

Oh Shit

Players

From 3 to 7 people can play. The game is best when played with 4 to 6.

Cards

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**.

Sequence of Hands

The **game** consists of a series of **hands**. The first hand is played with 7 cards dealt to each player. Each successive hand is played with one card fewer, down to a hand of just one card each, then one card more per hand back up to the starting level.

Example: The hands are: 7 cards, then 6,5,4,3,2,1, then 1,2,3,4,5,6,7, for a total of 14 hands to the game.

Object of the Game

The object is for each player to **bid** the number of tricks he thinks he 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, and are deducted for missing the bid, either over or under (see [scoring](#) below).

The **hook** is that at least one player will fail on each hand, because the total number of tricks bid by the players may not equal the number of tricks available on that hand.

Deal

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 cards are shuffled and cut and the dealer deals the cards singly until everyone has the appropriate number of cards for the hand being played. The next card is turned face up and the suit of this card is the **trump suit** for the hand. The trump suit beats any of the other three suits played in that hand. The remaining undealt cards are placed in a face down stack with the turned trump on top of it.

Bidding

The bidding in each hand begins with the player to the left of the dealer, and then continues clockwise, back around to the dealer, who bids last. Each bid is a number representing the number of tricks that player will try to take. Everyone must bid - it is not possible to pass, but you can bid zero, in which case your object is to take no tricks at all. A bid may be changed only if the next player to the left has not yet bid. Remember the **hook**: the dealer may not bid the number that would cause the total number of tricks bid to equal the number of tricks available; a hand will always be "over-bid" or "under-bid". Keep in mind when bidding that not all cards in the deck are in play in any hand.

Play

The play begins with the player that bid the highest number of tricks. If one or more players make the same bid, the first person to make the bid starts. The lead may be any suit (including trump). Play follows clockwise. Each player must follow the suit led, if he can. If not, he must play a trump, if the player has no trump, he/she can play any other suit. The player who has played the highest trump card, or if no trump was played, the highest card of the suit led, wins the trick. That player then leads to the next trick. Continue until all tricks have been played and won.

Scoring

The player who wins the exact number of tricks bid scores 10 plus 2 points for each number of tricks bid (10 points for zero tricks, 12 for 1 trick, 14 for two tricks, etc.) A Player whose bid is unsuccessful (over or under) loses 2 points times the difference between the number of tricks won and the number of tricks bid.

Examples:

Bid 1 Trick	took 0 Tricks	scores 10 points
Bid 1 Trick	took 2 Tricks	scores 12 points
Bid 2 Tricks	took 2 Tricks	scores 14 points
Bid 2 Tricks	took 3 Tricks	loses 2 points
Bid 2 Tricks	took 1 Trick	loses 2 points
Bid 3 Tricks – took 1 Trick - loses 4 points		