

# Isbergsvira or Iceberg Vira

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Isbergsvira is the version of Nivåvira played by Viraklubben 4V (Four Winds) in the Sundsvall region in Sweden. This version was developed in the mid-1980s by Staffan Sävén who has been continually refining and enhancing it over the decades. The last update was in 2020.

Nivåvira, or Vira in Levels, is itself a version of Vira. The most distinguishing feature of Nivåvira is its contracts are in levels; contracts on the same level are equally ranked and can outbid each other. [Åstols vira- och bandyklubb](#)<sup>1</sup> plays another version of Nivåvira.

Isbergsvira gets its name from the shape of its bid table, which looks like the cross-section of an iceberg floating in the ocean.

## Players

Three. The player to the left of the dealer is forehand; the player to the right is middlehand.

When four play, the player to the dealer's right receives no cards and takes no part in the play of that hand. One *bet* is worth 48 points (instead of 54).

When five play, two players don't take part. Suppose the five players are numbered 1 to 5 clockwise around the table. If player 5 is dealer, then player 1 and player 4 take no part in the play of the hand. Player 2 is forehand and player 3 is middlehand. One *bet* is worth 45 points.

When you play with four or five and the *pulla* contains less than 3 *betar*, then all four or five players contribute 1 *bet* to it. At the end of the game, all four or five players split the contents of the *pulla* evenly. However, when the declarer wins or loses a contract, only the active players pay or get paid by the declarer the contract's value.

## Equipment

**Two standard, 52-card decks with different backs:** Ideally, you'd have Swedish playing cards where the Ace, King, Queen, and Jack are represented by the indices E, K, D, and Kn, respectively.

**Scoring chips:** Traditionally, each player has a set of scoring counter in their own colour. There are three, sometimes four, denominations:

- Circle: 1 point or 1 *poäng* (plural, *poäng*)
- Stick: 6 points or 1 *pin* (plural, *pinnar*)
- Stubby rectangle: 1 *bet* or 54 points (three players), 48 points (four players), or 45 points (five players)
- Triangle (optional denomination): 5 *betar*



<sup>1</sup> <https://tellurianvira.azurewebsites.net/>

A **small container**, which is called the *pulla* or pot. Players take from or pay the pot *betar* whether they win or lose a contract, respectively. Whenever the pot is **has less than 3 betar**, all three, four, or five players contribute 1 *bet* to the pot.

## Bid table

Each row in the bid table represents a level. The lower the row, the higher the level. The lowest level has a value of -1 while the highest level has a value of 384. A horizontal line above level 8 divides the table. Contracts below this line are "below sea level." Contracts above this line are "above sea level." Their base values are calculated differently: to the level value, you add the level value of the second-last contract bid.

These rules include **a traditional Swedish one and an emoji one for non-Swedish speakers.**

These rules also include excerpts of the traditional Swedish bid table to help you visualize the bidding examples.

### Solo contracts in the bid table

- Each level in the Solo column of the bid table contains one of the following:
- A positive Solo contract named Solo *n*, where *n* is a number from 6 to 12 or "Vira"
  - A Solo Misär and Hope Solo contract:
    - In the traditional Swedish table, the subscript text indicates the type of Solo Misär contract (for example, PF stands for Solo Petite Falsk Misär) while the superscript text indicates the type of Hope Solo contract (for example, HS6 stands for Hope Solo 6).

Solo *n*, Solo Misär, and Hope Solo contracts are collectively known as Solo contracts.

## Summary of play

Each hand of Vira consists of the following:

- 1. Dealing and setting a suit hierarchy:** Players receive a hand of 13 cards. The 13 undealt cards is the stock.
- 2. Auction:** Whoever bids the highest ranked contract is the declarer and plays against the other two who form a temporary alliance. Contracts involve either winning a certain number of tricks with a trump suit or losing all tricks without a trump suit.
- 3. Declarer buys cards:** When you buy cards, you discard a certain number of cards from your hand **face down**, and then draw the same number of cards from the stock.
- 4. Declarer may rebuy:** If you didn't like the cards **that** you bought, **you may rebuy**, which means buying cards again. However, you must pay a penalty.

Π	
384p	Solo <sup>HS13</sup> <sub>GOR</sub>
256p	Solo Vira <sup>13</sup>
192p	Solo <sup>HS12</sup> <sub>POR</sub>
128p	Solo 12
96p	Solo <sup>HS11</sup> <sub>GO</sub>
64p	Solo 11
48p	Solo <sup>HS10</sup> <sub>PO</sub>
32p	Solo 10
24p	Solo <sup>HS9</sup> <sub>G</sub>
16p	Solo 9
12p	Solo <sup>HS8</sup> <sub>P</sub>
8p	Solo 8
6p	Solo <sup>HS7</sup> <sub>GF</sub>
4p	Solo 7
3p	Solo <sup>HS6</sup> <sub>PF</sub>
2p	Solo 6
4/3p	
1p	
0p	
-1p	
π	Solo

**5. Declarer may surrender:** You may surrender a hand and pay a penalty for doing so — you might want to do this because you'll pay more points if you lose your contract by two tricks.

**6. Declarer's opponents buy cards:** As long as cards remain in the stock, the declarer's opponents get to buy cards regardless of the contract, starting with the player after the declarer.

**7. Players play cards to tricks:** Trick play is exactly like Bridge or Whist

**8. Declarer receives or pays points depending on whether they won or lost their contract**

**Tip:** If you're reading the rules for the first time, read the section "Contracts" on page 7 first (after reading this section).

## 1. Dealing and setting a suit hierarchy

The deal and play proceed clockwise.

Dealer deals 13 cards to each player in a 4-3-3-3 pattern. They'll be 13 cards leftover; this is the stock. Place the stock face down in the middle of the table.

While the dealer is dealing out the cards, middlehand is shuffling another deck of cards for the next hand. Once middlehand is done shuffling the deck, they place it face up to the left of forehand (in between middlehand and forehand). The top card's suit of this deck indicates the hand's *preference suit*. The colour of this suit is the hand's *colour*, and the other colour is the hand's *off-colour*.

For the next hand, the dealer takes the face up deck, flips it, then lets the player to the right (which is middlehand in a 3-player game or an inactive player in 4- or 5-player game) cut it before dealing it out.

### Alternative ways of determining the preference suit

My friends and I are lazy, so we use only one deck of cards and pick one suit as the permanent preference suit. But this is considered sacrilege.

If you really want a different preferred suit each hand and have only one deck of cards, then try this, from a 2003 ruleset by Staffan Sävén: Add a joker to the deck. Deal cards as usual but they'll be 14 cards in the stock. Flip the top card of the stock. The suit of that card is the preferred suit. Whoever holds the joker plays it as if it's this flipped card. If the flipped card is the joker, you have two possibilities:

- Redeal (the option for serious players)
- Play a Gök game: Players cannot bid any contract in level 2 or lower. All suits are ranked the same, which means you can't outbid a contract by bidding "in trump," "in colour," or "in preference." All suits are treated as if they are all "in colour," that is, a positive contract's value is always its level times 2. Gask Misär is still a valid contract; its value would be its level times 3 like usual.

## 2. Auction

Forehand starts the auction. Forehand can't pass.

During the auction, you must either bid higher than the previous bid or pass. If you pass, you may not bid again.

When you make a bid, you generally don't pick a trump suit because you get to pick it when you become declarer. However, you can overbid by restricting yourself from which trump suits you can pick.

To make an opening bid, choose any contract in the bidding table.

Once two players have passed, the remaining player is the declarer and plays their contract against the other two, who play as a team.

## Contract numbers

Most of the contracts have a number associated with it. You usually make bids without mentioning the contract's number. It's assumed that you bid the lowest possible contract that hasn't been **bid** previously and is higher ranked than the last bid. For example, if the dealer opened the bidding by saying "Gask," then that means that it's a bid for Minusgask. If the next player bid "Gask," then that means it's a bid for Gask 0.

If you bid "Solo" (without specifying a number or adding "Misär"), then that means you bid the lowest possible positive Solo *or* Solo Misär contract that hasn't been **bid** previously and is higher ranked than the last bid. Bidding "Solo" also prevents your opponents from knowing whether you want a positive or negative contract (see the section "Upgrading your contract" on page 6).

For example, if the dealer opened the bidding by saying "Solo," then that means it's a bid for the Solo contract at level 2, which is a Solo 6. If the next player bid "Solo," then that means it's a bid for the Solo contract at the next level (level 3), which is a Solo Petite Falsk Misär.

**Note:** You can't directly bid a Hope Solo contract during the auction. You must win the auction with a Solo contract, then upgrade it to a Hope Solo contract. See the section "Upgrading your contract" on page 6.

Of course, you may say a contract's number, especially if you want to "jump bid."

## Overbidding

To overbid, do one of the following options:

1. Bid any contract that's on a higher level than any previous bid.
2. Bid a contract that no other player has bid that's on the same level as the highest bid.
3. Bid the same contract that a previous player bid
4. "Hold" another player's bid

**Note:** Gask 5 is ranked higher than Gask 6.

1. Bid any contract that's on a higher level than any previous bid

**Note:** You can't directly bid a Hope Solo contract during the auction. You must win the auction with a Solo contract, then upgrade it to a Hope Solo contract. See the section "Upgrading your contract" on page 6.

Gask 6 <sup>12</sup>	6p	Solo <sup>HS7</sup> <sub>GF</sub>
<sup>ha</sup> Gask 4 <sup>11</sup> <sub>GO</sub>	4p	Solo 7
<sup>ha</sup> Gask 3 <sup>10</sup> <sub>PO</sub>	3p	Solo <sup>HS6</sup> <sub>PF</sub>
<sup>ha</sup> Gask 2 <sup>9</sup> <sub>G</sub>	2p	Solo 6
	4/3p	
<sup>haj</sup> Gask 1 <sup>8</sup> <sub>P</sub>	1p	
<sup>hlj</sup> Gask 0 <sup>7</sup> <sub>GF</sub>	0p	
<sup>hhlj</sup> Minusgask <sup>6</sup> <sub>PF</sub>	-1p	
<b>Gask</b>	<b>π</b>	<b>Solo</b>

## 2. Bid a contract that no other player has bid that's on the same level as the highest bid

(Not much else to say here.)

## 3. Bid the same contract that a previous player bid

Bid the same contract a previous player bid (including yourself) **only** if both of the following are true:

- It's on the same level as the highest bid.
- You restrict yourself further from which trump suits you can pick. A more restrictive choice outbids a less restrictive choice.

The following are the ways you can restrict your bid, ranked from least restrictive to most:

- **In trump:** You want to play a positive contract in a trump suit of your choice
  - **Note:** You'd only use this option for Gask contracts with a negative option or Solo Misär contracts.
- **In colour:** You want to play a positive contract in a trump suit of the same colour as the preference suit
- **In preference:** You want to play a positive contract with the preference suit as the trump suit

Examples:

- Suppose that the dealer opened the bidding with "Gask 0." If the next player bid "Gask in colour" and wins the auction, then they must play Gask 0 (or any higher ranked positive Gask contract — see the section "Upgrading your contract" on page 6) with a trump suit of the same colour as the preference suit. **That player cannot play a Gask Misär or negative Gask contract.**
- Suppose a player bid a Solo at level 3, which is a Solo Petite Falsk Misär. If the next player bid "Solo in trump" and wins the auction, then they must play Hope Solo 6 or any higher ranked positive Solo or Hope Solo contract with a trump suit of their choice. **That player cannot play a Solo Misär contract.**
- However, suppose a player bid a Solo at level 2 (Solo 6). If the next player bid "Solo in trump" and wins the auction, then they must play a Hope Solo 6 or higher ranked positive Solo or Hope Solo contract; Hope Solo 6 is the next highest positive Solo contract. In addition, it's actually a bid for Solo in trump at level 3. This player could have instead bid "Solo" to better hide their intentions.

Gask 6 <sup>12</sup>	6p	Solo <sup>HS7</sup> <sub>GF</sub>
<sup>ha</sup> Gask 4 <sup>11</sup> <sub>GO</sub>	4p	Solo 7
<sup>ha</sup> Gask 3 <sup>10</sup> <sub>PO</sub>	3p	Solo <sup>HS6</sup> <sub>PF</sub>
<sup>ha</sup> Gask 2 <sup>9</sup> <sub>G</sub>	2p	Solo 6
	4/3p	
<sup>haj</sup> Gask 1 <sup>8</sup> <sub>p</sub>	1p	
<sup>hlj</sup> Gask 0 <sup>7</sup> <sub>GF</sub>	0p	
<sup>hhlj</sup> Minusgask <sup>6</sup> <sub>PF</sub>	-1p	
<b>Gask</b>	<b>π</b>	<b>Solo</b>

**Note:** Minusgask is an exception. There's only one way to overbid a Minusgask with another Minusgask: by bidding "Minusgask (or Gask) Misär." If you overbid it with Gask in trump, colour, or preference, it's actually a bid for Gask 0 in trump, colour, or preference. Minusgask Misär means that you must play Minusgask or any higher ranked Gask contract (up to Gask 4) as a negative contract.

**Note:**

- You can't restrict Turné, Vingel, or Tringel bids because they don't let you freely choose a trump suit.
- You can't restrict Köpmisär, Uppslagsmisär, or Gök bids because you never play negative contracts with a trump suit, and they don't offer a positive option like Solo Misär contracts.

## 4. "Hold" another player's bid

You may "hold" the another player's bid (provided it's on the same level as the highest bid), which means that you may bid the same contract (with the same trump suit restrictions), **only if:**

- You're forehand (and you're not holding your own bid)
- You're middlehand and the bid was made by dealer

## Upgrading your contract

You can upgrade your contract to any higher contract in the same column (with the same trump suit restrictions, if any).

Examples:

- If you won the auction with the contract Gask 2 in trump, you can upgrade your contract to any positive Gask contract or Vira.
- Similarly, if you won the auction with a Solo bid at level 3, you can pick Solo Petite Falsk Misär or upgrade it to Hope Solo 6, Solo 7, or any other higher ranked Solo contract. **This is the only way you can pick a Hope Solo contract.**

**Note:** You would pick a Hope Solo contract because:

- You're confident that you'll succeed, and the contract is worth more than the Solo contract of the preceding level; this is true only if your trump suit is off-color.
- Another player overbid the Solo that you wanted.

## Passing conventions

A passing convention is a pass during the auction that signals to your potential partner that you hold certain cards that could defeat the proposed contract of the highest bidder. Most contracts have only one passing convention, which applies only to the player following the highest bidder. The Gök (Cuckoo) contracts have two passing conventions, one for the player immediately following the bidding player and the other for the next player.

Only three passing conventions are obligatory, the ones for the Gök (Cuckoo) contracts, Gökägg, Gökunge, and Muntergök: If you don't hold the cards specified by the passing convention for any of these contracts, then you are obliged to bid a higher contract.

<sup>ll</sup> <sub>1</sub>	Muntergök <sub>GO</sub>
<sup>lla</sup> <sub>1</sub>	Gökunge <sub>GD</sub>
<sup>3l</sup> <sub>1</sub>	Gökägg <sub>G</sub>
	<b>Gök</b>

For example, if forehand opened the bidding with Gökägg, then middlehand is obliged to bid unless they hold three low guards (3l, Swedish; 3👤, emoji). If middlehand passes, then the dealer is obliged to bid unless they hold one low guard.

**Note:** You can pass while not holding the specified cards, but if the declarer wins the contract, you must pay one *bet* to the pot.

Otherwise, you *should not* pass a bid unless you hold the cards specified by that bid's passing convention. If a bid has a passing convention, then it's specified in the bidding table. The following is a description of the terminology used. [Linköpings Virasällskaps](http://jolon.st/virawp)<sup>2</sup> provides detailed lists of possible low guards, stops, and double stops.

**Low guard:** A card or a series of cards of the same suit that, if led in succession, will eventually lose a trick against a player holding the rest of the suit. It consists of an even-numbered card followed by *exactly* half of the cards lower than it. For example, 6 5 3 is a low guard.

<sup>2</sup> <http://jolon.st/virawp>



**Half-guard:** A low guard missing a card. (However, this is not what a half-guard exactly is.) It consists of an odd-numbered card followed by *exactly* half of the cards lower than it, excluding the deuce. For example, 5 4 is a half-guard. A void suit is also a half-guard.

**Note:** Two half-guards are not equal to a low guard. (But if a passing convention requires a half-guard, then I'm assuming a low guard is even better.) A low guard or a half-guard can have any number of higher cards along with the required low ones. For example, in the series A Q 5 4, 5 4 is a half-guard regardless of the existence of the Ace and Queen. (Note that A Q is a double stop.)

**Stop:** A card or a series of cards of the same suit that will eventually win a trick if another player leads that suit from the top down. It consists of a high card (from A to 9) followed by a number of lower cards that's equal or greater than the number of missing higher cards.

For example, J 4 3 2 is a stop. It's missing 3 high cards, A, K, and Q.

**Double stop:** A stop that can win two tricks. It consists of a doubleton (two cards of the same suit) followed by a number of lower cards that's equal or greater than the number of missing higher cards. If the cards in the doubleton aren't consecutive, then you need one less card.

For example, the series Q 10 5 4 is a double stop. It's missing 3 high cards, A, K, and J. Because the Queen and 10 are not consecutive, you only need two additional cards.

**Note:** The maximum number of cards in a guard or a stop varies among Vira clubs:

- Players from [Stockholms Virasällskap](#)<sup>3</sup> and Åstols vira- och bandyklubb accept only 5-card or shorter low guards. With a 6-card or longer low guard, another player would most likely run out of cards of the suit before being forced to win a trick.
- I believe that Åstols vira- och bandyklubb accepts only 5-card or shorter stops and double stops.
- Viraklubben 4V accepts guards and stops of any length! For instance, 6-card low guard headed by a Queen thwarts any attempt to play a negative contract with a King or Ace. However, if you have a 7-card low guard headed by an Ace, then fight for a positive contract!

In the bidding table, the number next to the stop (or double stop) symbol represents the number of stops (or double stops) in different suits that you should have. For example:

- 4h (Swedish) or 4♠ (emoji): 4 stops — This means you should have one stop in all four suits.
- 3f (Swedish) or 3♠ (emoji): 3 stops in colour — If the preference suit is hearts, then this means that that you should have a stop in hearts, a stop in diamonds, and one more in a black suit.

**Balanced hand:** A hand that contains no singleton or suits longer 5 than cards, in particular, one of these hand patterns: 4-3-3-3, 4-4-3-2, 5-3-3-2, 5-4-4-0, and 5-5-3-0.

## Contracts

These rules categorize the contracts as follows:

1. **Positive buy contracts:** You pick a trump suit, buy cards, then try to win the number of tricks specified in the contract's name.
  - Begär (Beg): 6-spel, 7-spel, 8-spel, 9-spel, 10-spel

<sup>3</sup> <http://www.brusdata.se/Vira/>

10-spel
2 <sup>h</sup> 9-spel
2 <sup>of</sup> 8-spel
3 <sup>f</sup> 7-spel
4 <sup>h</sup> 6-spel
Begär

- Gambling contracts: Turné 6, 7, 8; Vingel 6, 7, 8, Tringel 9
- 2. **Positive Solo contracts:** You pick a trump suit, then try to win the number of tricks specified in the contract's name. You don't buy cards.
  - Solo 6-12, Solo Vira (13), Hope Solo 6-12, Hope Solo Vira (13)
- 3. **Negative buy contracts:** You buy cards, then try win no tricks or win at most one trick.
  - Köpmisär 1-4 (Buy Misère)
  - Uppslagsmisär: 3 Upp, 2 Upp, 1 Upp (Turn-Up 3/2/1 Misère)
- 4. **Negative Solo contracts:** You try to win no tricks or win at most one trick. You don't buy cards.
  - Solo Petite/Grande (Falsk) Misär (Ouverte) (Royale)
- 5. **Gask contracts:** You discard a specific number of cards face down, take the entire stock, then (depending on your contract) pick a trump suit or play a negative game.
  - Minusgask, Gask 0-6, Vira
  - Gökägg, Gökunge, and Muntergök (Cuckoo Egg, Cuckoo Fledgling, Gay Cuckoo)

#### Note:

- Positive contracts are always played with a trump suit; negative games are always played without a trump suit.
- Whenever players discard cards from their hand, they discard them face down except when declarer exchanges face-up cards in Uppslagsmisär contracts.
- As long as there's cards left in the stock, the declarer's opponents always get a chance to buy cards regardless of the contract.

The objective descriptions for negative contracts include the emojis that represent them in the emoji bid table.

## 1. Positive buy contracts

### Begär contracts

Contract	Objective
<ul style="list-style-type: none"> <li>• 6-spel</li> <li>• 7-spel</li> <li>• 8-spel</li> <li>• 9-spel</li> <li>• 10-spel</li> </ul>	Win the number of tricks in the contract's name.

#### Procedure:

1. Pick a trump suit from those you're allowed to choose. (For example, if you won the auction with 8-spel in colour, then you choose a trump suit that's the same colour as the preference suit.)
2. Buy any number of cards:
  - a. Discard from your hand the number of cards you want to buy face down.
  - b. Draw the same amount from the stock and add them to your hand.
3. Optionally rebuy:
  - You may rebuy multiple times.
  - Pay 1 bet to the pot every time you rebuy.
  - You may not pick a new trump suit!
4. Your opponents, in turn, buy cards, starting with the player after you.



## Gambling contracts

Contract	Objective
<ul style="list-style-type: none"><li>• Turné 6</li><li>• Turné 7</li><li>• Turné 8</li><li>• Vingel 6</li><li>• Vingel 7</li><li>• Vingel 8</li><li>• Tringel 9</li></ul>	Win the number of tricks in the contract's name.

### Procedure:

1. Flip face up  $n$  cards from the stock, where  $n$  depends on your contract:
  - Turné:  $n=1$
  - Vingel:  $n=2$
  - Tringel:  $n=3$
2. Pick a trump suit among the suits shown in the flipped cards.
3. Buy a minimum of  $n$  cards:
  - a. Discard from your hand the number of cards you want to buy face down.
  - b. Draw the same amount from the stock and add them to your hand, starting with the cards you flipped face up.
4. Optionally rebuy (you may rebuy multiple times) provided that  $n+1$  cards remain in the stock. (It's because you're not allowed to flip the last card of the stock to determine a potential trump suit.)
  - a. Pay  $n$  *betar* to the pot.
  - b. As before, flip face up  $n$  cards from the stock
  - c. As before, pick a trump suit among the suits shown in the flipped cards.
  - d. As before, buy a minimum of  $n$  cards.
5. Your opponents, in turn, buy cards, starting with the player after you.

## 2. Positive Solo Contracts

### Solo and Hope Solo contracts





Contract	Objective
<ul style="list-style-type: none"><li>• Solo 6-12</li><li>• Solo Vira (13)</li><li>• Hope Solo 6-12</li><li>• Hope Solo Vira (13)</li></ul>	Win the number of tricks in the contract's name.

### Procedure:

1. Pick a trump suit from those you're allowed to choose.
2. If you bid a Hope Solo contract, expose your entire hand.
  - **Note:** In addition, like an Ouverte Royale contract, your opponents may discuss their strategy, including how to buy cards, and show each other their hands!
3. Your opponents, in turn, buy cards, starting with the player after you.

### 3. Negative buy contracts









#### Köpmisär contracts

Contract		Objective
Köpmisär 4	 1	12-card hand, win at most 1 trick
Köpmisär 3	 1	13-card hand, win at most 1 trick
Köpmisär 2	 0	12-card hand, win no tricks
Köpmisär 1	 0	13-card hand, win no tricks

#### Procedure:

- Buy **at least**  $n$  cards from the stock, where  $n$  is the number in the contract's name:
  - Discard from your hand the number of cards you want to buy face down.
  - Draw the same amount from the stock and add them to your hand.
- Optionally rebuy provided that there are at least  $n$  cards remaining in the stock.
  - You may rebuy multiple times.
  - As before, you must buy at least  $n$  cards.
  - Pay 1 *bet* to the pot every time you rebuy.
- Your opponents, in turn, buy cards, starting with the player after you.
- Discard one card face down if your contract requires a 12-card hand.

#### Uppslagsmisär contracts

Contract		Objective
3 Upp	 0 	12-card or less hand, win no tricks with your hand partially exposed
	 0 	<b>Note:</b> If you exchange 3 face-up cards, then your objective changes to: 13-card hand, win no tricks with your hand partially exposed
2 Upp	 0 	12-card or less hand, win no tricks with your hand partially exposed
1 Upp	 0 	12-card or less hand, win no tricks with your hand partially exposed

#### Procedure:

- Flip face up  $n$  cards from the stock, where  $n$  is the number in the contract's name.
- Buy any number of cards **from the face-down** stock:
  - Discard from your hand the number of cards you want to buy face down.
  - Draw the same amount from the stock and add them to your hand.
- Exchange at least one face-up card:
  - Exchange  $m$  face-up cards with  $m+1$  cards from your hand, where  $m$  is at least 1 (and  $m \leq n$ ). Discard the cards exchanged from your hand *face up*. Your hand will shrink by one card.
  - Exception:** If you contract is 3 Upp and you want to exchange all 3 face-up cards, you exchange them with 3, **and not 4**, cards from your hand. (The number of cards in your hand will remain the same.) As before, discard the cards exchanged from your hand *face up*.
- Optionally rebuy (you may rebuy multiple times) provided that  $n$  cards remain in the stock:
  - Pay 1 *bet* to the pot.
  - Set aside any face up cards (flipped cards and discarded cards from the previous exchange); you cannot exchange any of them.
  - As before, flip face up  $n$  cards from the stock.

d. As before, buy cards from the face-down stock.













e. As before, exchange at least one face-up card.

- **Note:** You'll have an 11-card hand if you exchanged 1 or 2 cards during your first buy and exchanged 1 or 2 cards during your second buy.

5. Your opponents, in turn, buy cards **from the face-down** stock, starting with the player after you.

## 4. Negative Solo contracts

### Solo Misär contracts

Contract	Objective	
Solo Petite Falsk Misär	 1	12-card hand, win at most 1 trick
Solo Grande Falsk Misär	 1	13-card hand, win at most 1 trick
Solo Petite Misär	 0	12-card hand, win no tricks
Solo Grande Misär	 0	13-card hand, win no tricks
Solo Petite Misär Ouverte	 0 	12-card hand, win no tricks, expose hand <b>after</b> opponents buy
Solo Grande Misär Ouverte	 0 	13-card hand, win no tricks, expose hand <b>after</b> opponents buy
Solo Petite Misär Ouverte Royale	 0 	12-card hand, win no tricks, expose hand <b>before</b> opponents buy
Solo Grande Misär Ouverte Royale	 0 	13-card hand, win no tricks, expose hand <b>before</b> opponents buy

### Procedure:

1. Discard one card face down if your contract requires a 12-card hand.

2. If your contract is Ouverte Royale, expose your entire hand.









- **Note:** In addition, like a Hope Solo contract, your opponents may discuss their strategy, including how to buy cards, and show each other their hands!

3. Your opponents, in turn, buy cards, starting with the player after you.

4. If your contract is Ouverte, expose your entire hand.

## 5. Gask contracts

### Gask and Vira contracts

Contract	Objective		
	Positive	Negative	
Minusgask or Gask -1	Win 6 tricks	 1	12-card hand, win at most 1 trick
Gask 0	Win 7 tricks	 1	13-card hand, win at most 1 trick
Gask 1	Win 8 tricks	 0	12-card hand, lose all tricks
Gask 2	Win 9 tricks	 0	13-card hand, lose all tricks
Gask 3	Win 10 tricks	 0 	12-card hand, lose all tricks with your hand exposed
Gask 4	Win 11 tricks	 0 	13-card hand, lose all tricks with you hand exposed
Gask 6	Win 12 tricks		
Gask 5	Win 12 tricks		
Vira	Win all tricks		

#### Procedure for Minusgask:

1. Discard your entire hand face down.
2. Set aside the first card of the stock, face down, then add the remaining 12 cards to your hand.
3. Determine now if you want to surrender.
4. Add that set-aside card to your hand.
5. Pick an objective:
  - If your objective is positive, then pick a trump suit from those you're allowed to choose.
  - If your objective is negative, then discard one card face down (which could be the set-aside card).

#### Procedure for Gask 0-6 contracts:

1. Pick  $n$  cards from your hand, where  $n$  is the number in the contract's name. Discard the rest face down.
2. Add the entire stock to your hand.
3. For Gask 0 to 4 contracts, pick an objective.
4. Discard cards from your hand face down until you have 13 cards.
5. If your objective is positive, then pick a trump suit from those you're allowed to choose.
6. If your objective is negative, then discard one card face down if your contract requires a 12-card hand.
7. Expose your entire hand if your negative contract requires it.

#### Procedure for Vira:

1. Add the entire stock to your hand.
2. Discard 13 cards from your hand face down.
3. Pick a trump suit from those you're allowed to choose.

## Gök contracts

Contract		Objective
Gökägg	0	Lose all tricks
Gökunge	0	Lose all tricks with your hand partially exposed
Muntergök	0	Lose all tricks with you hand exposed

### Procedure for Gökägg and Muntergök:

1. Add the entire stock to your hand.
2. Discard 13 cards from your hand face down.
3. If you bid Muntergök, then expose your entire hand.

### Procedure for Gökunge:

1. Expose all the cards of the stock.
2. From the face-up stock, pick the cards you want to add to your hand and move them towards you. Although the cards you picked are part of your hand, don't actually add them to your hand! They stay visible throughout the hand. Discard an equal number of cards from your hand face down.
3. Move the unselected face-up cards from the stock to the side.

## 3. Declarer buys cards

The declarer buys cards except for Solo and Gask contracts.

When you buy cards, you discard from your hand the number of cards you want to buy face down, and then draw the same amount from the stock and add them to your hand.

See "Contracts" on page 7 for a description of how to buy cards for each contract.

## 4. Declarer may rebuy

If you didn't like the cards that you bought, then you may rebuy, which means buying cards again. If you flipped additional cards because you bid a gambling or Uppslagsmisär contract, then you have to flip cards again, and then choose a trump suit or exchange cards as specified in your contract.

Every time you rebuy, you must pay the pot pay the pot 1 *bet*. However:

- If your contract is Vingel, you pay 2 *betar* instead.
- If your contract is Tringel 9, then you pay 3 *betar* instead.

**Note:** You may rebuy multiple times provided that they're enough cards remaining in the stock. You still have to pay *betar* every time you rebuy. If you win your contract, you receive payment as usual; you get "reimbursed" for only one rebuy.

See "Contracts" on page 7 for a description of how to rebuy for each contract.

## 5. Declarer may surrender

You can surrender a hand anytime, even after your opponents have bought cards, as long as you do so before the dealer plays the first card to the first trick.

Of course, you can pick the least valuable trump suit possible to reduce your losses.

You can't surrender Solo, Solo Misär, or Hope Solo contracts.

## 6. Declarer's opponents buy cards

As long as cards remain in the stock, the declarer's opponents get to buy cards regardless of the contract, starting with the player after the declarer.

**Note:** This isn't part of the rules, but opponents generally follow this convention for positive contracts where the declarer buys cards: If you're the first opponent to buy cards from the stock and you have three or more trump cards, then you buy the entire stock. Otherwise, you let the other opponent buy the entire stock.

## 7. Players play cards to tricks

Trick play is exactly like Bridge or Whist. However, dealer (and not forehand) leads to the first trick. The hand ends once the declarer has won their contract, lost their contract by two tricks, or run out of cards. In some negative contracts, the declarer plays with a hand of 12 cards or less, which means that if the declarer runs out of cards, the declarer's opponents will have one or more leftover cards, which aren't played.

There's no bonus for overtricks, and there are no additional penalties for losing a contract by three or more tricks.

If it's obvious that the declarer will win or lose their contract, then players can agree to end the hand earlier.

### Card signalling during the play

The following is from [pagat.com](https://www.pagat.com/4)<sup>4</sup>; the italicized parenthetical text is mine:

It is useful for the two opponents of the declarer to exchange information about their card holdings. When playing against a trump contract this can be achieved by a simple system of discard signals. The most commonly used system is called ågren and originates from the *Handbok i Vira*. In trump games, each opponent of the declarer may use the first two tricks in which he is not able to follow suit to signal strength or weakness in other suits. Discarding a high card (*a card 7 or higher*) followed by a lower (*as opposed to a low card, 6 or lower*) card shows strength. If the cards are of the same suit, it shows strength only in this suit, if they are of different suits, they show strength in both suits. Discarding a low card (*6 or lower*) followed by a higher one shows weakness in the suit(s) discarded in a similar manner. These discards do not necessarily promise anything about the other suits, but your partner will often assume that if you indicated weakness in one or two suits you are strong in the others (and vice versa).

The ågren system is mostly used in contracts like Vira, Gask på 6 and Gask på 5, where the declarer has to take 12 or 13 tricks. In these contracts the declarer often begins by playing trumps. The opponents signal to

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<sup>4</sup> <https://www.pagat.com/boston/vira.html#signal>



each other as soon as they run out of trumps in order to know which are the correct suits to have a chance of defeating the contract by winning tricks at the end. In lower contracts, the opponents will be able to show their strengths and weaknesses in other ways by their tactical behaviour. However, there are occasions where discard signals can also be useful in lower contracts.

## 8. Declarer receives or pays points depending on whether they won or lost their contract

First, determine the value of your contract, which is its base value multiplied by any applicable multipliers:

1. Determine the base value of your contract:
  - If your contract is below sea level (its level is 8 or lower), then your contract's base value is its level.
  - If your contract is above sea level (its level is 12 or higher), then your contract's base value is its level **plus** the level of the second-last contract bid. **If this sum is 144 or higher, then you hit the jackpot!**
2. If your contract is **not** an Ouverte Royale Misär or a Hope Solo (of any level), then multiply your contract's base value by all applicable multipliers:

Multiplier	Contract characteristic
2	Your trump suit was in color but not in preference
3	Your contract was Misär
4	Your trump suit was in preference
2	Your contract was Vingel
3	Your contract was Tringel

For example, the value of the contract Tringel 9 in preference is  $4 \times 4 \times 3 = 48$ .

There are four possible situations:

1. You won your contract
2. You surrendered
3. You lost your contract by 1 trick
4. You lost your contract by 2 tricks

### 1. You won your contract

1. Each opponent pays you, in points, the value of your contract.
  - If your contract was Minusgask, then its contract value will be negative, which means you pay each opponent its contract value.
2. If you hit the jackpot, then you take all the *betar* in the pot!
3. Otherwise, you take from the pot 1 *bet*.
  - If your bid a Vingel contract, then you take 2 *betar* instead.
  - If your bid Tringel 9, then you take 3 *betar* instead.

Remember that whenever the pot is has less than 3 *betar*, all players, including yourself and any other inactive players, contribute 1 *bet* to the pot.

## 2. You surrendered

1. You pay each opponent, in points, the value of your contract.
  - If your contract was Minusgask, then its contract value will be negative, which means each opponent pays you its contract value.
2. You pay the pot 1 *bet*.
  - If your bid a Vingel contract, then you pay 2 *betar* instead.
  - If your bid Tringel 9, then you pay 3 *betar* instead.

## 3. You lost your contract by 1 trick

You pay the pot 1 *bet*.

- If your bid a Vingel contract, then you pay 2 *betar* instead.
- If your bid Tringel 9, then you pay 3 *betar* instead.

**Note:** You do not pay your opponents, in points, the value of the contract. This is to encourage declarers to play out the contract instead of surrendering it.

## 4. You lost your contract by 2 tricks

1. You pay each opponent, in points, the value of your contract.
  - If your contract was Minusgask, then its contract value will be negative, which means each opponent pays you its contract value.
2. You pay the pot 2 *betar*.
  - If your bid a Vingel contract, then you pay 4 *betar* instead.
  - If your bid Tringel 9, then you pay 6 *betar* instead.

## Game length

Players determine how many hands they'll play. Make sure each player plays the same number of hands.

A typical game consists of 12 hands.

## Miscellaneous terminology

**Backwards:** Misère.

**Bytkort:** The cards flipped face-up in a Uppslagsmisär contract.

**Håll, dubbelhåll:** Stop, double stop.

**Kodilj:** A contract lost by 2 tricks. From the French *codille*, which in turn is from the Spanish *codillo*, from the card game Ombre. In Ombre, *codille* means that the declarer won less tricks than one or both of the defenders. Spanish *codillo* means that part of the arm between elbow and shoulder, so one might say that the declarer is elbowed or strong-armed out.<sup>5</sup> The word is often abbreviated to *ko* ("become a cow") with the extension *kossa*. If you lose more than two games under *kodilj*, these are called "calves" (*kalven*: "become a calf").<sup>6</sup>

<sup>5</sup> David Parlett, *Ombre: The original bidding game*, <https://www.parlettgames.uk/histocs/ombre.html>

<sup>6</sup> <https://en.wikipedia.org/wiki/Kodilj>

**Låggard, halvgard/antydan (till låggard):** Low guard, half-guard.

**Lift oneself out and mix oneself in (lyfter un sej and blandar in sej):** Mnemonics to help players remember who cuts the deck and who shuffles the resting deck. To lift oneself out is to cut the deck. To mix oneself in is to shuffle the resting deck. In a 4-player game, if you're the player to the right of the dealer, you lift yourself out, then in the next hand, you mix yourself in.

**Lomber:** Forehand. From the card game Ombre/L'Hombre, one of Vira's ancestors, which also names the forehand Ombre or l'Hombre (the man).

**Ofärg, färg, högsta färg:** Off-colour, colour, preference (literally *highest colour*).

**Omköp:** Rebuy.

**Pol Pott and Lon Noll:** Nicknames for the contracts Solo Petite Misär Ouverte Royale and Solo Grandee Misär Ouverte Royale, respectively.

**Resting deck:** The deck of cards that middlehand shuffles then places face-up next to the dealer of the next hand.

**Sankta Wirchen or Santa Virgen (in Castilian):** A nickname for the Solo Vira contract. A pun on the German *Wirchen* (Little Wira) and the Spanish *Virgen* (Virgin).

**Thief pass (tjuvpass):** Passing after a player bid a Gök contract (Gökägg, Gökunge, or Muntergök) without holding the prerequisite low or half-guards.

## Contract name translations and various sordid notes

**Begär: 6-spel, 7-spel, 8-spel, 9-spel, 10-spel:** Beg, 6-game (or better yet, just 6), 7-game, and so on.

**Gambling contracts: Turné, Vingel, Tringel:** Turné is from the French *tournée*, which means *tour* in English. There's a similar contract in [Tournee Skat](https://www.pagat.com/schafkopf/skat.html#tournee)<sup>7</sup> and [L'Hombre](https://www.pagat.com/lhombre/lhombre.html)<sup>8</sup>. No one really knows where Vingel comes from. It might be from the verb *singla*, meaning to toss, combined with *två*, meaning two. Or it might be from the verb *vingla*, referring to an intoxicated mode of walking or driving. Tringel is a pun based on Vingel.

If you really want a translation for Turné, Vingel, and Tringel, try Single, Double, and Triple. Or more amusingly, Dare, Double Dare, and Triple Dare. For those who grew up with Nickelodeon in the 80s and 90s, Dare, Double Dare, and Physical Challenge would be more nostalgic.

**Gask:** Ombre has a bid named [Gascarola/Casca](https://en.wikipedia.org/wiki/Ombre#Gascarola)<sup>9</sup>, which is similar to Gask.

**Gökägg, Gökunge, and Muntergök:** Cuckoo Egg, Cuckoo Fledgling, and Gay Cuckoo. However, I prefer Salted Egg, Balut, and Barbecue Duck.

**Köpmisär:** Buy Misère.

<sup>7</sup> <https://www.pagat.com/schafkopf/skat.html#tournee>

<sup>8</sup> <https://www.pagat.com/lhombre/lhombre.html>

<sup>9</sup> <https://en.wikipedia.org/wiki/Ombre#Gascarola>

**Solo Petite/Grande (Falsk) Misär (Ouverte) (Royale):** Solo Small/Grand (false) Misère (Open) (Royal). One of Vira's ancestors is Boston, a French game, which features contracts named Petite Misère and Grande Misère. Many other cards games use the term *misère* to describe a contract in which the declarer must lose all tricks.

**Uppslagsmisär på Tre/Två/Ett Upp:** The full name of this contract. It's often shortened as follows:

- tRupp (Tre Upp): Three Up
- tVupp (Två Upp): Two Up
- tTupp (Ett Upp): One Up (*tupp* also means rooster)

**Vira:** The card game is named after [Vira Bruk](#)<sup>10</sup>, the village where Vira was purportedly designed. The game's creation myth takes place on February 1810 in the snowbound town hall. While waiting out the snowstorm, a district judge and some colleagues ended up creating Vira by trying out all the card games that they knew.<sup>11</sup> More credibly, players from the academic city of Upsala (not far from Vira Bruk) renamed the game Köpboston (Boston with Purchase) or "Lomber Boston or Improved Exchange-Boston," described in 1809 in *Reglor för Kort-Spelare*.<sup>12</sup>

<sup>10</sup> [https://en.wikipedia.org/wiki/Vira\\_bruk](https://en.wikipedia.org/wiki/Vira_bruk)

<sup>11</sup> Sten Helmfrid, *Vira - Sveriges Nationalkortspel*, <http://hem.bredband.net/wira/>

<sup>12</sup> *Vira*, "Note on the evolution of Vira bid-tables," <https://www.pagat.com/boston/vira.html#tables>

Förkortningar			
a	antydan (halvgard)	D	Delvis Ouverte
d	dubbelhåll	F	Falsk Misär
f	håll, varav 2i färg	G	Grande Misär
h	håll	HS	Hope Solo
j	jämm hand	O	Ouverte Misär
l	läggard	P	Petite Misär
of	håll i ofärg	R	Royale Misär

II	
384p	Solo <sup>HS13</sup> <sub>GOR</sub>
256p	Solo Vira <sup>13</sup>
192p	Solo <sup>HS12</sup> <sub>POR</sub>
128p	Solo 12
96p	Solo <sup>HS11</sup> <sub>GO</sub>
64p	Solo 11
48p	Solo <sup>HS10</sup> <sub>PO</sub>
32p	Solo 10
24p	Solo <sup>HS9</sup> <sub>G</sub>
16p	Solo 9
12p	Solo <sup>HS8</sup> <sub>p</sub>

Låggarder	Antydningar
2	void
4 x	3
6 x x	5 x
8 x x x	7 x x
10 x x x x	9 x x x

Håll	Dubbelhåll	
A	A K	K 10 x x
K x	A Q	K 9 x x x
Q x x	A J x	Q J x x
J x x x	A 10 x x	Q 10 x x
10 x x x x	A 9 x x x	Q 9 x x x
	K Q x	J 10 x x x
	K J x	J 9 x x x

				Vira <sup>13</sup>	12p	Solo <sup>HS8</sup> <sub>p</sub>		
				Gask 5 <sup>12</sup>	8p	Solo 8	aa Köp 1 <sub>G</sub>	
				10-spel	Gask 6 <sup>12</sup>	6p	Solo <sup>HS7</sup> <sub>GF</sub>	aa Köp 2 <sub>p</sub>
					ha Gask 4 <sup>11</sup> <sub>GO</sub>	4p	Solo 7	aa Köp 3 <sub>PF</sub>
3h Tringel 9 <sup>D</sup>					ha Gask 3 <sup>10</sup> <sub>PO</sub>	3p	Solo <sup>HS6</sup> <sub>PF</sub>	aa tTupp (1) <sub>PD</sub>
	hhd Vingel 8 <sup>D</sup>	h Turné 8 <sup>D</sup>	2h 9-spel					ll 1 Muntergök <sub>GO</sub>
	hdd Vingel 7 <sup>D</sup>	2h Turné 7 <sup>D</sup>	2of 8-spel		ha Gask 2 <sup>9</sup> <sub>G</sub>	2p	Solo 6	aa Köp 4 <sub>PF</sub>
						4/3p		la tVupp (2) <sub>PD</sub>
								lla 1 Gökunge <sub>GD</sub>
	3h Turné 6 <sup>D</sup>	3h Turné 6 <sup>D</sup>	3f 7-spel		haj Gask 1 <sup>8</sup> <sub>p</sub>	1p		ll tRupp (3) <sub>PD</sub> <sup>(GD)</sup>
			4h 6-spel		hlj Gask 0 <sup>7</sup> <sub>GF</sub>	0p		
					hhlj Minusgask <sup>6</sup> <sub>PF</sub>	-1p		3l 1 Gökägg <sub>G</sub>

Tringel

Vingel

Turné

Begär

Gask

π

Solo

Köp-misär

Uppslags-misär

Gök

## Contract Symbols

	Positive game		Misär: Negative game
	Petite: 12-card hand		Grande: 13-card hand
1	Falsk: Win at most one trick	0	Lose all tricks
	Ouverte: Expose hand after buy		Ouverte Royale: Expose hand before buy
	Partially open		Hope Solo: Expose hand before buy
	Flip card for trump		Take entire stock
×1/2/3		Multiply all payments by 1/2/3	

					Keep		
×3				Vira	13		
			×2	5	12		8
			×1	6	12		6
9				4	11		4
	8	8	9	3	10		3
	7	7	8	2	9		2
							4/3
	6	6	7	1	8		1
			6	0	7		0
				-1	6		-1

Tringel    Vingel    Turné    Begär    Gask  
*Random trump suit*    *Beg*    *Take entire stock*







## Passing Conventions

	Low guard		Half-guard
	Stop		Double stop
	In off-colour		In colour
	No singletons or suits longer 5 than cards		



384		0		Vira
256	Vira			
192		0		12
128	12			
96		0		11
64	11			
48		0		10
32	10			
24		0		9
16	9			
12		0		8

Buy

8		1		0		
		1	7	2		0
7		3		1		
		1	6			
6		4		1		

## Cuckoo (Gök)

	Expose hand before first trick
	Expose stock before taking it
	Take stock, discard 13, lose all

## Card Combinations

	Low guard	2, 4 x, 6 x x, and so on
	Half-guard	void, 3, 5 x, 7 x x, and so on
	Stop, a x <sub>n</sub>	a: A-9 n: Number of missing high cards
	Double stop, a b x <sub>n</sub>	a: A-9, b: K-7 n: Number of missing high cards — minus 1 if a and b aren't consecutive.

## Payments

Contract value	Additional buy	
Off-colour	1×level	Win
Colour	2×level	Lose by 1
Misère	3×level	Surrender
Preference	4×level	Lose by 2

## Turn-Up

1		0			
2		0			
3		0			
4		0			

## Solo

Declarer doesn't buy

3	
2	
1	
3	

## Köpmisär

Buy misère

1		1	
1		1	
1		1	
1		1	
2		2	

## Uppslagsmisär

Turn-up, buy, exchange

4		2	
3		1	
2		1	
4/3		1	
1		1	
0		1	
-1		1	

## Gök

Take entire stock

1 <sup>st</sup> player	2 <sup>nd</sup> player
2	1
2	1
3	1