

Suit				
Name	<i>Diamonds</i>	<i>Hearts</i>	<i>Spades</i>	<i>Clubs</i>

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 	Game 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, 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.