

SKAT RULES

as adopted by
TEXAS STATE SKAT LEAGUE
executive committee
March 11, 2017 at the Green Door, Greenvine Texas
SKAT (Texas Style)

NUMBER OF PLAYERS:

Three or four, but only three play at a time.

THE PACK:

32 cards - A K Q J 10 9 8 7, of each suit, clubs, spades, hearts and diamonds.

RANK OF CARDS:

When a suit is trump the four jacks are the highest trumps, regardless of which suit.

The **trumps rank** in order as follows: **cJ, sJ, hJ, dJ, A, 10, K, Q, 9, 8, 7** of the suit named trump.

The other three **non trump** suits rank in order, **A, 10, K, Q, 9, 8, 7**.

When **Grand** is trump, **only the four jacks are trump** and rank in order as above stated, and all suits are equal, ranking in order as named above.

When **Ramsch** is played all cards rank as in **Grand**.

When playing **Null, Null out of the hand, Null Ouvert, Null Ouvert out of the hand**, every suit ranks in the following manner: **A, K, Q, J, 10, 9, 8, 7**. Note the 10 does not take the K or Q as it does when there is a trump because in a null play there are no trumps.

Note: It would be wise for anyone to create a picture in his mind of the following run of cards as he will use it every time a hand is evaluated.

Rank of Trumps

cJ sJ hJ dJ A 10 K Q 9 8 7

Rank of Non Trumps

A 10 K Q 9 8 7

Rank of Null Cards

A K Q J 10 9 8 7

BASE VALUES:

	Ouvert
Diamonds	9.....18
Hearts	10.....20
Spades	11.....22
Clubs	12.....24
Grand	16.....32
Null	20.....40
Null-out of the hand	30.....60
Ramsch, least points	10
Ramsch, no trick	20
Ramsch, take all tricks	30 minus
Ramsch, fail to follow suit	30 minus
Ramsch, lead out of turn	30 minus

MULTIPLIERS:

Each consecutive trump, (with or without)	1
Game.....	1
Out of the hand.....	1
Schneider.....	1
Schneider, announced.....	1
Schwarz.....	1
Schwarz, announced.....	1

POINT VALUE OF CARDS:

Ace.....	11
Ten.....	10
King.....	4
Queen.....	3
Jack.....	2
Nine, Eight, Seven.....	0

Note: there are **120 points** in the game. Each suit, which includes the Jack of that suit, equals 30 points. Another illustration would be to note that there are **36 points in a trump suit** and **28 points in a non-trump suits**.

RULE 1.

DEALING

Sec. 1 - After the drawing for tables has been completed and the four (4) players at the table have taken their chairs, it shall be decided between them who will keep score. After this has been done, the scorekeeper automatically becomes number four (4) on the score card. The player on his left, number one (1), the player across the table, number two (2) and the player to his right, number three (3). **Player Number one (1) starts the deal.**

Sec. 2 - The full deck of 32 cards after being properly shuffled by the dealer, must be cut once by the player on his right, taking off four or more cards to leave at least four or more cards in the remaining deck. If the one who cuts the cards looks at the bottom card of the deck before making his cut, the dealer must shuffle the cards again, and another cut made. The cards are then dealt clockwise, 3 -Skat (2) - 4 - 3.

Sec. 3 - If all the cards are properly dealt, and the bidding started, the game must be played, even if it is discovered that the dealing was done out of turn. In such case, the next deal must be made by the one who should have dealt before and then proceed as if no error had been made, omitting however, the one who dealt out of turn. Thus, each player deals only once in each round.

Sec. 4 - A dealer misdealing, or when serving a card face up, must deal again, but if any of the participants exposes a card during the deal, there shall be no re-deal. If a misdeal is discovered before the bidding has been completed, a new deal must be made. If an error is not discovered until after play has started and the **player** has either too many or not enough cards, he shall lose his game. On the other hand, **if either of the opponents** had too many or not enough cards, the player shall win his game, even though he might have lost it otherwise. Each participant should make sure before the bidding. starts that he has 10 cards.

Sec. 5 - The dealer has the right, and it is his duty, to call attention to any error in the play.

Sec. 6 - The dealer should not look at the Skat at any time, meaning, not before, during or after the bidding has been completed. If the dealer looks at the skat and makes a comment or gesture that the player deems detrimental, the player may claim his game.

Sec. 7 - The dealer, except to correct errors, should not makes any comment or gesture with the players any time while the bid or play is in progress. If the dealer makes a comment or gesture that the player deems detrimental, the player may claim his game.

RULE 2.

Winning Games

Sec. 1 - The winning bidder, henceforth called the player, must capture at least 61 points to win his game.

Sec. 2 - The player is entitled to one multiplier **by not using the skat**, “**Hand Play**”.

Sec. 3 - If the player **captures 91 or more points**, the player is entitled to one multiplier, “**Schneider**”.

Sec. 4 - If the player **announces that he will capture 91 or more points**, the player will be awarded one multiplier for “**Announcing Schneider**”.

Sec. 5 - If the player **captures every trick**, the player is entitled to one multiplier for “**Schwarz**”.

Sec. 6 - If the player **announces that he will capture every trick**, the player is entitled to one multiplier for “**Announcing Schwarz**”.

Sec. 7 – The player **announcing a “Grand Ouvert” or “Solo Ouvert”**, **must expose his cards face up on the table** before a card is played to the first trick after which he plays his hand openly. **The value of the suit played is doubled and to win his game he must win every trick.**

RULE 3.

Losing Games

Sec. 1 - The opposing players, henceforth called the opponents, must capture at least 60 points to defeat the player.

Sec. 2 - If a player fails to make his game, the player shall suffer a loss that is double the value of his hand. However, if the player did not use the skat,” **Hand Play**”, the player shall suffer a loss that is equal to the value of his hand.

Sec. 3 - If the player “**Announces Schneider**”, and the opponents capture 30 or more points, the player shall suffer a loss game (rule 3 - section 2).

Sec. 4 - If the player “**Announces Schwarz or Ouvert** ”, and the opponents capture a trick, the player shall suffer a loss game (rule 3 - section 2).

Sec. 5 - If the player **fails to capture at least 31 points**, a multiplier is added to the player's game," **No Schneider**" (rule 3 - section 2).

RULE 4.

NULL or NULL OUT OF THE HAND

The player announcing a null or a null out of the hand **wins his game by not taking a trick.**

RULE 5.

NULL OUVERT or NULL OUVERT OUT OF THE HAND

The player announcing a null ouvert or a null ouvert out of the hand **must expose his cards face up on the table before a card is played** to the first trick, after which he plays his hand openly. **He wins his game by not taking a trick.**

RULE 6

RAMSCH

Sec. 1 - When all players pass, the lead or Forehand player must announce and play ramsch.

Sec. 2 - The Skat, or the two cards commonly called "the blind" must be taken by the one who takes the last trick and the points there-in added to the rest of his points to determine the winner. The one making the least points, shall score 10 points and a game won. Should one not take any tricks, he shall score 20 points and a game won.

Sec. 3 - In case two tie for low points, the one who did not take the last trick of their combined tricks, shall score 10 points and a game won. In the event the two who are tied for low points are unable to determine who took their last trick, they shall cut for high card and the winner shall score 10 points and a game won.

Sec. 4 - In case of a tie of all three, (40 points each), then the Forehand who announced the ramsch shall score 10 points and a game won.

Sec. 5 - In case one takes all the tricks, this shall be considered a game lost, and 30 points deducted from his score.

Sec. 6 - Anyone leading out of turn or neglecting to follow suit in ramsch is charged with a game lost and 30 points deducted from his score.

RULE 7

BIDDING

Sec. 1 - Bids should be made only in such amounts as are the value of some possible game.

Sec. 2 - He who bids and is awarded the play, must play some game that will score an equal amount of his bid or more. After he has announced his game **he may change it, either higher or lower**; however, this must be done before a card is played to the first trick.

Sec. 3 - The successful bidder shall be known as the "player" and the other two participants as the "opponents".

RULE 8.

OVERBIDDING

If a player overbids his hand, the equal next higher value of the respective game is counted and charged against him, either single or double, depending on whether he played with or without the aid of the Skat.

RULE 9.

THE SKAT

Sec. 1 - If any one of the participants in a play looks at either one or both Skat cards, he shall automatically be barred from the bidding.

Sec. 2 - After the bidding has been completed and the player determined, he may (if his bid permits it) play with the aid of the Skat. If he chooses to play without the aid of the Skat, the two cards shall remain with the dealer until the end of the game, after which they shall be turned face up on the table. It shall then be determined whether his bid was in keeping with his card holding.

Sec. 3 - The player discarding more than two cards or less than two cards loses the game, immediately after a card has been played to the first trick.

RULE 10.

TRICKS

Sec. 1 - All participants in a play must keep respective tricks in the order in which the cards were played so that each trick can be traced at the end of the game (Rule 11, sec 6 and sec 7).

Sec. 2 - The player has the privilege to throw his game after the first trick and claim Schneider. He loses this privilege after two cards of the second trick are on the table.

Sec. 3 - Tricks must be gathered in in such a manner that the last card played is visible to every participant. A participant who has not yet led a card or played a card on the next trick, is entitled, upon request, to see the last trick again.

Sec. 4 - Examining tricks taken, except as stated above, or recounting is not permitted.
(Rule 11, sec 6 and sec 7).

Sec. 5 - Participants in a play are not allowed to look at the cards of the other participants
(Rule 11, sec 6 and sec 7).

RULE 11.

REVOKES AND MISPLAYS

Sec. 1 — The player shall not suffer a loss game by exposing his cards.

Sec. 2 - If the player fails to follow suit, he loses his game, unless he had his game won at the time of the error.

Sec. 3 - The player wins his game if an opponent fails to follow suit or leads out of turn, unless the opponents had enough points to have already defeated the player.

Sec. 4 - Unless the opponents had enough points to have defeated the player, an opponent who exposes his cards must take all remaining tricks or the player wins his game.

Sec. 5 - If an opponent misplays, the player has the right to have the misplay corrected and the game continued as though the misplay had not occurred.

Sec. 6 — A player that misplays, shall lose his game, unless the game was won at the time of the misplay.

Sec. 7 — Unless the opponents had enough points to have already defeated the player, a misplay by the opponents shall result in a winning game for the player.

Sec. 8 — The opponents and the dealer should not make any comment or gesture concerning the game, while play is in progress. If the player feels that such actions are detrimental to his game, he may invoke Rule 11 sec7.

Texas State Skat Tournament Rules

The Rules Committee of the Texas State Skat League stress the fact that rules on score sheet be strictly adhered to by players, scorekeeper and auditing committee. To be eligible for a prize “against the matadors”, it is essential that all men at the table initial at once that line on which the player made this play. All scorekeepers at the tournament are to score the value of plays in the column so marked, "explanation of play". Scorekeepers are automatically considered the No.4 player, and deal off the last play of a session. The No.1 player deals on to start the game. To assist the auditing committee, it is recommended that **all lost plays** be encircled in the value of play column. Also, encircle the minus points in player's column. Only skat players with tickets will be admitted on the floor for the duration of any Texas State Skat League Tournament. This is not intended to mean committeemen, waiters, etc., for they have business on the floor. Each sectional tournament will appoint three (3) men as a Rules Committee, and said committee will also be empowered to keep the interested non-skat players, etc., out of the hall during the tournament play.

In the event of any player not being satisfied with the decision or ruling of the appointed sectional tournament rules committee, he shall have the right to place his point of argument before the Texas State Skat League Rules Committee

In a Texas skat tournament, where 20 rounds are played, \$.50 will be charged for the first four losses and one dollar for every loss thereafter. This charge can be adjusted as the committee sees fit.

In a Texas match point skat tournament where 12 rounds or 10 rounds are played per session, the first two losses will be charged \$.50, one dollar for the next two losses, and two dollars for every loss thereafter. This charge can be adjusted as the committee sees fit.

Texas Match Point Tournaments

1. Net plays would be multiplied by 50.
2. At a four handed table, a player would receive 30 points for each loss by the other players.
3. At a three handed table, a player would receive 45 points for each loss by the other players.
4. A player who plays against more than four Matadors would receive 50 points for each Matador greater than four.