

Official 4 Hand Sheepshead

Name Hand	1		2		3		4		Ok'd
	Won	Lost	Won	Lost	Won	Lost	Won	Lost	
1	Dealer								
2			Dealer						
3					Dealer				
4							Dealer		
5	Dealer								
6			Dealer						
7					Dealer				
8							Dealer		
9	Dealer								
10			Dealer						
11					Dealer				
12							Dealer		
13	Dealer								
14			Dealer						
15					Dealer				
16							Dealer		
17	Dealer								
18			Dealer						
19					Dealer				
20							Dealer		
21	Dealer								
22			Dealer						
23					Dealer				
24							Dealer		
25	Dealer								
26			Dealer						
27					Dealer				
28							Dealer		
29	Dealer								
30			Dealer						
31					Dealer				
32							Dealer		
Side 1 Score									
Side 1 Plays									

Score Sheet

Sheepshead 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 accidentally 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, 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+ 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
Plays this side should total 32 Plays