

# Oh Heck Card Game Rules

**THE PACK:** The standard 52-card pack is used. Aces are high and 2s are low.

**OBJECTIVE:** The objective of Oh Heck is for the player to win the exact number of tricks they bid at the beginning of the round.

**SET UP:** Oh Heck is a trick-taking game for 2-8 players. First, select the scoring method that will be used for the entire game. See “Scoring” Section for details. For the first hand, each player is dealt an equal number of cards from the deck (see chart below).



Players	2	3	4	5	6	7	8
Max Cards	10	10	10	10	8	7	6
# of rounds	19	19	19	19	15	13	11

**TRUMP SUIT:** Randomly select one of the four suits to be the Trump Suit for the first round. After every turn, the trump suit will rotate in the following order (clubs, diamonds, hearts, spades, no trump). So if spades are randomly selected for the first round, then the second round would have no trump, the third round clubs would be trump, etc.

**BID:** The first player is chosen randomly and will start the round of bidding. Each player in turn order will announce how many tricks they think they can take this turn. If you are using the “Hook” bidding rule then the dealer (the player to the right of the first player) **cannot** make a bid that would result in the total bids by all players equaling the number of tricks available during the hand. The minimum bid is 0 and the maximum bid is the number of tricks in the round (this is equal to the number of cards each player is dealt in the round).

- *Example:* 3 player game, if there are 5 cards dealt to each player and player 1 and player 2 each bid 2, then the dealer cannot bid 1 and must bid 0, 2, 3, 4 or 5.

**PLAYING:** Once the bids for each player have been recorded the first player plays one card from their hand to lead the trick. All players must follow suit if they are able, however they can play any card of that suit in their hand. If they have no cards of the suit that was led then they are free to play any card in their hand.

**WINNING A TRICK:** The player with the highest card of the suit that was led wins the trick, unless a trump card was played on the trick. If a trump card was played, the player who played the highest trump card wins the trick. The player who won the trick then starts the next trick by selecting one of the remaining cards in their hand. Play continues until players run out of cards.

**SCORING:** Once all cards have been played, each player adds up the number of tricks they took in the hand. If the number of tricks they won equals the number of tricks they bid at the beginning of the round, then they receive the “Make Bid” points. If they won more or less points than they bid then “Miss Bid” points are awarded.

The number of points awarded or deducted for each item are determined by the scoring you are using. There are 4 different scoring methods. One of the following scoring methods is selected at the start of the game.

Friendly Scoring	Normal Scoring	Go Big Scoring	Cutthroat Scoring
<b>Make Bid:</b> 10 pts + bid	<b>Make Bid:</b> 10 pts + bid	<b>Make Bid:</b> 5 pts + bid	<b>Make Bid:</b> 5 pts + bid
<b>Miss Bid:</b> 1 pt / trick taken	<b>Miss Bid:</b> 0 pts	<b>Make 5+ Bid Bonus:</b> 5 pts	<b>Make 5+ Bid Bonus:</b> 5 pts
<b>Bids:</b> All players may bid any amount	<b>Miss Bid:</b> 0 pts	<b>Miss Bid:</b> 0 pts	<b>Miss Bid:</b> -Bid pts
	<b>Bids:</b> "Hook" – Dealer may not make a bid that would make the sum of all bids equal the number of tricks	<b>Bids:</b> "Hook" – Dealer may not make a bid that would make the sum of all bids equal the number of tricks	<b>Bids:</b> "Hook" – Dealer may not make a bid that would make the sum of all bids equal the number of tricks

- *Example:* 3 players are each dealt 4 cards
  - Player 1 bids 3, Player 2 bids 0 and Player 3 bids 2 (Player 3 could not bid 1 since the sum of the bids would have equaled the number of tricks available).
  - After all tricks have been collected, player 1 took 3 tricks, player 2 took 0 tricks and player 3 took 1 trick.
  - Using "Normal Scoring", Player 1 and player 2 made their bids and receive 10 points plus the number of tricks they took, while player 3 missed their bid so they get 0 points.
  - The scoring for this hand would be: player 1 = 13pts, player 2 = 10 pts, player 3 = 0 points.

**STARTING A NEW ROUND:** After a hand has been scored the number of cards dealt to each player changes and the starting player moves one to the left. The previous starting player becomes the "dealer". The number of cards dealt each hand is reduced by one until each player receives a single card. Once that hand is over the number of cards dealt to each player increases by one each hand until it reaches the max cards allowed based on the number of players. So in an eight player game each player would be dealt the following number of cards.

Round 1 – 6 cards  
 Round 2 – 5 cards  
 Round 3 – 4 cards  
 Round 4 – 3 cards

Round 5 – 2 cards  
 Round 6 - 1 cards  
 Round 7 – 2 cards  
 Round 8 - 3 cards

Round 9 – 4 cards  
 Round 10 – 5 cards  
 Round 11 – 6 cards

**END OF THE GAME:** The game ends once all rounds have been completed. The player at the end of the last round with the most points wins the game.