Sheepshead Score Sheet

Five players, ten deals, each keeping their own score

Date _____

Deal	Picker	Partner	**Points** picker's side	_____	_____	_____	_____	_____
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

WHAT EACH HAND PAYS

The picker's side takes	Picker	Partner	Each defender
61 to 90 points	+2	+1	−1
91 or more (schneider)	+4	+2	−2
Every trick (schwarz)	+6	+3	−3
31 to 60 points	−4	−2	+2
30 or fewer (schneidered)	−6	−3	+3
No trick at all (schwarz)	−8	−4	+4

ALONE, LEASTERS AND THREE-HANDED

A picker who holds the jack of diamonds plays alone, against all four: twice the picker's amount above, and the defenders the same.

Leaster, when nobody picks: the fewest card points wins, if that player took a trick, and collects 1 from each of the others.

Deals 11 and 12 are for a tie at the top.

Three-handed: leave two columns empty. The picker plays alone against both others, at the same rates, over 6 deals.

Play Sheepshead on your phone or tablet: **Fireside Classic Games**

You play against the computer. No ads, and it works offline.

The rules, and score sheets for more games: ulshsolutions.com/rules/sheepshead/

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