

Skat Score Sheet

Four players: the dealer sits out and still scores when the solo player loses.

Game value
calculator



Date _____ Place _____

#	Dlr	Bid	Game played e.g. ♥ With 1 = 20, A won + 70	A _____		B _____		C _____		D _____	
				± this deal	total	± this deal	total	± this deal	total	± this deal	total
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											
21											
22											
23											
24											
Σ			Final								
Σ			Games won / lost								

Scoring. Solo player **wins**: + game value + 50. Solo player **loses**: – twice the game value – 50, and each of the other three players, the dealer included, gets + 30. Defenders score nothing when the solo player wins. The solo player needs 61 of 120 card points (the Skat counts); Null is won by taking no trick.

Overbid. A game worth less than the bid is lost, and what is doubled is the *lowest* value of the announced game that still covers the bid: bid 33, played ♠ With 1 (= 22), lose $2 \times 33 = -66$, then – 50. If nobody bids, the deal is passed in: nobody scores, the next player deals (no Ramsch).

Game value = level × base. Base: 9♦ 10♥ 11♠ 12♣ 24 Grand. Level = With/Without $n + 1$, +1 each for Hand, Schneider (90+), Schneider announced, Schwarz (all tricks), Schwarz announced, Ouvert. Null: 23 (35 Hand, 46 Ouvert, 59 Hand Ouvert).

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