

Official Sheephead Score Sheet 3 Handed Sheet

Use pens ONLY!

Name	1		2		3		Ok'd
	Won	Lost	Won	Lost	Won	Lost	
Hand							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
Side 1 Score							
Side 1 Plays							

Place a line thru mistakes & have Captain initial.

Sheephead Tournament Director
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Tournament Play

Table/player position by luck of the draw. Table stakes are 25-50-75 double on the bump / punish the picker.

Table stakes can be higher if ALL agree. Dealer will shuffle deck minimum 3 times, mandatory cut. Deal 3, 2 in the blinds, 4, & 3.

Dealing Out Of Turn – If started, hand played then deal to correct order.

Misdeals – If dealt out of order, a card flipped over, not dealt in the proper sequence, it is a miss-deal. Not a miss-deal

if a player accidently flips their own cards.

Looked At - After 1st trick taken, blinds cannot be looked at. Last trick cannot be looked at once 1st card of next trick is played. 1 warning, then automatic loss.

Leading Out of Turn - Player leads out of turn and is caught before next card is played, it is pulled back & correct person leads; 1st time not a misplay. Afterward 4 point penalty. If after next card played, see scoring misplays. After hand is complete, hand stands as played.

Played is Played – Played card may not be removed from table unless another card needs to be played to prevent an illegal play.

Misplay - One of the Opponents
 If misplay can be corrected before 1st card is laid for next trick, misplayed card must remain face up, played 1st legal opportunity. If 2 cards fall together, TOP card is played, unless it is a misplay.

Misplay by Picker – Miss-buries, lose. Misplay they lose unless already have 61 or more.

No Table Talk – Warning 1st offense
 2nd offense - 4 point penalty.

Diamonds are Trump

Throwing In – Unless picker already has 61 or more they lose.

Blinds - No person other than picker may look. 1 warning; then 4 point penalty; play hand.

Leaster Tie, last person to take a trick losses. Tie with no trick, last person to pass wins. 3 way tie, last person to pass wins.

Leaster Misplay by lowest – 2nd lowest wins. 1 player **takes all tricks** they lose 4, other 2 win 2 (circle), pays no Schneider, double on the bump.

Double On the Bump

Scorer

Please Total Score and Plays