consist of 5 phases in the following order:

- 1) Dealing
- 2) Determining Trump/Card Ranking
- 3) Bidding
- 4) Trick Taking
- 5) End of Hand Scoring

1) Dealing

At the beginning of each hand, the start player will shuffle the deck and deal 12 cards to each player, face down. Players take their 12 cards into hand, making sure to keep them hidden from the other players.

The 4 remaining cards should be left undealt, face down.

2) Determining Trump/Card Ranking

The start player must select either the **trump suit** OR the **card ranking**.

When selecting the trump suit, the options are:

- One of the four suits
- No trump suit

When selecting the card ranking, the options are:

- 10 High
- 1 High
- Slalom (*Choose Starting*)
- Bell Curve (*Choose Starting*)

During 10 High, the card ranking is 10>9>8>7>6>5>4>3>2>1 for the entire hand.

During 1 High, the card ranking is 1>2>3>4>5>6>7>8>9>10 for the entire hand.

During Slalom, the card ranking switches every trick. 10 High→1 High→10 High...

The player that selects it will decide if the first trick starts 10 High or 1 High.

During Bell Curve, the card ranking switches every four tricks. 10 High→10 High→10 High→1 High→1 High...

The player that selects it will decide if the first four tricks start 10 High or 1 High.

After the start player makes their selection, the next player in clockwise order must make the other selection.

If start player selects the trump suit, the next player must select card ranking.

If start player selects the card ranking, the next player must select trump suit.

Example: Melanie is the start player and selects card ranking: Slalom. The next player, Emmy, selects the trump suit: No trump.

3) Bidding

After the trump suit and card ranking has been determined, each player must simultaneously select one of their contracts and play it **face down** in front of themselves.

You cannot select a contract that you have already completed this game (with the exception of using Redo, explained below). At the beginning of the game no contracts have been completed and you may play any contract.

Pass:

If a player selects their Pass contract, they will still participate in the Trick Taking phase, but they do not score during the End of Hand Scoring phase.

Designer Note: Use the Pass contract if you believe you cannot complete another contract successfully to avoid gaining a lot of points. Additionally, you can spend the hand figuring out what contract other players selected and try to mess them up. On the other hand, keep in mind there is a -2 point bonus for perfectly completing a contract. Using the Pass contract means you will miss an opportunity for that bonus.

Redo:

If a player selects their Redo contract, they **must immediately reveal it and select one contract that they have already completed earlier in the game.** The selected contract should remain hidden from the other players!

Designer Note: The easiest way to make sure the contract stays hidden is to return all completed contracts into your hand and then play the one you want face down in front of you while placing the others face down off to the side.

4) Trick Taking

- This is a **must follow, may beat** trick taker (refer to 'Compendium/Trick Taking Jargon Explained' on pages 1-2 for a reminder of what all this means).

- The player who did not make a selection during the 'Determining Trump/Card Ranking' phase will be the lead player for the first trick of every hand.

- The winner of the current trick will be the lead player for the next trick.

- The player who plays the highest trump card wins the trick. If no trump suit card was played or if there is no trump suit, the player who plays the highest card of the lead suit wins.

- When a player wins a trick, they must collect all played cards and place them in a facedown pile in front of themselves.

- If a player wins multiple tricks, make sure to keep the piles separate so everyone can tell how many tricks a player has won throughout the hand.

Trick example 1; 9 is high, no trump suit:

Emmy leads with the 8 of Clubs. Neil follows with the 9 of Clubs. Melanie does not have any Clubs and can play any card. She plays the 2 of Spades. Neil wins and leads the next trick.

Trick example 2; 9 is high, no trump suit:

Emmy leads with the 7 of Spades. Neil follows with the 2 of Spades. Melanie does not have any Spades and can play any card. She plays the 9 of Hearts. Emmy wins and leads the next trick.

Trick example 3; 1 is high, Clubs is the trump suit:

Neil leads with the 7 of Hearts. Melanie does not have Hearts and can play any card. She trumps with the 8 of Clubs. Emmy can still follow the led suit (Hearts), so she plays the 5 of Hearts. Melanie wins and leads the next trick.

After all 12 tricks have been played proceed to End of Hand Scoring.

5) End of Hand Scoring

Each player will reveal the contract they selected during the Bidding phase and **compare the number of tricks they won with their contract's objective.** A player's score is equal to the difference of those two numbers.

If a player manages to have a difference of 0, they will score -2 points instead of 0. This is known as a 'Perfect Bonus'.

Player		E	M	N
Win 1 Trick	Tricks	2		
	Score	1		

Example 1:

Emmy won 2 tricks in the round. She revealed the 'Win 1 Trick' contract. The difference of her trick wins and the contract's objective is 1 (2-1=1).

So, Emmy scores 1 point for this contract.

Player		E	M	N
Win 4 Tricks	Tricks			4
	Score			-2

Example 2:

Neil won 4 tricks in the round. He revealed the 'Win 4 Tricks' contract. The difference of his trick wins and the contract's objective is 0 (4-4=0).

So, Neil gets a 'Perfect Bonus' and scores -2 point for this contract.

Scoring A Redo Contract:

- If a player does better than their original attempt, they update their Tricks and Score amounts to the new amounts.

Example (Win 1 Trick): Emmy won 5 tricks the first time she did the contract. She writes '5' for Tricks and '4' for Score. In a future round, she played her Redo contract and attempted Win 1 Trick again. This time she won 2 tricks. So, she updates her scoresheet by writing '2' for Tricks and '1' for Score.

- If a player does worse than their original attempt, they keep their original Tricks and Score amounts.

Example (Win 1 Trick): Emmy won 5 tricks the first time she did the contract. She writes '5' for Tricks and '4' for Score. In a future round, she played her Redo contract and attempted Win 1 Trick again. This time she won 6 tricks. So, she does not update the scoresheet.

Starting A New Hand

If there are any hands left, proceed to the next hand by performing the following steps in order:

- 1) Pass the start player card clockwise.
- 2) The new start player should collect all playing cards and shuffle them together.
- 3) Repeat the 5 phases of the game--*starts on page 2 with "1) Dealing"*.

If all hands have been played (6/9/12 based on length), proceed to End of Game.

Note: Each player will always have one unplayed contract. Choose wisely!

End of Game

After all hands are played, each player should add (or subtract) all of their points across all contracts. It is possible to have a negative score. The player with the lowest score wins.

If there is a tie, the player who completed the most contracts wins.

If still tied, the player with the most Perfect Bonuses wins!

If still tied, players share the victory.

Contract Reveal Variant

All rules to the game are the same except the following:

- Before the first trick of the hand, a player may reveal their contract face up. If they do, they will score 2x the amount of points that hand during End of Hand Scoring. **The Pass contract cannot be revealed!**

This is a high risk, high reward variant as a player can earn -4 if they get a Perfect Bonus, but can score 2x their difference if they miss the contract's objective.

Contract Appendix

Win 0/1/4/5/7/9 Tricks: You must win 0/1/4/5/7/9 tricks. For every trick you are off by your score increases by 1.

Win Least/Middle/Most Tricks: You must win the least/middle/most tricks, ties are ok. If you are not the least/middle/most, your difference is the number of tricks it would take to be tied to become the least/middle/most.

Example: Neil bids Most Tricks. He won 5 tricks, Melanie won 6, and Emmy won 1. He did not win the most tricks, Melanie did. So, for Neil to have been tied for the most tricks he would have needed to win 1 more trick. Therefore, Neil's difference is 1 (6-5=1).

Example: Melanie bids Least Tricks. She won 2 tricks, Neil won 7, and Emmy won 3. She did win the least amount of tricks. Therefore, her difference is 0 and she scores -2 points.

Quick Start/Refresher Guide

A hand will consist of 4 phases in the following order:

- 1) Dealing
- 2) Determining Trump/Card Ranking
- 3) Bidding
- 4) Trick Taking
- 5) End of Hand Scoring

1) Dealing

Deal 12 cards per player. 4 cards will be undealt.

2) Determining Trump/Card Ranking

The start player selects trump suit or card ranking. The next player in clockwise order must make the other selection.

3) Bidding

Each player must simultaneously select one of their uncompleted contracts and play it **face down** in front of themselves. If using a Redo, you must reveal it and select any previously completed contract.

4) Trick Taking

The player that did not make a selection in the Determining Trump/Card Ranking phase leads the first trick. Winner of the current trick leads next trick. Trick play is must follow, may beat. After all 12 tricks are played, proceed to End of Hand Scoring.

5) End of Hand Scoring

Each player compares the number of tricks they won with their contract's objective. A player's score is equal to the difference of those two numbers.

If a player manages to have a difference of 0, they will score -2 points instead of 0. This is known as a 'Perfect Bonus'.

Pass the start player card clockwise. Repeat phases until all hands are played.

Credits

Designer: Ryan Campbell

(Rough Draft) Rulebook Writer: Ryan Campbell

Artist: Michelle Campbell

Playtesters: Carol LaGrow, Daniel Newman, Daniel 'DJ' Kenel, David Spalinski, Emmy Caldwell, Jacob Landrum, Matthew LaBrake, Mauricio Torselli, Melanie Campbell, Neil Campbell, Srinivas Vasudevan, Shreesh Bhat

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