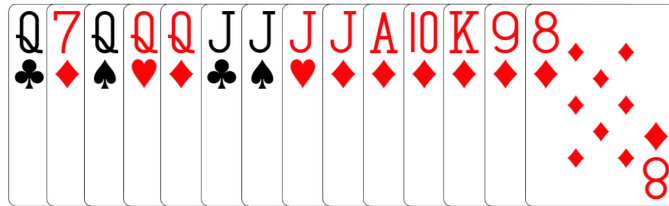# Sheephead Basic Rules

Sheephead is a card game with 6 tricks per deal. In a trick, each player plays one card from their hand and the player with the highest-ranked card takes the trick for their team. The object of the game is for your team to get enough points by taking tricks.

Card Rankings

The 14 Sheephead trump cards rank as follows:

The remaining 12 fail cards (non-trump cards) rank as follows:

Note: Any trump card will take any fail card

Point Value of Cards

There are 120 points among the 26 cards. Every suit of the following cards is worth the same, even trump suits.
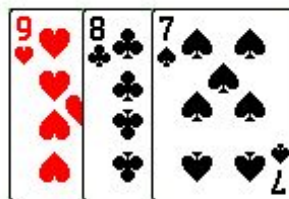

11 points   10 points   4 points

3 points   2 points   0 points

Basic Play

The Picker

The person to the left of the dealer gets the first opportunity to pick. If you have a good hand (lots of trump cards) go ahead and pick, otherwise pass the opportunity to the next player.

When you pick, two extra cards get put into your hand and you will have to choose two cards to bury. The points from the cards that you bury are yours to keep at the end of the round.

If everyone passes, the dealer redeals.

The Partner

The picker's partner is the player with the Jack of Diamonds. At the end of the round, the picking team (partner and picker) will win if the points in the bury and from their combined tricks won are at least 61 points. If both teams have 60 points, then the opposition wins.

Why can't I play certain cards sometimes?

The online game at https://cards.justinbehnke.com will enforce you to follow suit.

To follow suit means, if a trump card is the lead card of the trick, and you have some trump cards in your hand, you must play your trump card. If the lead card is a fail card, and you have a card of that same suit, then you must play it to follow suit.

If you cannot follow suit, you may play whatever you have. Have fun!

More Info

https://www.sheepshead.org/rules/sheepshead-basic-rules