

Hearts Scoresheet & Rules

Date:

1/31/26

Table #

Please return to table
after reporting scores

Knights of Columbus

Church of Ascension, OP

Pts / Hand

Total pts

Practice Hand

Practice with cards face up

Deal	Pass Dir						Sum 26
	Left						

ROUND 1

Player 1

Player 2

Player 3

Player 4

Deal	Pass Dir						Sum 26
	Left						104
	Right						
	Across						
	None						
	Total						

ROUND 2

Player 1

Player 2

Player 3

Player 4

Deal	Pass Dir		ignups				Sum 26
	Left						104
	Right						
	Across						
	None						
	Total						

ROUND 3

Player 1

Player 2

Player 3

Player 4

Deal	Pass Dir						Sum 26
	Left						104
	Right						
	Across						
	None						
	Total						

ROUND 4 (If time permits)

Player 1

Player 2

Player 3

Player 4

Deal	Pass Dir						Sum 26
	Left						104
	Right						
	Across						
	None						
	Total						

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Pts / Hand	Total pts
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ROUND 5 (If time permits)

	Player 1	Player 2	Player 3	Player 4	
Deal	Pass Dir				Sum 26
	Left				104
	Right				
	Across				
	None				
	Total				

Hearts Event Modified Rules

- 1 Divide up players into 4 per table. Assign someone to be the scorekeeper at each table. Allow practice hand at the start of tournament.
- 2 In case of odd number of players, we will ask for volunteers to sit out for that round. They will automatically be assigned 26 pts for that round (equals typical average).
- 3 Nomenclature: Trick -> 13 tricks to a hand -> 4 hands to a round -> 3-4 rounds to a game
- 4 Deal 13 cards to each player. Okay to deal 2 or 3 cards at a time.
- 5 Each **Heart** counts as 1 point, **Queen of Spades** counts as 13 points. Goal is to get lowest number of points.
- 6 At the start of the hand, each player passes 3 cards to the player to your left, then right, then across, then no pass. Typically you want to get rid of high cards, Hearts and/or suits.
- 7 Person with **2 of Clubs** leads the first trick. Noone can lay Hearts or Queen of Clubs on the first trick.
- 8 Since many first time players will be at this event, we will allow a card played to be picked back up unless the next card has been played.
- 9 Everyone must follow suit if possible. You cannot lead a Heart until Hearts are broken. The Queen of Spades does not constitute the breaking of Hearts.
- 10 Highest card of led suit wins the trick and then that person leads the next hand.
Cards Hi to Lo: A-K-Q-J-10...2.
- 11 Strategy: Typically you want to a) Lead low cards, b) Play low cards when you must follow the led suit, c) Play high cards or Hearts if you cannot follow the suit that was led, d) Do whatever you can to avoid taking the trick with the Queen of Spades (ex. never lead or keep Ace or King of Spades).
- 12 Shooting the Moon: If one player takes all the Hearts and Queen of Spades, that player gets 0 pts for that hand and all the other players at the table get 26 pts. Other players want to recognize and avoid this.
- 13 All tables to play 4 hands per round (vs 100 pts). Allow all tables to finish the round of 4 hands.
- 14 At the end of the round, the scorekeeper to report scores of each player at their table to the master scorekeeper. **Please return scoresheet to the appropriate table.**
- 15 After all scores are posted, the players at each table are determined according to their rank. Grab a snack, socialize or visit restrooms until the next round is started.
- 16 For the benefit of all attendees, "**Let's keep the games moving along**". Don't be the last table to finish a round.
- 17 Wear your name badges. We want this event to be an opportunity to meet other Knights and their wives.
- 18 Attendees are asked to bring an appetizer or dessert to share. No main dishes or meal will be provided at the event. The beer kegs will be open. Feel free to bring other beverages of your choice.

Reminders:

- a No experience needed. Singles, couples, parishioners, priests and Knight prospects are welcome. Signup on website is strongly recommended.
- b Table Leads to meet in the Parish Hall at 5:30 pm. Ralph to mail out scoresheets, rules and table assignments in advance.
- c We are anticipating 14 tables of 4 participants per table. Anticipate wrap up between 9 & 9:30 pm. Assume 3-4 rounds at 30 minutes per round, 15 minutes social before the start, 15 minutes practice hand, 15 minutes social between rounds, and an allowance of 15 minutes for awards at the end.
- d Need: Nametags, table numbers, cards, pens, table scoresheets, prizes, mic, big screen, laptop, beer, plates, napkins, utensils.