Scoring the game: After a hand is done, each player must count the number of cards remaining in their Blitz pile and give this figure to the scorekeeper. Then, the scorekeeper gathers up all the Dutch Piles in the center of the table, then returns the cards to the proper player by design – pump, plow, pail or carriage. Each player must then count those cards and give the figure to scorekeeper.

The scorekeeper then computes the score giving credit of 1 point for each card placed in the Dutch Piles and deducting 2 points for each card that remained in a player’s Blitz Pile. The game is repeated and another hand is played.

Ending the game: The first player to score 75 points wins the game. If more than one player reaches 75 points during the same hand, the one with the highest score wins.

Green Original Deck:
Scoring the game: After a hand is done, each player must count the number of cards remaining in their Blitz pile and give this figure to the scorekeeper. Then, the scorekeeper gathers up all the Dutch Piles in the center of the table, then returns the cards to the proper player by design – pump, plow, pail or carriage. Each player must then count those cards and give the figure to scorekeeper.

The scorekeeper then computes the score giving credit of 1 point for each card placed in the Dutch Piles and deducting 2 points for each card that remained in a player’s Blitz Pile. The game is repeated and another hand is played.

Ending the game: The first player to score 75 points wins the game. If more than one player reaches 75 points during the same hand, the one with the highest score wins.

Blue Expansion Deck:

Name: ___________________  Name: ___________________  Name: ___________________  Name: ___________________

Hand 1
DUTCH x2    BLITZ x2
SCORE +   -

Hand 2
DUTCH x2    BLITZ x2
SCORE +   -

Hand 3
DUTCH x2    BLITZ x2
SCORE +   -

Hand 4
DUTCH x2    BLITZ x2
SCORE +   -

Hand 5
DUTCH x2    BLITZ x2
SCORE +   -

Hand 6
DUTCH x2    BLITZ x2
SCORE +   -

Hand 7
DUTCH x2    BLITZ x2
SCORE +   -

Hand 8
DUTCH x2    BLITZ x2
SCORE +   -

Total: ___________________  Total: ___________________  Total: ___________________  Total: ___________________