

National 3 Handed Sheephead Tournament Est. 1970

Scorekeeping

Keeping score is an important part of the tournament. Scoring is easy, although it may seem complex. These instructions are to assist Captains and players.

Duties of a Scorekeeper

Players and seating are picked luck of the draw. Of the players picked for your table, decide who will score. Scorer can chose what seat they will take. Example: John Doe is #2 player for table, but will be scoring. He chooses Seat One. The player that is drawn for #3 then becomes Seat 2 and #1 drawn player becomes Seat 3. (4 Handed table uses the same procedure, but adds Seat 4)

Write "Scorer" next to your name. Before Scorer turns in the sheet, fill out Location, Session, Date, and Table.

Start - On side 2 have each player CLEARLY PRINT their FULL NAME (or mailing label) in the correct seat position. If a player is new or has a change of contact information, they need to fill out a registration sheet, see Captain.

Use only pens for scoring. If you make a mistake, strike through the mistake with a single line, make the correction, and have the scoresheet initialed by the Captain.

Before turning in scoresheet and bumps, ensure that each player's full name is PRINTED on the sheet and scores are totaled, if you know how to total plays, please do so, collect and turn in the correct amount of bumps.

Help ensure that the correct player is dealing.

After completing the first side of the scoresheet, total the score and number of plays (wins and losses) and transfer to the top of the second side. If you can, do this while another player is dealing.

Side 1 Plays							Location	Jen's	Session	1
Name	1	2	3				Date	3-2-20	Table	4
Side 1 Score							One line thru mistakes & have Captain initial.			
	Won	Lost	Won	Lost	Won	Lost	Ok'd	Seat 1		
25							CLEARLY PRINT FULL NAME			
26							John Doe		Scorer	
27							Points	-		

Scoring - Log score at the completion of each hand.

Picker Wins or Loses: Schneider 2 Pts; No Schneider 4 Pts; No Trick 6 Pts

If the picker loses, mark the loss and one-half of that amount in each of the other two players' win column. In the case of picker not getting Schneider, the winners each receive 2 points, circle them so they are not counted as plays.

Leaster - Winner receives 2 Pts or 4 Pts if they did not get a trick. Player that takes the last trick adds the points of the cards in the Blind. In case of a tie, last person to take a trick loses. Tie where both players do not take a trick, the last person to pass wins. 3 way tie, winner is last person to pass, dealer in 3 player table, player to dealer's right in 4 player table. Misplay by lowest – Winner second lowest is winner. 1 player takes all the tricks they lose 4, other 2 players win 2 (circle), pays no Schneider, double on the bump.

On Side 1 – Scorer writes the name of each player

Example: First Hand – John wins, opponents have Schneider.

Official Sheepshad Score Sheet 3 Handed Sheet							
Name	1 John	2 Sue	3 Tom				Use pens ONLY!
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
Place a line thru mistakes & have Captain initial.							
Sheepshead Tournament Director Email nass@athenet.net Phone 920-687-0505							

Example: Second Hand – Tom picks and loses with Schneider.

Official Sheepshad Score Sheet 3 Handed Sheet							
Name	1 John	2 Sue	3 Tom				Use pens ONLY!
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
2	1	1			2		
Place a line thru mistakes & have Captain initial.							
Sheepshead Tournament Director Email nass@athenet.net Phone 920-687-0505							
Tournament Play Table/player position by luck of the draw. Table							

Example: Third Hand – Sue picks and loses with No Schneider.

Official Sheepshad Score Sheet 3 Handed Sheet							
Name	1 John	2 Sue	3 Tom				Use pens ONLY!
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
2	1	1			2		
3	②		4		②		
Place a line thru mistakes & have Captain initial.							
Sheepshead Tournament Director Email nass@athenet.net Phone 920-687-0505							
Tournament Play Table/player position by luck of the draw. Table stakes are 25-50-75 double on the bump / punish the picker.							

Example: Fourth Hand – Sue picks and wins, opponents have Schneider, Scorer mismarks and corrects.

Official Sheepshad Score Sheet 3 Handed Sheet							
Name	1 John	2 Sue	3 Tom				Use pens ONLY!
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
2	1	1			2		
3	②		4		②		
4	2	2					SG
Place a line thru mistakes & have Captain initial.							
Sheepshead Tournament Director Email nass@athenet.net Phone 920-687-0505							
Tournament Play Table/player position by luck of the draw. Table stakes are 25-50-75 double on the bump /							
higher if ALL agree. Dealer will shuffle deck minimum 3 times,							

Totaling Points on First Side - It is suggested that the Scorer total the points on the first side while another player is dealing.

Official Sheepshhead Score Sheet 3 Handed Sheet							
Name	1 John		2 Sue		3 Tom		
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
2	1		1			2	
3	②			4	②		
4	2		2				SG
24			6				
Side 1 Score	21	0	13	6	6	8	
Side 1 Plays							

Use pens ONLY!

Place a line thru mistakes & have Captain initial.

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

Captain Initials higher if ALL agree.
Dealer will shuffle deck minimum 3 times,

2 (circle), pays no Schneider, double on the bump.

Double On the Bump

Scorer
Please Total Score and Plays

Total the Plays on the first side. Count and log all the winning and losing plays. In the win column each score of 2, 4, or 6, other than Circled or Crossed Out scores, count as 1 Play. Each score in the loss column is a Play. The total of Plays (combine wins and losses of all players) on the first side should equal 24 on 3 Player Score Sheet and 32 on 4 player Score Sheet.

Official Sheepshhead Score Sheet 3 Handed Sheet							
Name	1 John		2 Sue		3 Tom		
Hand	Won	Lost	Won	Lost	Won	Lost	Ok'd
1	2						
2	1		1			2	
3	②			4	②		
4	2		2				SG
24			6				
Side 1 Score	21	0	13	6	6	8	
Side 1 Plays	12	0	4	2	3	3	

Use pens ONLY!

Place a line thru mistakes & have Captain initial.

Sheepshead Tournament Director
Email nass@athenet.net Phone 920-687-0505

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

Captain Initials higher if ALL agree.
Dealer will shuffle deck minimum 3 times,

2 (circle), pays no Schneider, double on the bump.

Double On the Bump

Scorer
Please Total Score and Plays

Turning the Page Over – If you have not already done so, write names at the top of the columns. In each player's column write their first side plays in the box over their name and score below.

Side 1 Plays	12	0	4	2	3	3	Location	Jen's	Session	1
Name	1 John	2 Sue	3 Tom				Date	3-2-20	Table	4
Side 1 Score	21	0	13	6	6	8	One line thru mistakes & have Captain initial.			
	Won	Lost	Won	Lost	Won	Lost	Ok'd	Seat 1		

Total the Second side. Add scores from Side 1 and Side 2 and log at the bottom.

48		2			
Pts Win	44	36	12		
Pts Lost	0	6	10		
Net Pts	44	30	2		

REQUIRED to qualify!

Mailing labels work great.
 Scorekeeper - Use pens ONLY!
 Complete Scores, Plays, & Bumps.
 Total add all plays, wins and loses, they should total 48
 Info / Email nass@athenet.net Ph 920-687-0505

Transfer totals from the bottom to the Players Box on the right side of Side 2.

Seat 1	
CLEARLY PRINT FULL NAME	
John Doe Score	
Points	44 - 0 = 44 <small>Wins Losses Net</small>
Plays	22 + 0 = 22 <small>Wins Losses Net</small>
Bumps	\$0.25 X 0 = \$0.00
Seat 2	
CLEARLY PRINT FULL NAME	
Sue Smith	
Points	36 - 6 = 30 <small>Wins Losses Net</small>
Plays	14 + 2 = 16 <small>Wins Losses Net</small>
Bumps	\$0.25 X 2 = \$0.50
Seat 3	
CLEARLY PRINT FULL NAME	
Tom Jones	
Points	12 - 10 = 2 <small>Wins Losses Net</small>
Plays	6 + 4 = 10 <small>Wins Losses Net</small>
Bumps	\$0.25 X 4 = \$1.00
Total Plays (48)	48
Total Bumps \$	\$1.50
Full Name	

Log Wins, Losses and Total Score. Circle Players with Total Score of 40 and above.

Count and add Won Plays from both sides. Each score of 2, 4, or 6, other than Circled or Crossed Out scores, count as 1 Play. All Losses count as one lost Play. Add Won and Loss Plays for Net.

Log Total Loss Plays and multiply times \$0.25 for Bumps owed by Player.

Add Players' Net Plays (should equal 48 on 3 Player Score Sheet and 64 on 4 Player sheet).

Add Player Bumps and log. Turn in Sheet and Bumps to Captain.