

# Sheephead / Schafskopf

Get in groups of 4 – deal 7 cards each with 4 in blind (deal 3, 2, 2)

Get in groups of 5 – deal 6 cards each with 2 in blind (deal 3, 3 or 2, 2, 2)

You may not deal cards in the blind first or last.

- Starting with the person to the right of the dealer, decide if you have a good hand. If you do, pick the blind and put the equal number back on the table. A good hand should have at least 4 good trump. If you have a poor hand say “pass”
- Call an Ace of the fail you have in your hand to be your partner.
- If no one has a good had, play leaster. – play to get fewest points, but must have at least 2

The person to the right of the dealer starts.

If you are partner start with trump, if you are not partner start with fail.

Give up power over points

Trump:

- $Q\clubsuit Q\spadesuit Q\heartsuit Q\diamonds$  (s. Kreuz, s. Pik, s. Herz, s Karo)
- $J\clubsuit J\spadesuit J\heartsuit J\diamonds$  (s. Kreuz, s. Pik, s. Herz, s Karo)
- $A\diamonds 10\diamonds K\diamonds 9\diamonds 8\diamonds 7\diamonds$  (Ass, Zehn, König, neun, acht, sieben Karos)

Points: 120 points in the deck

- Ace (s. Ass) 11 points
- Ten 10 points
- King (r. König) 4 points
- Queen (e. Dame) 3 points
- Jack (r. Bube) 2 points
- 9, 8, 7 0 points

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Scoring: Scoring occurs if you plan to play many rounds

4 person scoring

	picker	partner	other two/three
Win no partner all tricks	+6		-2 each
Win no partner with Schneider	+3		-1 each
Lose no partner	-6		+2 each
Lose no partner with Schneider	-3		+1 each
Picker & partner all tricks	+4	+2	-3 each
Picker & partner win no Schneider	+3	+1	-2 each
Picker & partner win opp has Schneider	+1	+1	-1 each
Picker and partner lose with Schneider	-1	-1	+1 each
Picker and partner lose no Schneider	- 3	-1	+2 each
Picker and partner no tricks	-4	-2	+3 each

Schneider is 32 points (half of the deck)

5 person scoring

	picker	partner	other three/four
Win no partner all tricks	+8		-2 each
Win no partner with Schneider	+4		-1 each
Lose no partner	-8		+2 each
Lose no partner with Schneider	-4		+1 each
Picker & partner all tricks	+6	+3	-3 each
Picker & partner win no Schneider	+4	+2	-2 each
Picker & partner win opp has Schneider	+2	+1	-1 each
Picker and partner lose with Schneider	-2	-1	+1 each
Picker and partner lose no Schneider	- 4	-2	+2 each
Picker and partner no tricks	-6	-3	+3 each

Schneider is 32 points (half of the deck)