

MECHANICS
of
TEXAS SKAT

by

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MECHANICS OF TEXAS SKAT

"Skat", a German word that sounds similar to "Scot", is a card game incorporating elements of skill and chance. It possesses the challenge of chess, the finesse of bridge, and the excitement of poker. Although it is a game played with cards, the similarities to other games can quickly be detected as the game is learned and mastered. One does not acquire the skills overnight. It takes a few games to learn the Mechanics and Fundamentals. Once these are learned, the game will become your number one pass time. Remember - don't give up if at first the game seems a little difficult! If you have a TV COMPLEX, quick results or cancellation, you will be missing out on a very rewarding game. If you're a person who thrives for a challenge, you have found it, this is the game you are looking for.

**** Cards Used ****

A deck of 32 cards is used, beginning with the seven and continuing up to and including the aces. Each player receives ten cards, and two cards make up the blind or "The Skat."

**** Object ****

To win "Game" consists of winning a majority of the 120 points in the deck, which is at least 61 points. In other words, instead of playing for a definite number of tricks, the declarer attempts to win 61 or more of the counting cards. Each card is worth so many points. The values are as follows:

<u>Cards</u>	<u>Card Point Value</u>
<u>ACES</u>	<u>11 points</u>
<u>TENS</u>	<u>10 points</u>
<u>KINGS</u>	<u>4 points</u>
<u>QUEENS</u>	<u>3 points</u>
<u>JACKS</u>	<u>2 points</u>
<u>9's,8's,&7s</u>	<u>0 points</u>

30-points x4-suits = 120 points

*** Number of Players ***

The game is played with 3 to 4 players at a table. Only 3 players receive cards on each deal. When there are 4 at the table, the dealer does not receive cards. The successful bidder is opposed by the two remaining players who TEAM UP as PARTNERS against the declarer. The 2 partners attempt to acquire 60 or more points and, by doing so, defeat the bidder. When there are only 3 players at a table, the dealer gives cards to himself as well as the other two players.

*** Rank of the Cards ***

The suit cards rank A,10, K, Q,9,8,7. Note that the Jacks are not regarded as suit cards and that the tens rank above the Kings and under the Aces.

*** Rank of the Trumps ***

Club Jack, Spade Jack, Heart Jack, Diamond Jack, A, 10, K, Q, 9, 8, 7. The following statement is very important and should be learned immediately. REGARDLESS OF WHICH SUIT IS NAMED "TRUMP," THE JACKS BECOME ELEMENTS OF THAT SUIT WITH THE RANK OF THE JACKS NEVER CHANGING.

That is, the Club Jack is ALWAYS the highest trump, the Spade Jack second, the Heart Jack third, and Jack of Diamonds is always the lowest of the four. The Ace of the suit is the fifth highest trump, the 10 the sixth highest, etc. As you can quickly see, Jacks are very, very important in this game. They do not count very much as points, but they rank above the cards that do have a high point value. And, the number of Jacks that you are "WITH" or "AGAINST" is a factor in determining the strength of your play and the value of your hand.

*** Rank of the 5 Suits ***

There are five suits that can be named trump. They are as follows:

	Suit Values
GRAND	16
Clubs	12
SPADES	11
HEARTS	10
Diamonds	9

In a Grand, there are only 4 trumps, and they are the 4 jacks. In clubs, there are 11 trumps - the 4 jacks and the 7 clubs. The same is for the other 3 suits when one of them are made trump.

But - **REMEMBER** - no matter what suit is made trump, be it Grand, Clubs, Spades, Hearts or Diamonds, the highest trump will always be the Jack of Clubs, then the Jack of Spades, then the Jack of Hearts, and then the Jack of Diamonds (CJ, SJ, HJ, DJ).

*** Matadors ***

This word, matadors, in Skat refers to the **unbroken sequence** of high or low trumps, starting with the highest trump held in the hand

EXAMPLE 1 CJ-SJ-HJ-DJ-~~X~~-10-9-8 "With 4"

The above seven trumps are held by the declarer. In determining the number of matadors, begin with the highest trump, the Club Jack, and count downward the number of trumps making up the unbroken sequence. As the ace of trump is missing, there is a sequence of 4 high trumps. This hand is known as "With 4" matadors.

EXAMPLE 2 CJ, SJ, ~~X~~, DJ, 10, 9, "With 2"

In this holding, counting down from the Club Jack, the sequence is broken by the absence of the Heart Jack, the third highest trump. This hand is "With 2" matadors or the 2 highest trumps.

EXAMPLE 3 CJ-SJ-~~X~~-DJ-A-10-7 With 2

EXAMPLE 4	CJ- X -HJ-A-K-9-8-7	With 1
EXAMPLE 5	CJ- X -A-10-K-Q-9-8-7	With 1
EXAMPLE 6	CJ-SJ-HJ-DJ-A-10-K- X 9	With 7
EXAMPLE 7	CJ-, X HJ-DJ-A- 10-K-9	With 1
EXAMPLE 8	CJ-SJ-HJ- X -K-Q-8-7	With 3
EXAMPLE 9	CJ-SJ- X -DJ-A-10-7	With 2
EXAMPLE 10	CJ- X DJ-A-10-7	With 1
EXAMPLE 11	CJ-SJ-HJ-DJ-A-10-K-Q-9-8-7	With 11

****Playing Against the Matadors****

If the declarer does not hold the club jack, he is playing “against 1” or more matadors. If the 2 black jacks are not in his hand & he has the JH, he is playing “against 2”. If the 3 top trumps are held by the opponents, the hand is “against 3”. Going down the ladder, if the 6 highest trumps, the 4 jacks and the ace and 10 of trumps are out against him, the hand is “against 6” matadors.

EXAMPLE 1	X -DJ-A-K-Q-7	Against 3
EXAMPLE 2	X -JS-DJ-A-10-K-9-7	Against 1
EXAMPLE 3	X -JS-JH-DJ-A-10-K	Against 1
EXAMPLE 4	X -JS-A-10-K-9-8-7	Against 1
EXAMPLE 5	X -10-K-Q-9-8-7	Against 5
EXAMPLE 6	X -JD-A-10-Q-9-8-7	Against 3
EXAMPLE 7	X -JH-10-Q-9-8-7	Against 2
EXAMPLE 8	X -7	Against 10
EXAMPLE 9	X (no trumps)	Against 11

**** Importance of Matadors ****

The longer the sequence, either "With" or "Against" the matadors, the greater the scoring value of the hand. The sequence with or against may run to eleven, as there are eleven trumps. The **infrequent sequence of With 4 Jacks** or more is rewarded with a high score just as a hand **Against 4 Jacks** or more is awarded a high score.

**** Trump in the Skat ****

The trump cards contained in the blind are regarded as part of the original holding and may radically change the number of Matadors, with an increase or decrease in the scoring value of the play.

EXAMPLE: DJ-A-10-9-8-7

This holding is "against 3" matadors. If the Skat contains the Jack of Spades, the holding is actually "against 1" matador, the Club Jack. The declarer has possession of the Spade Jack even though it is in the Skat without his knowledge. Therefore, in bidding hands against the matadors, acquire the bid as low as possible in order not to overbid the value of the hand.

**** How to Bid ****

If you are still with me, don't get discouraged. Everything is very logical and will fall into place as soon as you start playing.

Four types of declaration

#1 **Grand** is a play in which jacks are the only trumps.

#2 **Solo** is a play in which the declarer names Clubs, Spades, Hearts, or Diamonds as trump.

#3 **Null** is a play in which the bidder contracts not to win a single trick. There are no trumps in Null, and the rank of the cards changes to A, K, Q, J, 10, 9, 8, 7.

#4 **Ramsch** is a safety play that must be declared when all three players pass. It is played as a Grand. Each person plays individually attempting to take in the least number of points. The person taking the last trick adds the points in the Skat to his total. The player receiving the least number of points scores 10 points; receiving no tricks scores 20 points, and receiving all the tricks or a misplay, scores a loss of 30 points.

Note:(In German Skat there is no Ramsch, the cards are thrown in and the next hand dealt, "eingepasst". More later on German Skat)

We will now discuss the scoring system and the relationship of the matadors to the scoring possibilities. The basic values of the suits are as follows:

Grand	Club	Spades	Hearts	Diamonds	Null
16	12	11	10	9	20

****Evaluating Your Hand****

As has been pointed out earlier, the longer the sequence either "With" or "Against" the matadors, the greater the scoring value of the hand. **When bidding, one cannot bid more than the value of his hand.**

EXAMPLE 1 - Spade Solo

The declarer plans to attempt a Spade solo on the following hand.

Spades trump: A-10-K-9-8-7

Club: 8

Hearts: A-K-8

Diamonds: Void

What is the maximum amount that he may bid on this hand?

ANSWER: 55

How did we arrive at the value of 55? First, it was seen that there are 4 trumps higher than our highest trump (4 jacks). This means we are "**Against 4**". Add an automatic 1 to this number for the "Play" Ratio, and we have 5 "Multipliers". The suit of Spades is worth 11. Thus, $5 \times 11 = 55$.

1 Determine how many "With" or "Against."

#2 **1** is always added to this number ("Play" Ratio).

Multiply this number by the value of the suit you wish to make trump and you have determined two things:

- How high you can bid
- The score of your play if you win "Game".

From the above:

#1 Against 4

#2 "Play" Ratio 1 always automatic

Total Multipliers 5

Spades are trump, thus, $5 \times 11 = 55$ points.

The language or terminology used by players in making computations is brief and goes like this:

Against 4-- Play 5--5 x Spades = 55.

EXAMPLE 2 - Club Solo

Clubs: - CJ, SJ, HJ, A, 10,7

In this hand, the sequence is broken due to the fact that the JD is missing.

Thus, we are **With 3** - Play 4 - $4 \times \text{Clubs} = 48$.

With 3

Play Ratio 1

Total Multipliers 4

Clubs are trump. Thus, $4 \times 12 = 48$ points.

EXAMPLE 3 - Grand

JC - JH - JD

In a Grand, the only trumps are the Jacks. The Jack of Spades breaks the sequence; thus,

With 1 - Play 2 - $2 \times \text{Grand} = 32$.

With 1

Play Ratio 1

Total Multipliers 2

Grand is trump. $2 \times 16 = 32$ points.

EXAMPLE 4 - Heart Solo

JS, JH, JD, K, Q, 8,7

Against 1 - Play 2 - 2 x Hearts = 20 points.

EXAMPLE 5 - Diamond Solo

K,Q,9,8,7,

Against 6 - Play 7 - 7 x Diamonds = 63 points.

EXAMPLE 6 - Diamond Solo

JC,K,Q,9,8,7

With 1 - Play 2 - 2 x Diamonds = 18 points.

EXAMPLE 7 - Spade Solo

JC,JS,10,K,Q,7

With 2 - Play 3 - 3 x Spades = 33 points.

EXAMPLE 8 - Spade Solo

JC,JH,JD,10,K,Q,7

With 1 - Play 2 - 2 x Spades = 22 points.

EXAMPLE 9 - Club Solo

JC,JS,JH,JD,A,10,K,Q,9,8,7

With 11 - Play 12 - 12 x Clubs = 144 points.

EXAMPLE 10 - Club Solo

JS,JH,JD,A,10,K,Q,9,8,7

Against 1 - Play 2 2 x Clubs = 24 points.

There are several ways of increasing the bid and scoring value of a hand.

1. **Hand Play**
2. **Schneider**
3. **Announce Schneider**
4. **Schwarz**
5. **Ouvert**

******Hand Play******

When one attempts a play without using the Skat, he is entitled to add 1 more Multiplier. Also, when playing "Out the Hand", there is not a double loss in **Texas Skat** .

EXAMPLE: Diamonds with 1 is worth only 18 points. However, if one plays without using the "Skat", the hand is worth 27 points. With 1 - Play 2 - Hand 3 - Total 3×9 (diamond value) = 27.

This play is Diamonds "Out the Hand". If the play is lost, the bidder only loses 27 points not 54

******Schneider******

When the opponents fail to collect 30 points or more, the declarer is entitled to add 1 more multiplier. If the declarer plays Hearts "With 3" and collects 91 points or more, he is said to have "schneidered" his opponents and is entitled to add 1 multiplier. Thus, instead of his hand being worth 40, it is worth 50.

With-3 Play-4 schneider-5 5×10 (Hearts) = 50.

If the bidder played without using the Skat, hand play, his score would be

With-3 Play-4 Schneider-5 Hand-6 6×10 (Hearts) = 60

****Announce Schneider****

If, in the above hand, the declarer **knew** that the opponents could not get 30 points, he could have played what is known as "Heart Schneider." That is, he is announcing that the opponent will not get 30 points. If his prediction comes true, he is entitled to another multiplier. However, if the opponents get 30 points or more, the declarer loses the hand. The language or terminology used by players in making computations is brief and goes like this:

With 3 - Play 4 - Schneider 5 - Announce 6 - 6×10 (Hearts) = 60.

If the bidder played without using the SKAT, Hand Play, his score would be

With-3 Play-4 Schneider-5 Announce-6 Hand-7 7×10 (Hearts) = 70

****Schwarz****

When the declarer wins every trick, this gives the declarer an extra multiplier. Winning every trick is known as "Schwarz". Using the above hand as an example,

With-3 Play-4 Schneider-5 Schwarz-6 6×10 (Hearts) = 60.

A "HAND" play: With-3 Play-4 Schneider-5 Schwarz-6 Hand-7 7×10 (Hearts) = 70.

A "HAND" play & announce Schneider: With 3 Play 4 Schneider 5 Announce 6 Schwarz 7 Hand 8 8×10 (Hearts) = 80

****Ouvert****

When the declarer knows he can win every trick, he is entitled to play an "Ouvert". In an Ouvert, the point value of trumps named is doubled. The declarer lays his cards face up on the table and, with the opponents looking at his cards, he must win every trick. In playing an Ouvert, the declarer automatically Announces Schneider and Announces Schwarz.

EXAMPLE: In the above hand, if one plays a Heart Ouvert with 3, the hand is computed as follows:

With 3 - Play 4 - Schneider 5 - Announce 6 - Schwarz 7 - Announce 8 - 8×10 = 80.

Since this is an open play, that is with the cards face up on the table, the suit is double and worth

160 points, an "HEARTS OUVERT". Ouverts are rare and radically affect the players score, the course of the game, and the course of a tournament.

If the declarer had not used the Skat, the hand would be computed as follows:

With 3 - Play 4 - Out the Hand 5 - Schneider 6 - Announce 7 – Schwarz 8 - Announce 9 - 9 x 10 =90. Double Ouvert = 180.

Remember, in a hand play, the declarer would win or only lose 180 points with the above hand , whereas, if played with the "Skat", the declarer would win 160 or lose 320 points. Whenever you use the "Skat", all hands lost, will lose double their value.

Here is a little test to help you grasp how the bids are determined. The answers are on the next page.

Compute the value of the following hands:

- 1 . Clubs: - With 2
2. Spades: - With 1 - Out the Hand
3. "Grand Schneider": - With 3
4. Diamond: - Against 2 - Out the Hand
5. "Heart Schneider,": - Against 2 - Out the Hand
6. Hearts: - With 4 - Out the Hand - and Schneider
7. Spades: - Against 6
8. Clubs: - With 3 - and Schneider - and Schwarz
- 9."Club Schneider": - With 3 -- and Schwarz
10. "Clubs Ouvert": - With 7
11. "Grand Ouvert": - With 4

Answers for above plays

1. "36" With 2 - Play 3 - $3 \times 12 = 36$
 2. "33" With 1 - Play 2 - Out the Hand 3 - $3 \times 11 = 33$
 3. "96" With 3 - Play 4 - Schneider 5 - Announce 6 - $6 \times 16 = 96$
 4. "36" Against 2 - Play 3 - Out the Hand 4 - $4 \times 9 = 36$
 5. "60" Against 2 - Play 3 - Out the Hand 4 - Schneider 5 - Announce 6 - $6 \times 10 = 60$
 6. "70" With 4 - Play 5 - Out the Hand 6 - Schneider 7 - $7 \times 10 = 70$
- Note: The difference between #5 & #6 is that #5 announced Schneider & #6 did not announce Schneider.
7. "77" Against 6 - Play 7 - 7 times 11 = 77
 8. "72" With 3 - Play 4 - Schneider 5 - Schwarz 6 - $6 \times 12 = 72$
 9. "84" With 3 - Play 4 - Schneider 5 - Announce 6 - Schwarz 7 - $7 \times 12 = 84$
 10. "288" With 7 - Play 8 - Schneider 9 - Announce 10 - Schwarz 11 - Announce 12 - $12 \times 12 = 144$. Oouvert = 288
 11. "288" With 4 - Play 5 - Schneider 6 - Announce 7 - Schwarz 8 - Announce 9 - $9 \times 16 = 144$. Oouvert = 288

NOTE: In #3, #5, and #9, the player announced that he was going to collect 91 or more points. In #6 and #8, the player did not announce.

**** Nulls ****

A Null is worth 20, a "Null Hand" is worth 30. A "Null Oouvert" is worth 40. This is when you use the "Skat", discard, and then lay your cards face up on the table. A "Null Oouvert Hand" is when you lay your cards face up on the table without using the "Skat" and this hand is worth 60.

Order of Bidding

The leader, the person left of the dealer, is entitled to the declaration unless

1. the middle hand can bid a hand which has a higher scoring value than the leader is holding.
2. the dealer/back hand can bid a hand which has a higher scoring value than the leader is holding.

When either the leader or the middle hand is eliminated by passing, the back hand enters the action and must either bid a hand of a higher scoring value than already stated or must pass.

Note: In a 4 handed game, the back hand is sitting to the right of the dealer

The bids are auctioned and stated in numbers, usually starting at 18 and raised by suit value until the maximum value of the hand is reached. The lowest scoring hand is 18; hence, the reason why the first bid is usually made at 18. Note: Suit Value 18, 20, 22, 24, 27, 30, 32, 36, 40, 44, 45, 48, 50, 55, 60... ect. By paying attention to the bid you can determine what suit your partner wanted to play and this information will help you decided on the best approach to defeat the bidder.

Here is a chart that may be helpful in memorizing the basics of Skat.

Rank	Card Values <u>POINTS</u>	Suit Values <u>Points</u>
		Grand 16
1	2	Jack Clubs 12
2	2	Jack Spades 11
3	2	Jack Hearts 10
4	2	Jack Diamonds 9
5	11	Aces
6	10	Tens
7	4	Kings
8	3	Queens
9	0	Nines
10	0	Eights
11	0	Sevens
		<u>Points</u>
	Null	20
	Null Out the Hand	30
	Null Ouvert	40
	Null Ouvert Hand	60
		Ramsch catch the least points 10, catch no tricks 20 or catch all or misplay -30

REMEMBER ! YOU DON 'T LEARN TO DRIVE A CAR, RIDE A BICYCLE, OR PLAY SKAT BY READING HOW. IN ORDER TO LEARN THIS GAME, YOU MUST PLAY IT.

How is the Game Played

Ok, you have a grasp on the mechanics and you are ready to see how the game is played.

The dealer distributes the cards in the following manner, 3-3-3 then 2 cards in the skat, 4-4-4, 3-3-3.

	2	MH Middlehand		
		Jacks: CJ-SJ-HJ Clubs: A Spades: K-8 Hearts: 10-Q-8 Diamonds: 9		
FH Forehand		Skat CQ,DQ	BH Backhand	
Jacks: DJ Clubs: 9-8-7 Spades: A-10-9 Hearts: K Diamonds: A-K			Jacks: none Clubs: 10-K Spades: Q-7 Hearts: A-9-7 Diamonds: 10-8-7	
		Dealer		

Note: in a 3 handed game , backhand is the dealer.

- 1 MH starts the game by passing or bidding FH.
- 2 Whoever wins the bid between FH & MH, BH can pass or make a higher bid.
- 3 The winning bid now has the option of a "hand play" or using the skat.
- 4 If the winning bidder uses the skat, he now lays away 2 cards.
 Note: whatever points you lay away, count towards your goal of 61 points to win game.
- 5 The winning bidder announces trump.
- 6 **Once trumps are announced, forehand leads a card to start the game.**
 Tricks are won by the player that has the highest trump or highest suit card.
- 7 After all, 10 cards are played, the bidder counts his points and must have collected
AT LEAST 61 points to win.

On my website, texasskat.com, I have a video where I will play against 2 computer opponents. This video will demonstrate how the game is played.

WHERE CAN I FIND SOMEONE TO LEARN THIS GAME!!!!

Yep, that once was a problem. When I started playing at home and at Texas A&M, I had about a 90% chance of finding a game with a telephone call. The community I came from had many skat players and when I was going to Texas A&M I found some friends that loved the game as much as I did. The night before my graduation, there was a surprise party with an 8-gallon keg of Pearl beer! After happy hour and BBQ, we broke out the cards and had enough players for 3 tables. The party broke up around 22:30 but some of us still didn't have enough and stated playing again. At 05:30 my wife came into the kitchen and broke up the game. She told me I didn't have but two hours to get to my graduation ceremony. It was a long day. After graduating, we packed up and moved to New Orleans where I went to work for Chevron USA. I was working offshore, 7 days on and 7 days off. My wife was working also, so on my days off, I was sure looking for a skat fix. I can tell you right now, if there were any skat players in the New Orleans area, I sure couldn't find them! After about 6 months we packed up and moved back to Texas. It was a long drive to work, but at least I was back to playing skat.

In 1975 there were no PC's or Internet or iPhone's. This is where you young folks are so lucky! The good news is, there is a Skat program on the internet that you can download. It is called "SKAT Peter Heinlein" version 9.5. This program can be found at www.skat-game.com This is a very good program where a beginning player can learn the fundamentals and practice. This computer game is about as close as you can get to the real thing. This program is great for learning how to bid, deal, keep score and get a feel for the game. You learn at your own pace, and if you have a question you can drop me or someone else an email. After you have invested the necessary time to learn the mechanics, the real adventure begins. You start playing with fellow enthusiast, developing your skills, and enjoying what Skat is all about. The good thing is, you can always find a game online. Now for the **"Rest of The Story"**. In Texas, you most likely will be playing "Texas Skat". But Skat is a German game and the programs you download and the games you play online will be "German Skat". "Texas Skat" and "German Skat" are played the same. However, there are a few different rules especially concerning "Grand" and "Null" plays. It is an easy switch from "Texas Skat" to "German Skat", and you need to know the difference if you are playing online or with a computer program. OK, here are the differences.

The Difference Between Texas Skat and German Skat

Hands Loss

Texas Skat

Loss games are double the score value.

If the game is a "Hand Play", the loss game is not double, only single.

German Skat

ALL loss games are double the score value, even a hand play.

Announce Schneider and Ouvert

Texas Skat

The bidder can announce Schneider and play an Ouvert after **picking up the skat**.

German Skat

The bidder can announce Schneider and play an Ouvert **BUT it must** be a "**HAND**" play.

Once the bidder picks up the skat he **cannot announce** Schneider or play an Ouvert.

Ouvert

Texas Skat

An Ouvert play **doubles** the suit value.

Example: With 4, play 5, Schneider 6, Announce 7, Schwartz 8, Announce 9

$$9 \times (\text{Suit Value} \times 2) = \text{Score}$$

German Skat

The suit value **does not double**, however the bidder **receives another multiplier** called "**OPEN**".

Example: With 4, play 5, hand 6, Schneider 7, Announce 8, Schwartz 9, Announce 10, Open 11

$$11 \times \text{Suit Value} = \text{Score}$$

Grand

Texas Skat

The value of a Grand in Texas Skat is **16**.

German Skat

The value of a Grand in German Skat is **24**.

Nulls

Texas Skat	Null Hand	Null Ouvert	Null Overt Hand
20	30	40	60
German Skat	Null Hand	Null Ouvert	Null Overt Hand
23	35	46	59

Here is a chart of German Skat.

Rank	Card Values <u>POINTS</u>	Suit Values <u>Points</u>
		Grand 24
1	2	Jack Clubs 12
2	2	Jack Spades 11
3	2	Jack Hearts 10
4	2	Jack Diamonds 9
5	11	Aces
6	10	Tens
7	4	Kings
8	3	Queens
9	0	Nines
10	0	Eights
11	0	Sevens
		<u>Points</u>
	Null	23
	Null Out the Hand	35
	Null Ouvert	46
	Null Ouvert Hand	59

Once you start playing, everything falls into place. Download a skat program off the internet, crank it up and start playing. There is learning curve to get the mechanics and if you get stuck drop me an email at cwaak@industryinet.com or call/text at 979.451.1506. I'd be happy to help you out.

Joe Wergin wrote a book in 1975 called **Wergin on skat and sheephead**. This is the book that turned my game around back in 1976. It is still out there on the internet and if you can get a copy it has a treasure of information on the game of skat.

Skat Computer Program

As I mentioned on page 17, there is a computer program that I recommend called "SKAT Peter Heinlein" version 9.5. This program can be found at www.skat-game.com. This is a German skat game but the tabs can be changed to English by clicking on Optionen, Einstellungen, Grafik und Ablauf and in the bottom right corner, click on the down arrow and change Deutsch to English. Click on the bottom tab that says SchlienBen. Then re-start the game. When it opens, the tabs will be in English. Peter has put a lot of effort into this program and although it's not perfect, for a computer program, it does a great job. The

“Training game” tab introduces you to very unusual hands that you may not see in a life time of playing skat. This is a great program to get the mechanics down and developing other skills such as counting your points and keeping track of the number of trumps played. The main thing is to get the mechanics down and practice using this program. Get your friends involved where you can learn together. Set a time aside to play once a week. You can play at the kitchen table, where most people learn, your favorite watering hole or on-line. There are several places to play on-line and even though the on-line games are in German, It’s not that difficult to get up and running. I hope that this helps you to get started and for any comments or questions drop me a line at cwaak@industryinet.com. This is a cornerstone where I hope to build a place from which players can come and learn the game of skat. When I was starting out there was no place to retrieve the information needed to make your game better. Nothing was written about skat, until Joe Wergin came along, no computer program to practice with, no computers and no internet. With the internet and computers the time to master this game will be cut by a factor of 10. It’s up to you. At www.texasskat.com I will make available information you can use in your quest to becoming a “Master Skat Player”. Anyway I hope to, ☺.

