Skat: Bid & Score

Find your Rings, read across: that is your game value. For the Blue Rings deck. www.**The Blue Rings**.com

How to use it.
1 Count your Rings → **level**. **2** Pick your game → **base**.
3 Level × base = your game value. Bid no more than that.

Game value calculator

Game value = Level × Base value

Your Rings	Blue	Green	Red	Yellow	Level	Yellow 9	Red 10	Green 11	Blue 12	Rings 24
With 1	✓	×	–	–	**2**	18	20	22	24	48
With 2	✓	✓	×	–	**3**	27	30	33	36	72
With 3	✓	✓	✓	×	**4**	36	40	44	48	96
With 4	✓	✓	✓	✓	**5**	45	50	55	60	120
Without 1	×	✓	–	–	**2**	18	20	22	24	48
Without 2	×	×	✓	–	**3**	27	30	33	36	72
Without 3	×	×	×	✓	**4**	36	40	44	48	96
Without 4	×	×	×	×	**5**	45	50	55	60	120

✓ you hold it, × you don't, – doesn't matter. Level = With/Without + 1, plus extras. In a color game the run carries on past the Rings into the trump color, so With/Without reaches **11**; a Rings game counts the Ring cards only and stops at 4.

Extras: +1 level each

Hand: Skat not picked up.
Poor: (Schneider) loser has 30 or fewer, winner 90+.
Poor announced: needs Hand; say it with the game, lose if you miss.
Trickless: (Schwarz) winner takes all 10 tricks.
Trickless announced: same, needs Hand.
Ouvert: (color/Rings) cards face up; counts as Trickless announced, so you must win every trick. Null Ouvert is separate: see its own box.

They stack: Trickless announced also counts Trickless, Poor announced and Poor.

Higher levels: longer run or extras

Lv	Yellow 9	Red 10	Green 11	Blue 12	Rings
6	54	60	66	72	144
7	63	70	77	84	168
8	72	80	88	96	192
9	81	90	99	108	216
10	90	100	110	120	240
11	99	110	121	132	264
12	108	120	132	144	–

Level 12 needs all 11 trumps, or fewer plus extras. A Rings game tops out at 5; above that means extras.

Cards

Card	**11**	**10**	**4**	**3**	◎	△	×	–
Std. deck	A	10	K	Q	J	9	8	7
Pts	11	10	4	3	2	0	0	0

120 card points in the deck. The solo player needs **61**; defenders win with 60. The Skat's points count for them.

Who beats whom

Color game (highest first)

				11	**10**	**4**	**3**	△	×	–

Ring cards always trump (Blue highest), then the trump color.

Other colors

11	**10**	**4**	**3**	△	×	–

Rings game: only Ring cards trump

				11	**10**	**4**	**3**	△	×	–

Null: no trump, solo player takes no trick

11	**4**	**3**	◎	**10**	△	×	–

Null: fixed values

Null	Hand	Ouvert	H.+Ouv.
23	**35**	**46**	**59**

Seats

Forehand (Vorhand): left of dealer, leads trick 1.
Middlehand (Mittelhand): next.
Rearhand (Hinterhand): the dealer.

Forehand never calls a number, only answers **yes** or **pass**. If the others pass at once, Forehand may play without bidding. With four players the dealer sits out.

Bidding ladder

your game must be worth at least your bid

18	20	22	**23**	24	27	30	33	**35**	36	40	44	45	**46**	48	50	54	55	**59**	60	63	66	70	72	77	80	81
84	88	90	96	99	. . .	264																				

Null games are marked. **18** is the lowest game there is (2 × 9), **264** the highest. **Overbid:** a game worth less than your bid is lost, for twice the lowest value of the game you announced that still covers your bid – even if you took every trick.

Example (Red): With 3, game 4, Hand 5, Poor 6, so 6 × 10 = **60**.
Maximum. Rings Ouvert: With 4, game 5, Hand 6, Poor 7, Poor announced 8, Trickless 9, Trickless announced 10, Ouvert 11, so 11 × 24 = **264**.
Overbid. Bid 50, play Red With 1 = 20: you lose 2 × 50 = **100**.

Counting Rings. With n: you hold the top n Ring cards in a row from Blue. **Without n**: you lack Blue; n is how many you lack before the first you hold. The two Skat cards count as yours, seen or not.
◎ → **With 2** (Red breaks it) → **Without 1**

A hand in six steps

1–4 before a card is played · 5–6 the play

1 **Deal** from Forehand, clockwise: 3 each, 2 face down (the Skat), 4 each, 3 each. Ten cards each.

2 **Bid.** Middlehand calls numbers, Forehand says yes or pass; Rearhand then calls the survivor. The top bidder is the solo player: alone against two.

3 **Skat.** The solo player takes it and discards any two cards face down — or leaves it unseen and plays Hand.

4 **Announce** the game: a trump color, Rings or Null, plus any extras. Say it all at once, before any card is led — it cannot be changed.

5 **Play 10 tricks.** Forehand leads, then each trick's winner. Follow the color led — a Ring card asks for trump. Can't follow? Play anything.

6 **Count.** The solo player needs 61 of 120, the Skat included; defenders win with 60. Won: score the game value. Lost: minus twice it.

If nobody wants a game, the *next* player deals — tournament Skat has no Ramsch. Null is the exception to steps 5 and 6: Ring cards are plain cards, and the solo player must take no trick.

Four things that trip up every beginner

1 **Red Rings are not red cards:** every Ring card is trump, whatever its color.

2 **A 3 beats a triangle:** rank follows the points — 11, 10, 4, 3, then the three shapes.

3 **Points are not tricks:** more tricks does not mean more points; count the 120.

4 **A bid is a promise:** bid more than your game is worth and you lose automatically.

Scoring. Solo player wins: **+ game value**; loses: **− twice it**. **Series play (Seeger–Fabian, the official count)** adds to those: **+50** per game the solo player wins, **−50** per game lost, **40** to each defender when the solo player loses, or **30** each to the other three at a four-player table. Ramsch, Bock and Kontra/Re are house rules.

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