Skat: Bid & Score

Find your Jacks, read across: that is your game value. Standard 32-card deck. www.**The Blue Rings**.com

How to use it.
1 Count your Jacks → **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 Jacks	J♣	J♠	J♡	J♢	Level	♢ 9	♡ 10	♠ 11	♣ 12	Grand 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 suit game the matador run carries on past the Jacks into the trump suit, so With/Without reaches **11**; Grand counts Jacks only and stops at 4.

Extras: +1 level each

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

They stack: Schwarz announced also counts Schwarz, Schneider announced and Schneider.

Higher levels: longer matador run or extras

Lv	♢	♡	♠	♣	G
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. Grand tops out at 5; above that means extras.

Cards

Card	A	10	K	Q	J	9	8	7
Pts	11	10	4	3	2	0	0	0

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

Who beats whom

Suit game (highest first)
J♣ J♠ J♡ J♢ A 10 K Q 9 8 7
Jacks always trump (clubs highest), then the trump suit.

Other suits
A 10 K Q 9 8 7

Grand: only Jacks trump, then each suit in its own order
J♣ J♠ J♡ J♢ A 10 K Q 9 8 7

Null: no trump, declarer takes no trick
A K Q J 10 9 8 7

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. At a four-player table the dealer sits out, and Rearhand is on the dealer's right.

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

Counting Jacks (matadors). With n: you hold the top n Jacks in a row from J♣. **Without n**: you lack J♣; n is how many you lack before the first you hold. The two Skat cards count as yours, seen or not.
J♣ J♠ J♢ → **With 2** (J♡ breaks it) J♠ J♡ → **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 declarer: alone against two.

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

4 **Announce** the game: a trump suit, Grand 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 suit led — a Jack asks for trump. Can't follow? Play anything.

6 **Count.** Declarer 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: Jacks are plain cards, and the declarer must take no trick at all.

Four things that trip up every beginner

1 **The Jack of hearts is not a heart:** Jacks are trump, whatever their suit.

2 **A 10 beats a King:** order is A, 10, K, Q, 9, 8, 7.

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

© Daniel Zinn