

Hearts Help And Features

1. About Hearts

Hearts is a 4-player trick-taking card game played with a standard deck. The goal is to finish the game with the lowest total score. Players usually pass cards before most hands, must follow suit when able, and try to avoid taking penalty cards in tricks.

Topic	Standard Hearts Rules Used By This Scorecard
Players	4 individual players
Deck	Standard 52-card deck
Goal	Lowest total score wins
Penalty Cards	Each Heart is 1 point, Queen of Spades is 13 points
Total Penalty Per Hand	26 points
Opening Lead	2 of Clubs leads the first trick
Leading Hearts	Hearts may not be led until broken, unless a player has only Hearts
Passing Pattern	Pass left, pass right, pass across, then hold
End Of Game	Game ends when a player reaches 100 or more points
Special Rule	Shooting the moon gives the shooter 0 and adds 26 to each opponent

If your group uses a different ending score, a different pass pattern, or a different shoot-the-moon rule, those details should be adjusted before using this scorecard.

2. How This Scorecard Scores Hearts

This scorecard records each hand after the tricks have been played. It does not score trick by trick. Instead, it uses the hand result to calculate penalties and keep a running total for every player.

Scoring Values

Scoring Item	Value	How The Scorecard Uses It
Heart Taken	1 point	Add the total Hearts taken by each player
Queen of Spades	13 points	Add 13 to the player who took the Queen of Spades
Shoot The Moon	0 for shooter, 26 for each opponent	Applied automatically when one player has all 13 Hearts and the Queen of Spades

How To Enter A Hand

Step	What You Do	What The Scorecard Does
1	Enter Hearts taken for each player	Uses those values as the base penalty counts

Step	What You Do	What The Scorecard Does
2	Use the `✓ 13` Queen of Spades selector for the player who took it	Adds the Queen of Spades penalty to that player
3	Review the hand score preview on the Save Hand row	Shows the penalty total that will be saved for each player
4	Click `Save Hand`	Saves the hand, updates running totals, advances the hand number, and clears the entry controls

Hand Validation And Saved Results

Rule	What Must Be True Before Save Is Enabled
Total Hearts	All Hearts taken across all players must total 13
Queen of Spades	One player must be selected with the `✓ 13` control
Input Values	Hearts entries must be whole numbers from 0 through 13

Scorecard Reading Guide

On The Scorecard	Meaning
Current Hand + Pass Direction	Shows where the table is in the pass cycle
Running Totals Row	Shows who is currently lowest, which is best in Hearts
Saved Round Scores	Shows each hand in a single line with the hand score for each player
`♠` Icon In Round Scores	That player took the Queen of Spades in that hand
`☐` Icon In Round Scores	That player shot the moon in that hand
`☐` Icon On Current Hand Row	Print a blank Hearts score sheet

Important Scorecard Behavior

- The scorecard is built for standard 4-player individual Hearts, not partnerships.
- The scorecard automatically applies shoot-the-moon scoring.
- The scorecard saves hand-by-hand progress and resumes saved games.
- The save button stays disabled until the hand entry is complete enough to score correctly.

3. Scorecard Features

Core Play Features

UI Cue	Feature	What It Does
Scorecard title at top	Rename scorecard	Lets you change the name of the scorecard
Player order row	Set playing order	Lets you arrange players to match the table

UI Cue	Feature	What It Does
`□` dealer / next-player marker row	Set first / next player	Keeps the table order and turn flow lined up with play
Current Hand row	Show hand number and pass direction	Helps players keep the pass cycle straight
Hearts entry row	Enter Hearts taken	Records the base penalty points for the hand
`✓ 13` selector row	Select Queen of Spades taker	Marks the player who took the Queen of Spades
Save Hand row	Save hand	Saves the current hand and updates totals
Round Scores section	View saved hand summaries	Shows one-line history rows for hands already played
Running Totals row	Track cumulative penalties	Shows who is leading with the lowest score

Printing, Export, And History Features

UI Cue	Feature	What It Does
`□` on Current Hand row	Print blank scorecard	Prints a blank Hearts sheet using the current scorecard setup
Wins / history header actions	Print completed game history	Prints the results history for completed Hearts games
Wins / history header actions	Download JSON export	Downloads completed game history as a JSON file
Wins / history section	View completed games	Shows prior finished games and winners

Customization And Utility Features

UI Cue	Feature	What It Does
Scorecard customization control	Customize game ending score	Lets you change the score that ends the game
Scorecard customization control	Customize blank rows to print	Sets how many blank hands appear on a printed blank sheet
Restart control `↺` in results area	Restart current game	Clears hands from the current game and starts over
Scorecard notes control	Show / hide scorecard notes	Opens the Hearts help PDF from inside the scorecard
Saved-game behavior	Resume in-progress game	Rebuilds the game from saved hands when reopened
Autosave behavior	Preserve hand history	Keeps saved hand results as play progresses

Hearts-Specific Features Included In This Scorecard

- Automatic detection of shoot-the-moon hands.
- Pass direction guidance that cycles left, right, across, hold.
- Single-line round history rows with compact `♠` and `□` indicators.
- Disabled save action until the Hearts total and Queen of Spades selection are valid.
- Queen of Spades selection shown as a `✓ 13` control so the penalty is visually obvious.