

Tilden Lions Oktoberfest Schafskopf Tournament Rules
For
Five (5) Handed Call An Ace

Section I General

- Article 1 Sheephead Format is five handed, call an ace.
- Article 2 Seating is in Section A "Call An Ace"
- Article 3 Play includes 45 hands total, with 15 hands at each of 3 tables.
- Article 4 Prizes are awarded at completion of tournament play.

Section II Table Exchange

- Article 1 After 15 hands at initial table and after 15 hands at the second table, the winner moves to the next lower table # and the loser to the next higher table # in Section A. Assistance to be given for moves.

Section III Scoring

- Article 1 See "Scoring Rules", page 2 of 2.

Section IV Shuffling and Dealing

- Article 1 The cards must be properly shuffled and cut by the player to the dealer's right.
- Article 2 The cards must be dealt in the following order, starting to the dealer's left: two cards to each player and then one card to the blind, then two more to each player, then 1 to the blind, and then two to each player.

- Article 3 If a card is dealt face up, a redeal must be made.
- Article 4 All deals must be made in proper order throughout the 15 hands.

Section V Blind and Discard

- Article 1 Only the picker is permitted to look at the blind.
- Article 2 The discards cannot be examined by the picker after the lead has been made for the second trick.

Section VI Calling a Partner

- Article 1 If picker desires a partner, an ace is called and the picker must hold a suit of the ace called. If this is not possible see Article 2.
- Article 2 If picker holds only one suit and has that ace, picker calls "unknown" and must retain a fail which is placed face down on the table. This card must be played on first lead of the called suit. Picker's card can never win the trick.
- Article 3 When picker holds all 3 suit aces, a ten is called and the picker must keep a suit of the ten called. Picker's card cannot win the trick.
- Article 4 If picker holds eight trump, an ace can be called "unknown" with a trump face down on the table and the rules of Article 2 apply..
- Article 5 The partner must always play the called ace on the first lead of the called suit. The partner can never discard the called ace at any time.

Section VII Loners

- Article 1 To play alone the picker must make that announcement. For scoring on loners see "scoring rules".

Section VIII Leasters

- Article 1 If all players pass, a leaster is played. See "Leasters" in the "Scoring Rules".

Oktoberfest Schafskopf Tournament**Scoring Rules****For Picker With Partner**

	Picker Gets	Partner Gets	Opponents
Picker & Partner get 61 to 90 pts.	+2	+1	-1 Each
Opponents get no Schneider (<30)	+4	+2	-2 Each
Picker & Partner get All Tricks	+6	+3	-3 Each
Picker & Partner get 31 to 60 pts.	-4	-2	+2 Each
Picker & Partner get < 31, but a trick	-6	-3	+3 Each
Picker & Partner get no trick	-6	-3	+3 Each

For Picker Who Plays Alone

Picker gets 61 to 90 points	+12	-3 Each
Picker Gets 91 or More, but loses a trick	+24	-6 Each
Picker gets All Tricks	+36	-9 Each
Picker loses and gets 31 or more	-12	+3 Each
Picker gets < than 31, but a trick	-24	+6 Each
Picker does not get a trick	-36	+9 Each

Leasters

Player has least points and a trick	+4	-1 Each
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Misplays

Player misplaying	-12	+3Each
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