**OH HELL / BUST SCORE SHEET**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Player | Player | Player | Player | Dealer | No | Dealer | Player | Player | Player | Player |
| Bid | Score | Bid | Score | Bid | Score | Bid | Score | Bid | Score | Bid | Score | Bid | Score | Bid | Score |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **13** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **12** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **11** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **10** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **9** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **8** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **7** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **6** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **5** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **4** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **3** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **2** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **1** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **1** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **2** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **3** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **4** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **5** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **6** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **7** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **8** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **9** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **10** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **11** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **12** |  | 1 |  | 1 |  | 1 |  | 1 |  |
| 1 |  | 1 |  | 1 |  | 1 |  |  | **13** |  | 1 |  | 1 |  | 1 |  | 1 |  |

*With Compliments*

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**Object of the Game**

The object is for each player to **correctly bid** the number of tricks they think they can take from each hand, then to take exactly that many; no more and no fewer. Points are awarded only for making the bid exactly. In this version points are not deducted for missing the bid. This makes scoring a lot easier. The player at the end of the game with the most points wins the game.

The significance of accurately predicting your trick total far outweighs the reward for actually attaining tricks, so picking up a bad hand isn’t always a problem. In fact, a horrible hand may be simpler to guess than an excellent one. Making correct approximations about your hand concludes your success at the game, which is a very nourishing element for a card game. **It is great fun to play.**

A game with four players normally take about 1 hour and 15 minutes. The more players the longer the game.

**Preparing your Scoring Sheet for a game**

1. This score sheet is designed to work with three to eight players. If playing with three to four, use the left hand side only. [That part with is left of the column title “no”] From five to eight use the entire width accordingly.

2. Insert each players name in the space provided under the word “player”

3. Decide who is going to lead the playing first. Place the initial of that person into the column marked “deal”. Then in cells below that initial in the same column, place each person’s first initial in the order of how they are sitting around the table. I.E. Bryce is going to lead the first hand “b” goes in the first cell in the column “dealer”. Anne is sitting to the left, under ‘B” in the next cell “A” would be inserted. And so on until you have the first initial of each player, represented in the table. Then repeat that sequence down the column until the entire table is completed. This removes any confusion about who’s leading the next hand. The second “dealer” column is not used if you are playing with more than four players. This allows this table to be used twice if playing with four players or less.

4. Select one person to be the scorer. That person who is going to keep the scores of all players throughout the game

**Playing the game and using the scoring sheet**

* *A standard 52 card deck is used. The cards in each suit rank (from high to low)* ***A K Q J 10 9 8 7 6 5 4 3 2***
* *Remove the jokers from the pack of cards. Jokers are not used in this game, regardless of the number of players.*
* *[Four Players assumed] An entire pack without jokers are used. When playing with less or more than four, refer to “Other Variations” comments below, before dealing the cards.*
* *All other instructions on how to play and use the score sheet are the same regardless of the number of players.*
* *This score sheet predetermines that the game will start with 13 cards dealt, reducing to 1 card, then back up to 13 cards, to end the game. If shorter games are desired start with fewer cards dealt in the first round, and reduce from that number.*
* *Players must follow suit. It is not until a player has no cards of the lead suit can they either play off suit [some other suit of the deck] or “trumps” if they have already been declared by the dealer.*

**Playing the game**

1. To determine the first dealer, draw cards. The player with the highest card deals first. The turn to deal rotates clockwise with each hand. The dealer [that person recorded by the initial in the first cell in the column “dealer”], shuffles the cards, and deals 13 cards to each player, face down.

*In this first hand, when all 13 are dealt, this round is deemed to be a “no trump” hand. This means that an Ace of any suit is the highest card. [Note: when 12 or less cards are dealt, the dealer turns up one card from the remaining cards not dealt to the players. The suit of which is now declared to be “trumps”*

1. When the deal is finished each player picks up their cards and decides how many tricks they wish to bid for, and places a closed fist or fists on the table, to indicate they are ready to bid.
2. When all fists are out, the scorer says “go” then all players **at the same time** indicate the amount of tricks they assume their hand will take by displaying a finger. One finger for each trick.
3. The scorer then records each person’s bid, by placing it next to the “1” in that players bid column. (So if a player wants one trick, the scorer places a one, forming the number “11”. Then “2” tricks are indicated 12 is recorded and so on. If a player has indicated they want “0” tricks, then “10” is recorded. After all bids are recorded, the scorer announces how many tricks are bid for this hand. With 13 cards dealt there may be an over bid or under bid, or 13. So four players may in fact bid for only 6, 7, 8, 9 tricks or equally over bid to try to take 14, 15, 16 tricks. This is one of the main pressure points of the game. This same natural pressure exists on every hand throughout the entire game.
4. The player to the left of the dealer then commences play, by playing any card from their hand.
5. Once all players have played their cards, the winner of that hand [Either the highest card of that suit played, or the highest trump played by a player who has no cards of the suit led by the person commencing that hand]
6. The “Winner” of the previous trick is then the leader of the next, until all cards and hands have completed that hand.
7. At the completion of that hand the scorer records the “score” for each player in the column titled “score” under that player’s name. If the player called “0” and correct takes no tricks, then record “10” for that player in the “score” column for that hand. If a player called “3” at the beginning of the hand and takes three tricks, record “13” for that hand. If any player calls any number and does not get that exact number of tricks. No score is recorded. Leave the score column empty.
8. With each subsequent hand, if a player takes the right number of tricks indicated at the beginning of the hand. I.E. If a player has 24 as a total score in the “score” column and then called “3” (13) for the hand just played. The new score for that player would then be “37”. In reverse the player has a score of 24. Called for a number of tricks. Doesn’t take that number, that players score doesn’t change.

The player with the highest score at the end of all hands is declared the winner.

**Variations that the score sheet accommodates.**

Three Players: Remove all cards from the pack up to and including the five of spades. Only use the first three “player” columns

Five Players: From another pack add all cards up to and including the five of spades. Use the first five “player” columns.

Six Players: Add all cards up to and including both the 8 of spades and clubs. Six “player” columns used

Seven Players: Add all cards up to and including both black jacks and the Jack of Diamonds. Seven “player” columns

Eight Players: use two packs. Eight “player” columns used.

Notes about games with more than four players.

When playing with additional cards the person who wins the “trick” when all players are following suit, is that person who plays the highest card of the suit lead. Should this mean that any winning card is played twice; the person who played that card for the second time wins that trick. This assumes no “trumps” are played on that hand. Otherwise the highest trump wins the trick, or the second trump of equal value to the first wins the hand.

**Tips on how to win**

How much you bid depends on your high cards, your trump cards, and by what the other players in the game bid. The more the players around you seem to be bidding, the less you should value hand— and the reverse is also true. Furthermore, if you can judge that the players with decent hands are to your direct right (so that you play after them and take their honours), you may again up your bid by a trick.

Don’t bid too high; if in doubt; remember that playing to lose a trick is normally much simpler than playing to win it.

In the early stages of the game, when you have lots of cards, leading a suit in which you have only one card can be a good idea. Depending on whether you win or lose that trick, you can be more adaptable in your scheme with other suits. If you win a trick unpredictably, you go out of your way to lose an additional trick that you may have won. If you lose a trick that you assumed to win, you know to go all out to make up for it when you can.