

# **“Dirty Dog” Instruction Set**

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Revision History

Rev	Date	Author	Description
1.0	06 Dec 2004	Kerwyn L. Ballinger	• Document creation
1.1	09 Jun 2009	Kerwyn L. Ballinger	• Updated Glossary
1.2	19 May 2015	Kerwyn L. Ballinger	• Updated font, images and glossary
1.3	7 Aug 2024	Kerwyn L. Ballinger	• Updated glossary and rules

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## 1. Overview

This Instruction set provides a detailed-level overview of the activity necessary for playing “Dirty Dog”. This document is valid and up-to-date as of the revised date (7 August 2024).

This is a working document that will continue as the frame of reference until Kirk Ray changes it.

This document is labeled as “*Dirty Dog Confidential*”, indicating that it contains critical and sensitive information and data about the “Dirty Dog” card game. This document is currently intended only for HP-CPCS, Kirk Ray, and Kirk’s retirement card club. Other contacts will be on a need-to-know basis only.

## 2. Glossary

Term/Phrase	Definition / Description
<b>1<sup>st</sup> Place Looser</b>	The player that ends the game in 2 <sup>nd</sup> place
<b>Back-to-Back</b>	Rare event in Dirty Dog when a single player wins the trophy in two consecutive games.
<b>Being Set</b>	Not making your bid. See DAAWG, Dirt bag, Scurvy dog, SBR, Plan D, and sometimes Matthew Maneuver.
<b>Bring out your dead!</b>	The act of leading out with a superior trump in order to draw out any remaining trump cards.
<b>Bottom Buddies</b>	Two or more players that are “clearly” in the lower score bracket
<b>Clean Run</b>	Descriptor given to the person who has made all of their bids.
<b>DAAWG!</b>	Name given to the person or persons responsible for you taking a trick you did not want.
<b>Derek Maneuver</b>	After a trick is taken then leading back with the same card suit.
<b>Dirt Bag</b>	Name given to the person or persons responsible for taking your trick that you desperately needed.
<b>Dirty Dog</b>	A player who aspires to win the coveted trophy.
<b>Dirty Dog Limbo</b>	Occurs when all players play their lowest value card in an attempt to avoid taking a trick.
<b>Door Knob</b>	Name given to the person who has been set 3 out of 4 hands.
<b>Dog Pile</b>	Tern used to describe the number of tricks you have taken after you bid zero.
<b>Dumb dog</b>	<ul style="list-style-type: none"> <li>Name of the person who picks up their first trick pile and plays the reaming hand with it.</li> <li>Name of the person or persons who ask “What led?” when only one suit is in play.</li> </ul>
<b>Easy Chico</b>	Phrase used by the player who was just bypassed by another player(s) during a hand or a bid.
<b>First Place Loser!</b>	Name of the player that finishes second place.
<b>Float ‘age</b>	This occurs when the number of bids is less by two or more than the total number of trick available.
<b>Floater</b>	This occurs when the number of bids is less by one than the total number of trick available.
<b>Game Time</b>	About the only event you will ever see all participants show up at the designated time to play “Dirty Dog”.
<b>Get under that!</b>	Phrase used by a player after he or she plays a two or three of a non-trump card.
<b>Ice Fishing</b>	Players (usually John Min) that holds up the play trying to decide what to bid or what card to play.
<b>I’ll Take One!</b>	The only phrase used by some players holding the Ace of trump.
<b>In the box</b>	Position of the person with the most points.
<b>Kobayashi Maru</b>	An unbiddable hand where a player will experience a “No Win Scenario” (reference Star Trek II)
<b>Matthew Maneuver</b>	The act of leading with a Trump card.
<b>NGTH</b>	<b>Not Going to Happen</b>
<b>No Hitter</b>	See “Clean Run”.
<b>No Trump!</b>	This occurs when an Ace is turned over at the end of the deal.
<b>Not that card!</b>	A plea from a player holding a high value card of the same suit you just played.
<b>Overbid</b>	Event that occurs when the number of bids is more than the number of cards held by a single player at the start of the hand.
<b>Overtrump</b>	To trump with a higher trump card than any played on the same trick.
<b>Plan A</b>	The initial strategy of the player before the first card is played.
<b>Plan B</b>	The new strategy when a player takes a trick unexpectedly or a trick is stolen by a “Dirt bag”.
<b>Plan C</b>	You’re at the complete mercy of other dirty dogs to meet your bid.
<b>Plan D</b>	See NGTH.

<b>Play the Right Card!</b>	Desperate wishing by one or more players wanting a specific suit lead.
<b>Proximity Alert!</b>	This indicates that there are one or more players within 5 to 10 points of the bottom score.
<b>Rascal</b>	A “clean” adjective given to a player who consistently causes you to miss your bid.
<b>Reaching for IT!</b>	Occurs when a player begins to collect the trick and then gets trumped or overtrumped by the last player in the cycle. Usually occurs with new players.
<b>SBR</b>	“Screwed) By the Rule
<b>Scurvy Dog</b>	Name given to the person who plays a “two” card to get under your “three” card thus sticking you with a trick you did not want.
<b>Singleton Trump</b>	When a player is holding a single trump card. Usually this will occur when you are holding a singleton King or Queen. If you bid on this, see “NGTH” and/or Dirt Bag.
<b>Spooning</b>	Condition where two or more players that are within 2 points of the lowest score
<b>Take That!</b>	Expression used often by Scurvy Dogs during the game
<b>“The Rule”</b>	The number of bids cannot equal the number of cards held.
<b>Trick</b>	A round of cards per hand
<b>Trump</b>	Any card that is of the same suit of the card turned over at the end of the deal.
<b>What Led?</b>	Question usually asked when more than one suit is in play.
<b>“Whap”</b>	Adjective (usually animated) used by a player that either plays a larger suit card or over trumps the hand.
<b>Wrong Color!</b>	Phrase used by a player hoping for the right lead or also see “Not that card!”.
<b>You cannot bid one</b>	Usually the words you hear as the last person to bid and holding an Ace of trump with nothing else higher than a 7 of non-trump.

### 3. Required Equipment

The following equipment has been identified as required for successful game execution:

Equipment		
Minimum Requirements	Recommended	Status
1 deck of cards	2 card decks (different colors) per group	
1 score sheet	More than one score sheet with multiple configurations	
1 mechanical pencil	2 mechanical pencils with erasers per group	
Winner trophy	Same as Minimum Requirements	
Looser trophy	Same as Minimum Requirements	
Playing area	Sound proof area so that you will not disturb your neighbors.	
Score sheet (see appendix A or B)	Both versions of the Score sheet	

### 4. How to Play Dirty Dog

#### Strategy

The basic strategy of the game is to take only the number of tricks you bid and to end up with the highest score. Dirty Dog is best played with a group of 4 to 10 fellow dogs. Any lower than 4, the games becomes very complicated to place accurate bids. Any more than 10, the general game play will become very conservative due to the lack of cards. If more than 10 players are available, it is recommended that 2 or more groups assemble and use a playoff type system to determine the winner and the looser. An example would be 12 players would be separated into two groups of 6. Each group would play a predetermined number of hands. The top three scores from each group would then play the same number of hands to determine the winner. The bottom three scores from each group would then play for the looser trophy. However, if the lowest score from the “winners” group is below that of the lowest score of the “looser” group, that player would win the looser trophy.

#### Getting Started

The first person to begin the dealing will be either the last game winner, or the person who receives the first JACK from the deck. The beginning dealer will start with giving 1 card per player. Next, the dealer will flip the top card of the remaining deck to reveal the trump suit (hearts, spades, clubs, or diamonds). The player to the immediate left of the dealer will begin the bidding. Bids will be recorded by the score keeper. The first player to bid will also be the first player to start the hand. After this hand has been played, the next player to deal will be that player to the immediate left of the last dealer. He/she will then deal 2 cards per player. Again, the top card will be flipped over to determine the trump suit. Each dealer after that

will increase the number of cards until the maximum number per player has been reached (example: with 5 players,  $52 \text{ cards} \div 5 \text{ players} = 10 \text{ cards maximum}$  with just 2 cards left in the deck). The group will determine the number of maximum hands that will be played. The Score keeper will then determine the number of hands that will be played before decreasing the number of cards per person until the person setting to the immediate right of the initial dealer ends up with the final 1 card per person deal.

### Bidding

Each player will gauge the number of tricks he/she believes they can take in the course of each hand. Like many other card games, the strength of the card(s) you are holding determines who wins the trick. The following order is from strongest to weakest card:

**Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, then 2**

A player **MUST** follow suit as it is played. Once a player no longer holds the suit being played, he/she can either play a trump card or “dump” another suit card. A trump card can take any other non-trump card no matter the strength. However, if more than one trump card is played, the strongest value trump card will take the trick.

Once the top card has been flipped after a deal and the trump suit is revealed, the person to the immediate left of the dealer will begin the bidding. If the card that is revealed is an Ace (no matter what suit it is), a **NO** trump rule is in effect. This means that no suit will be considered trump and players will bid their hand based on the strength of their cards. A player can bid from zero to the total number of tricks per hand. However, the last person to bid **CANNOT** make the total number of bids equal the number of tricks per hand. An example would be this:

Each player has five cards. You are the last to bid and the total number of bids thus far is 4. You **CANNOT** bid one. You must either bid zero or 2 or more.

The purpose of this rule (see SBR) is to ensure that at least one person per hand does not make their bid. At **NO** time can any player look at the remaining cards in the deck.

### Scoring

If a player makes his/her bid, then they are awarded 5 points + the number of tricks they took. Example: Player bids 2 and ends up taking 2 tricks. This player is awarded 7 points.

If a player does not make their bid, then they will not be awarded 5 points and the total number of tricks they bid or took (whichever is greater) will be subtracted from their score. Example 1: Player bids 1 but takes 2 tricks. This player will have 2 points subtracted from their score. Example 2: Player bids 3 but only takes 2 tricks. This player will have 3 points subtracted from their score.

It is not uncommon for players to have negative scores for much of the game (especially if they are Chif, Victor, or Sem).

The score keeper will record the number of bids predicted and the number of tricks taken on the score sheet in appendix A or B. At the end of each hand, the score keeper will draw a box around the current top score and a circle around the bottom score.

### Tie Breakers

As unusual as this is, there is a process to determine the winner or loser in the event of a tie. If there is a tie in the leader scores at the end of the game, each player of the group will be dealt 5 cards (adjust to account for larger groups). **Without looking** at their cards, each player will make a bid. Once all the bids are recorded, the players can pick up their cards and determine their strategy. Only the tied player's score will be affected. The highest score between the tied players will determine the winner or loser.

If there is a tie between the bottom scores, the 2 or more players will pull a card from a deck and the player with the lowest value card (regardless of suit) will be the game top loser.

## 5. List of Rules

The following table lists all the rules either previously covered or not.

#	Rule
1	Dirty Dog schedule is set in stone. A player who is late to the game will assume the lowest score at the time of arrival.
2	No Joker cards in the deck of cards
3	If the previous winner is not available to defend the trophy, the dealer order will be determined by the player who receives the first jack in a deal off.
4	Player to the immediate right of the initial dealer will be the final dealer.
5	Top card of the remaining deck will be the trump card. <ul style="list-style-type: none"> <li>If the top card that is revealed is an Ace (no matter what suit it is), a <b>NO</b> trump rule is in effect. This means that no suit will be considered trump and players will bid their hand based on the strength of their cards.</li> </ul>
6	The player to the immediate left of the dealer will begin the bidding and start the hand after all bids are recorded.
7	The total number of bids <b>cannot</b> equal the total number of cards per hand.
8	Once a bid is made, it <b>cannot</b> be changed after the player to his/her left had made theirs.
9	Players <b>MUST</b> follow suit of the initial lead card. <ul style="list-style-type: none"> <li>If a player is out of the “lead” suit, he/she can either trump or “dump” other cards that best accommodate their bid strategy.</li> </ul>
10	A player that is forced to leave the game prematurely will have their score (at the time of departure) compared to the lowest score to determine the loser. Appropriate trophy will be awarded.
11	Players who fail to make their bid will have the number of bids or tricks taken (whichever is greater) subtracted from their score.
12	A played card can change before the next player has played theirs.
13	If in the event of a tie breaker (highest and/or lowest score), the follow process will be followed: <ul style="list-style-type: none"> <li>For a tie for the top score, each player of the group will be dealt 5 cards (adjust to account for larger groups).</li> <li>Without looking at their cards, each player will make a bid.</li> <li>Once all the bids are recorded, the players can pick up their cards and determine their strategy.</li> <li>Only the tied player’s score will be affected. The highest score between the tied players will determine the winner.</li> <li>If there is a tie between the bottom scores, the 2 or more players will pull a card from a deck and the player with the lowest value card (regardless of suit) will be the game top loser.</li> </ul>
14	If more than one group is playing for the game trophies using a “play-off” procedure, then: <ul style="list-style-type: none"> <li>Each group would play a predetermined number of hands.</li> <li>The top scores (number to be pre-determined by the groups) from each group would then play the same number of hands to determine the winner.</li> <li>The bottom scores from each group would then play for the loser trophy.</li> <li>However, if the lowest score from the “winners” group is below that of the lowest score of the “loser” group, that player would win the loser trophy.</li> </ul>

## 6. Appendix A – Dirty Dog Score Sheet\_rev 1

[illegible]

## 7. Appendix B – Dirty Dog Score Sheet\_rev 2

[illegible]

## “Dirty Dog” Confidential



**From Your Loyal Dogs!!**