www.**The Blue Rings**.com

Game value calculator

Card	7	8	9	Q	K	10	A	J♢	J♡	J♠	J♣
Points	0	0	0	3	4	10	11	2	2	2	2
Trump?	trump when suit chosen to be trump							always trump, except in Null			
Rank	Rank increases to the right										

Game Value = **Game Level** × **Base Value**

Examples:

- Without-1-Level-**2** times Diamonds (**9**) yields game value of $2 \times 9 = 18$.
- With-1-Level-**2**-Hand-**3** times Clubs (**12**) yields game value of $3 \times 12 = 36$.
- With-3-Level-**4**-Schneider-**5**-Schwarz-**6** times Hearts (**10**) yields game value of $6 \times 10 = 60$.
- Without-1-Level-**2** times Grand (**24**) yields game value of $2 \times 24 = 48$.

Trump of the played game:	♢	♡	♠	♣	Grand
Base Value:	**9**	**10**	**11**	**12**	**24**

J♣	J♠	J♡	J♢	**Level**
YES	NO	-	-	With 1, **2**
YES	YES	NO	-	With 2, **3**
YES	YES	YES	NO	With 3, **4**
YES	YES	YES	YES	With 4, **5**
NO	YES	-	-	Without 1, **2**
NO	NO	YES	-	Without 2, **3**
NO	NO	NO	YES	Without 3, **4**
NO	NO	NO	NO	Without 4, **5**

Extra, +1 to the level for each applicable
Hand: Skat was not picked up.
Schneider: Loser has 30 or fewer points.
Schwarz: Loser did not make any trick.
Schneider announced. Requires Hand. Declarer promises Schneider at start; loses if not.
Schwarz announced. Requires Hand.
Ouvert. Requires Schwarz announced. Declarer shows cards during play.

With/Without keeps counting past 4: after all four Jacks, the trump suit's own cards continue the same run (A, 10, K, Q, 9, 8, 7), up to With/Without **11**. Full worked examples: thebluerings.com/skat-bidding-explained/.

Null Games: Null is **23**. Null-Hand is **35**. Null-Ouvert is **46**. Null-Hand-Ouvert is **59**.

Bidding: 18, 20, 22, 23, 24, 27, 30, 33, 35, 36, 40, 44, 45, 46, 48, 50, 54, 55, 59, 60, . . . , 96, . . .

61 to win for the declarer; automatic loss if game value is smaller than the bid; losing counts double.

Null: ranking: 7, 8, 9, 10, J, Q, K, A; no trump; declarer wins if they remain trickless.