



Sheepshead, THE Game

The Rules

1. See www.sheepshead.org for the complete rules of the game
2. The partner is determined by the partner option that was selected on the set up window. However, you can decide to go alone after picking if this option is turned on. If you are playing a Jack of Diamonds partner option and have all four jacks, you will go alone.
3. If after dealing, all the players pass, the hand will be re-dealt. The doublers count will be incremented by one if this option is turned on. The dealer has three opportunities to deal before passing the deal to the next player.
4. The picker has an opportunity to blitz black queens, black jacks, red queens and red jacks if these options are turned on. You must declare the cards you want to blitz before picking.
5. Any opponent that sits after the picker, may crack and or blitz if these options are turned on.
6. If a crack is declared, the picker and the partner have an opportunity to crack back and or blitz if these options are turned on.
7. Scoring – Picker loses all 6 tricks is -6 points. Picker wins 0 to 30 points is – 4 points. Picker wins 31 to 60 points is -2 points. Picker wins 61 to 90 points is 1 point. Picker wins 91 to 120 points is 2 points. Picker wins all six tricks is 3 points.