



1st Edition

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Address: **ISPA Canada**
338 5th Street East
Saskatoon, SK, Canada
S7H 1E8

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Foreword



The Skat Order is an international binding set of regulations for every Skat player. The Skat Order makes all rules and regulations and has a rich history, evolving over a long period of time. Skat is the most loved and wide spread German card game, especially in German speaking regions. The Skat Order brings all methods of play under the same system and allows people to play Skat world wide under a uniform set of rules. This "living rule work" is not intended to be seen as written in stone. These rules should be used as a guideline and not necessarily rigidly enforced. It will be open for new ideas, which arise from day to day play and will enhance the thinking part of the game.

The Skat Order is the foundation for all rules and regulations.

The strictest enforcement will eliminate all arguments and discrepancies, which can arise during play.

The standard rules were established at the 27th German Skat congress on November 22nd, 1998 at Halle/Saale between the German Skatverband e.V. (D.S.K.V.) and the International Skat Player's Association e.V. (I.S.P.A. World).

The German Skat Court
Altenburg, January, 1999

International Rule Committee
Berlin, January, 1999

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Addresses

Deutscher Skatverband e.V.
Postfach 100969
D-33500 Bielefeld
Germany

International Skat Players Association e.V.
Käthe-Dorsch-Ring 19
D-12353 Berlin
Germany

Definitions of persons named in the Skat Order and the Skat Tournament Order

Participant: Every person participating at the game.

Playing Partner: Every person at the same table.

Player: The three players in the game in question.

Opposition: The players who play against the successful bidder.

Kibitzer: People who are watching games on tables they are not playing at. Tournament Organizers and Referees are not considered "kibitzers".

Skat Order

1.0 Generalities (Overview)

1.1 Understanding of the game

- 1.1.1 The game of Skat is a card game played by 3 or more players. The game is played by one person against two opposition players.
- 1.1.2 The game started around 1820 in Altenburg, Germany. It has developed out of several older card games.
- 1.1.3 Two cards dealt face down are called the skat and gave the game its name. The origin of the word skat comes from the Italian word (scartare) and the French word (scarter) which both refer to the laid away cards.

1.2 The Skat cards

- 1.2.1 A deck of cards consists of 32 cards in four suits. Each suit has 8 cards in it. The suits are ranked in an ordinal fashion starting with the highest suit, clubs, and proceeding through the other suits in the following order: spades, hearts, and diamonds.
- 1.2.2 Each suit has the following card values:

1. Ace	11 points
2. Ten	10 points
3. King	4 points
4. Queen	3 points
5. Jack	2 points
6. Nine	0 points
7. Eight	0 points
8. Seven	0 points

Each suit has a total of 30 points, so the entire deck contains **120 points**.

2.0 Ground rules of the game

2.1 Playing possibilities

- 2.1.1 There are games where the player winning the bid picks up the skat and 'Hand' games where the player winning the bid does not pick up the skat. In both instances there are three kinds of games which can be played:

Suit Games (Clubs, Spades, Hearts, Diamonds)
 Grand Games
 Null Games

- 2.1.2 The distribution possibilities of games

Game Classification	Game Classification I		Game Classification II	
Game Categories	Games with skat pick up		Games without picking up the skat (Hand)	
Suit Games	Diamonds		Diamonds	Hand Diamond open
	Hearts		Hearts	Hand Hearts open
	Spades		Spades	Hand Spades open
	Clubs		Clubs	Hand Clubs open
'Grand' Games	'Grand'		Grand	Hand Grand ouvert
'Null' Games	'Null'	Null ouvert	Null	Hand Null Hand ouvert
Open or 'ouvert'	6	1	6	6

2.2 Conditions of the game classification

- 2.2.1 The skat always belongs to the successful bidder.
- 2.2.2 Games where the skat was picked up and looked at, the player must discard two cards of his choice, and then announce his game.
- 2.2.3 With the 'Hand' games, the skat cannot be viewed, and the player must announce his game with the 10 cards dealt to him.
- 2.2.4 The bidder determines the game, and announces a game of the 3 types available: 'suit', 'grand', or 'null'.
- 2.2.5 In any 'ouvert' game the player has to put his cards on the table **before** any play can occur. If not the opposition players must request it. The cards have to be in suits and in the right order, otherwise the opposition players can rearrange the cards.

2.3 Description of cards

- 2.3.1 In a 'suit' game only one suit is trump. The three other suits are equal in ranks.
- 2.3.2 The highest trumps in a 'suit' game are the jacks, in the rank of the suits (see 1.2.1). The next 7 trumps in the suit are according to their values (see 1.2.2).
- 2.3.3 In a 'Grand' game only the jacks are trump, ranked in the same ordinal fashion as the suits.
- 2.3.4 In a 'Null' game the jacks are just another suit card. The cards are Ace, King, Queen, Jack, Ten, Nine, Eight, Seven.

2.4 Multiplier

- 2.4.1 Trump in uninterrupted sequence from the Jack of clubs down.
- 2.4.2 A player can play **with** or **without** multipliers.
- 2.4.3 'Suit' games can reach up to with 11 multipliers or without 11 multipliers (4 Jacks, 7 Trump cards). 'Grand' games are played up to only with or without 4 multipliers.

3.0 Game introduction

3.1 Determine the table seating

- 3.1.1 The table succession is drawn or set. Number 1 chooses a seat (Seat #1); the rest of the players follow clockwise.
- 3.1.2 A new player can only join if **all** agree, and a new round is started. If he does not replace a departed player he has to sit to the right of the player seated in Seat #1.

3.2 Dealing the cards

- 3.2.1 The person sitting in Seat #1 deals the first hand. His right neighbor must deal the last game of a round; he finishes a round.
- 3.2.2 The dealer has to thoroughly shuffle the cards. The player to the right of the dealer must cut **once**, and then the cards are dealt from the top.

- 3.2.3 If the cards are ruffled or stacked they have to be shuffled one more time before being cut.
- 3.2.4 Cutting the cards is a requirement. There have to be a minimum of **four** cards either cut or left in order for a cut to be valid.
- 3.2.5 If a player at a table with more than three players is temporarily absent, the player to his immediate right can cut the cards, unless the absent player has reserved his right to cut the cards. A referee regulates too much of a wait.
- 3.2.6 Beginning to the left of the dealer, the cards are dealt in the following order.
 First 3 cards to each player,
 then 2 cards as the skat,
 then 4 cards to each player,
 then 3 cards to each player.
- 3.2.7 If there are 4 players seated at the table, the dealer does not receive any cards. If there are more than 4 players, then the two people seated to the immediate left of the dealer and the person seated to the immediate right of the dealer are the three players.
- 3.2.8 If during dealing one or more cards become visible, regardless of whose fault, the cards must be dealt again.
- 3.2.9 A redeal only has to be done if the objection about the unequal card distribution was done before the end of the bidding; or if both parties have a wrong number of cards (see 4.5.6).
- 3.2.10 Objections about mixing, cutting and dealing of cards has to be done **before** looking into your hand.
- 3.2.11 If a player deals a hand out of turn the game is annulled even if it is the last game of the round. The game is replayed.
 A round is concluded when the last game of that round is properly recorded, even if an error in play was committed and only noticed during the play in the first game in the next round (**see 4.1.1.**)
 If the last game in a series was incorrectly marked, the round is completed when the list is signed.
- 3.2.12 If there is an incorrect deal **within** a round, **all** games are replayed from where the misdeal took place.
- 3.2.13 Games dealt out of turn in previous rounds or if a point of error cannot be established the entries remain valid. Only rounds in progress are replayed beginning with the first player in Seat #1.
- 3.2.14 A player who picks up or turns over the skat during or after dealing is eliminated from bidding.
- 3.2.15 Anyone who picks up the skat during or after bidding is eliminated from bidding. In this case the person at fault has to mix the 12 cards and the dealer pulls 2 cards and places them face down to form the skat.
- 3.2.16 After every legal deal there **has to be** a valid game. A passed in game is also a valid game (see 3.3.7.).

3.3 Bidding

- 3.3.1 After the deal, bidding and holding bids establishes who will be the player (see 5.1 – 5.3). The lowest bid is Diamonds with or without 1 multiplier that yields a bid of 18.
- 3.3.2 The player in forehand asks his neighbor (middlehand) to his left for a bid. . Middle- as well as hindhand are bound to use valid bidding values but are not obligated to do the bidding in sequence of the bidding values.
- 3.3.3 If forehand has no game from the bid received forehand passes. Hindhand now bids to middlehand in the same way or passes.
- 3.3.4 If middlehand does not want to play, or his highest possible bidding value does not match that of forehand, he must pass. Hindhand may continue bidding or pass.

- 3.3.5 The player is always the one who offered or held the highest bid.
- 3.3.6 If middlehand and hindhand do not bid, **forehand can** pick up the skat without bidding (or announce a hand game). Forehand is then obligated to play a game.
If forehand has no bid of 18, he must wait for a bid from middle hand. If middle hand passes, he **must wait** for a bid from hindhand before he can pass.
- 3.3.7 If there is no bid the game is passed in. The **next** player deals. It is illegal for the same player after a correct deal to deal again (see SKWO 9.4).
- 3.3.8 The announcement of a pass, bidding and holding of bids is irrevocable.
- 3.3.9 If a player looks into another player's skat or picks up the skat before the bidding was finished, he is excluded from any further bidding. Furthermore, the two other players do not have to honor their bids. They may pass or start the bid over. The same situation occurs if the dealer or another player views the skat before bidding has stopped. Players who have passed before the bidding has started are excluded from further bidding (see 3.3.10).
- 3.3.10 A player wants to venture a game although another player had picked up the Skat before the bidding was concluded. The guilty party must shuffle his/her 12 cards of which are face down; the dealer draws 2 cards as the Skat.
The original Skat may only be handed over if it can clearly be identified by all players. If this rule infraction occurs before the conclusion of bidding, but only discovered after conclusion, the bid-winning player must, before Skat pick-up, decide whether to play or to pass in.

3.4 Game announcement

- 3.4.1 The successful bidder must announce a valid game (see 3.4.4 and 3.4.7). The announcement has to be complete, e.g. 'hand' games and 'ouvert' games must be announced to be counted. The announcement is irrevocable.
- 3.4.2 The player can announce a game according to the bid or a higher value.
- 3.4.3 After the successful bidder looks in the skat and finds a jack who makes his bid impossible to reach, he can announce a game that corresponds with his bid and declare a loss (see 5.4.1).
Example:
A game of Spades without four is bid on (maximum bid 55); bid is reached at 50. The Jack of Clubs is in the skat. Game announcement – Hearts.
A game of Clubs without four is bid on (maximum bid 60); bid is reached at 59. The Jack of Spades is in the skat. Possible games – Clubs or Hearts.
- 3.4.4 A game announcement becomes invalid when all players recognize such an announcement is an obvious contradiction to basic game-rules. This includes the announcement of hand-games, open-suit games and grand-ouvert, counting all multipliers after Skat pick-up. Exchanging the laid-down Skat or re-naming the announced game is not permitted. Announcing a no longer playable "null" game results in loss of a color suit- or grand game with consideration of the last bid and the number of held or missing Jacks.
- 3.4.5 A wrong game announcement (not punishable) is to be corrected immediately, but **the announced game** has to be in the same suit and bid.
- 3.4.6 Announcing a game with more or less than 10 hand-cards means, provided a proper deal took place, a lost game, without counting "Schneider or Schwarz".
A card played out by the player, before announcing the game is -like in "ouvert" games laid out cards - still considered a hand-card.

- 3.4.7 If the skat was exchanged or looked at after the game announcement, the game is lost. Normal values, not 'Schneider' or 'Schwarz'.
- 3.4.8 After announcing a valid game the skat can not be changed or looked at anymore. If this is done by a player the game is lost with normal values, not 'Schneider' or 'Schwarz'.

3.5 Party members

- 3.5.1 The three players consist of two parties, the player and the opposition players.
- 3.5.2 Every opposition player is involved in the winning and losing of games. Every player is responsible for mistakes and games given up.
- 3.5.3 The player will receive for a game he wins from each opposition player the full amount. If the player loses a game, both of the opposition players will receive the full amount.
- 3.5.4 A player not playing the current game is allowed to only look in one hand. This, however, is not a right. It's only a privilege.

4.0 Execution of the game

4.1 The lead

- 4.1.1 **The game starts with the announcing of the game.** After the announcement, forehand plays out. After this the player who takes a trick leads. If the player leads out of turn before announcing the game, the game is lost with the last bidding value and all multipliers.
- 4.1.2 A played card cannot be taken back. If the game shall be continued after a rule infraction, the proper corrections have to be made.
- 4.1.3 Playing **out of turn** ends the game. The game is won or lost at this point with the accumulated points.
- 4.1.4 If someone played out wrong or went against the rules before the game was won, the guilty party loses the game at normal value excluding 'schneider' or 'schwarz'.
- 4.1.5 If the player needed a higher multiplier to win the game and a rule infraction by the opposition was made the player wins the game unless the opposition had already achieved the necessary points to win (see 5.4.3).
- 4.1.6 The guilty party has to keep on playing if the other party demands it. Then the mistake is considered void.
- 4.1.7 If a false lead is noticed after the trick is complete, the mistake is void (see 4.4.1).
- 4.1.8 It is not permitted for the opposition players to hinder or stop one another in committing a false *lead* nor to hinder or stop committing a breach of rules. Violations to this rule will consequently result in the application of rules 4.1.3 to 4.1.6 (see also 4.2.9) .
- 4.1.9 Two or more cards played or dropped by the opposition player or his partner flashing a card or playing out wrong ends the game. The outstanding tricks belong to the player. This decision is made according to rules 4.1.3 - 4.1.6. The player is not punished for dropping a card. He can also put a pulled out and visible card back into his hand (advantage to the opposition).
- 4.1.10 A false lead on the last trick is irrelevant.
- 4.1.11 Every player, including the dealer, is entitled to object a rule infraction.

4.2 Following suit or trump

- 4.2.1 After the lead the player to his left plays a card, then the third player. The card has to be in the right suit or chosen trump, if at all possible.
- 4.2.2 If a player does not have the played suit, he/she is entitled to trump, or discard a card. If trump is demanded and cannot be followed any card can be disposed.
- 4.2.3 If a player is **not following suit or trump** but has one, the game ends and is judged by the rules (see 4.1.3 – 4.1.6). If it is asked to continue the game the mistake has to be corrected.
- 4.2.4 If the error in not following suit or trump is found during or after the game has ended, the play is stopped and judged **retroactive** from the infraction (see 4.1.3 – 4.1.5).
- 4.2.5 The right to claim a wrong play is void if both parties **throw in their cards**.
- 4.2.6 If a player after a correct deal during the game has more or less cards because he mistakenly played too many cards on a trick or put too many or not enough cards in the skat or any other infraction, the game is won by the opposition with the correct number of cards. A higher game value has to be proven in a regular play.
- 4.2.7 Pulling or playing a card from your hand before it is your turn, which may influence the outcome of a trick, is prohibited. The rules from 4.1.3 to 4.1.6 are applicable.
- 4.2.8 A game is immediately terminated if during the game the skat is viewed or exposed by a player. The outcome of the game is determined by rules 4.1.3 to 4.1.6.
- 4.2.9 All players must refrain from comments and gestures, which could influence the outcome of the game. Infractions are covered under rules 4.1.3 to 4.1.6.

4.3 Game short cuts

- 4.3.1 In general every game has to be played to the end. However the bidder is entitled to declare his announced game as lost right away or as long as he/she has still 9 cards in the hand. The lost game is marked with the bid plus all multipliers.
- 4.3.2 With less than 9 cards in his/her hand the bidder can only give up with the permission of at least one opposition player (joint liability).
- 4.3.3 A game is terminated if one opposition player gives up (joint liability) See rules from 4.1.3 to 4.1.6.
- 4.3.4 If the bidder, playing a suit or grand, shows or lays his cards on the table **without an explanation**, this indicates that he will make all remaining tricks. If the opposition makes a trick, the remaining cards from this point on belong to the opposition and the game is over. The rules 4.1.3 to 4.1.6 are applicable. **Displaying the cards in a ‘null’ game indicates that the player does not make a trick.**
- 4.3.5 An opposition player can openly display his cards in a ‘suit’ or ‘grand’ game if he alone collects the rest of the tricks. If this is not the case the bidder gets the remaining tricks. Rules 4.1.3 to 4.1.6 are applicable.
- 4.3.6 If a player throws his cards in, the game is ended and he can count only the points he has at that moment (see rule 4.3.1).

4.4 Tricks

- 4.4.1 A trick consists of a card from forehand, middlehand and hindhand. As soon as the third card is played the trick is finished.
- 4.4.2 The trick belongs to the player which played according to the rules
- and had the highest ranked card in the suit.
 - if a suit is played and not trumped or followed in the suit then the player who leads wins the trick.
 - if one player trumps a played suit then that player wins the trick.
 - if a suit played is trumped then trumped again, the trick is won by whichever player had the highest trump.
 - If a trump is led, the player who plays the highest trump wins the trick.
 - If a trump is led and is no other trump is played then the player who leads wins the trick.
- The player who made the trick is allowed to play the next card before retrieving his trick.**
- 4.4.3 The tricks have to be retrieved in such a fashion that the last card played is visible to every player. Otherwise a trick must be shown upon request by **one of the players**, which did not play a card to the next trick.
- 4.4.4 Every trick has to be collected and piled face down in proper sequence till the end of the game. Thus checking each trick is possible. If this rule is not followed, rules 4.1.3 to 4.1.6 and 4.4.5 are applicable.
- 4.4.5 If the bidder does not collect one or more tricks, he indicates that he has to take all remaining tricks. If this is not the case (see 4.3.4) the opposition claims these tricks and all the remaining tricks. The rules 4.1.3 to 4.1.6 are applicable. For the opposition only rule 4.4.4 applies.
- 4.4.6 Reviewing, counting or exposing turned over tricks by any player terminates the game, according to rules 4.1.3 to 4.1.6 (also see 4.4.3).

4.5 Common basic principles

- 4.5.1 The paramount game commandment is to observe and strictly adhere to the individual points of the Skat order. This is essential to further and institute uniform Skat-Rules.
- 4.5.2 Every participant has to conduct himself in a sporting and fair manner and never attempt to use improper or questionable tactics while playing the game.**
- 4.5.3 Cards have to be dealt so that no one can identify the face. The cards should only be picked up after all ten cards are dealt. **(This will eliminate unnecessary complaints)** (see 3.2.10).
- 4.5.4 The player who wins the bid is the only one who can view the skat (see 2.2.1, 3.3.9, 3.4.8 and 4.2.8).
- 4.5.5 Every player must pick up and hold his cards so that they are not visible to the other two players. It is not permitted to look into another player's cards or receive information about them.
- 4.5.6 Every player must count his cards after the deal and complain before the end of the bidding if he has too many or not enough cards (see 3.2.9).
- 4.5.7 Every party has to take their own tricks.
- 4.5.8 Counting out loud, the trump or points, is not allowed (see 4.2.9).
- 4.5.9 A player can only stop playing after a round is complete. He has to announce this intention before the round begins.
- 4.5.10 Violations against the Skat Order and the Skat rules and regulations are to be **immediately** addressed by every player. If there is a complaint a referee should be called to settle the argument. Objection to a referee's decision must be made before the next series starts. Consequently a referee committee must deal with such objection before the tournament results are announced (see also SkWO 7.3.3).

5.0 Game value assessments

5.1 Basic values

5.1.1 Every 'suit' game and 'Grand' has a constant value:

Diamonds	9
Hearts	10
Spades	11
Clubs	12
Grand and Grand 'Ouvert'	24 (see 5.2.6)

5.1.2 Every 'Null' game has its own value:

Null	23
Null 'Hand'	35
Null 'Ouvert'	46
Null 'Ouvert' 'Hand'	59

5.2 Game multipliers and criteria

5.2.1 In 'suit' and 'Grand' games, the following multipliers apply:

Level	Category I	Games where the skat is picked up
1	Play with 1	Won or Lost
2	Schneider	Won or Lost
3	Schwarz	Won or Lost
Level	Category II	Games where the skat is not picked up ('Hand') (If you don't pick up the skat, you can add one more multiplier for >Hand<)
2	Play with 1	Won or Lost
3	Schneider	Won or Lost
4	Announced Schneider	Won or Lost
5	Schwarz	Won or Lost
6	Announced Schwarz	Won or Lost
7	Open	Won or Lost

5.2.2 **The bidder with 61 points, including the two-skat cards wins basic game.**

5.2.3 A party is '**Schneider**' with 30 or less points.

5.2.4 The party who does not make a trick is considered '**Schwarz**'. A trick made without points constitutes only 'Schneider'.

5.2.5 **Announced "Schneider" or announced "Schwarz" in a Hand Game will only count, when the player actually announced the values, i.e. for it to be added to the multipliers. If a greater game value is achieved, the greater value counts. If the announced values are not achieved, the game is lost in the announced values. This means the loss counts singularly only in the announced values even if the player stays Schneider (Schneider and Schneider announced). There is no "Own Schneider."**

Example: Middle-hand plays Grand hand with two and announces "Schneider". The opposition gained 32 points; consequently, the Player loses the Grand, "Schneider" announced. An argument developed, when the Player disagreed with his 88 points to be assessed Schneider.

What would the total loss be if the player has stayed in Schneider himself?

The Player loses Grand with two, play 3, Hand 4, Schneider 5, Schneider announced 6 lost $12 \times 24 = 288$ points.

When the Player loses the game in the announced value, and in addition would have stayed Schneider himself, his own Schneider does not count as additional multiplier hence no double Schneider is counted in the loss (No "Own Schneider").

- 5.2.6 **Open** ('ouvert') is a valid multiplier in 'suit' and 'grand' games. The bidder has to collect every trick. These games take in all the multipliers all the way to '**Schwarz announced**'. For example, a game of Clubs 'ouvert' with two Jacks would count $12 \times 9 = 108$ points. A game of 'Grand' with four Jacks would count $24 \times 11 = 264$ points.
- 5.2.7 A bidder wins the 'Null' game by getting **no** tricks.
- 5.2.8 In case of doubt the player has to prove that 'Schneider' and 'Schwarz' was achieved. The opposition must prove that the game was indeed lost for the player.

Game values

5.2.9 The values of the individual games are expressed in game points. The values are computed – excepting no trump games with their constant values- by specifics, category and basic values of the respective game, plus win levels and with or without multipliers.

5.2.10 Multipliers and win levels are added to calculate a sum. The two Game levels offer the following possibilities :

	Class I Games where the Skat is picked up	Class II Games where the skat is not picked up (Hand games)
Multipliers	1 - 11	1 - 11
+ win levels	1 - 3	2 - 7
= Sum	2 - 14	3 - 18

5.2.11 Suit and Grand games with or without multiplier compute at the same win level and the same game value.

5.2.12 Each lost game has to be entered as a double game point value into the score sheet or respectively paid out as a double amount.

5.4 Overbid games

5.4.1 A game overbid once the skat has been picked up must be entered with enough multipliers to cover the bid. The game has to be marked as ‘overbid’ in the score sheet if the bid can’t be achieved.

Example:

Bid 50, the Jack of Clubs is in the skat.

Game announced is Hearts.

Entered in score sheet: Hearts with one “overbid” = - 100 points

Bid 59, the Jack of Spades is in the skat.

Game announced is Clubs or Hearts

Entered in score sheet: Clubs or Hearts with one “overbid” = - 120 points

5.4.2 If the bidder can’t achieve his bid in a ‘hand’ game because there was a jack in the skat, the player loses the game even if he collects more than 60 points. The game has to be entered with enough multipliers to cover the bid.

Example:

Heart Hand without three Jacks was bid to 36 (maximum legal bid 40). The Jack of Clubs is in the skat. The game is lost (maximum bid was actually with one Jack hand two play three = 30). Entered in score sheet: Without 3, game 4 = 40, results in – 80 points

5.4.3 An overbid game which needs a higher win level for the player and is known to be impossible to win after the first trick can’t be won by the player even if the opposition players made a rule infraction.

Example:

The bidder cannot win ‘Schwarz’ in a ‘hand’ game without one, even if the opposition players made a rule infraction.

5.5 Game score sheet

5.5.1 Every game has to be entered as won or lost with the game value for the bidder into the score sheet immediately after the game. The game values have to be added or subtracted to or from the previous point standing. Continuous computing of the score makes it possible to have an actual standing at all times.

- 5.5.2 In tournaments the games have to be marked with their basic value, multipliers, and game winning steps (e.g. 'Schneider', 'Schwarz'). 'Null' games are marked with their basic values.
- 5.5.3 Entry errors can only be corrected with the agreement of all players at the table. Otherwise rule SkWO 7.2.5 is in effect.
- 5.5.4 If playing for money, an agreement prior to the start of the series has to be set. The value per point could be 0 to 1 cent. Fractions are rounded up to the top. A lost game is rounded up prior to doubling the value.
- 5.5.5 At the end of the last round wins and losses may be computed as follows:

Version 1

This version can be used if the final plus points of all players exceed the minus points.

Player	A	B	C	D
Final points on the score sheet	+ 196	+ 33	- 12	+ 85
Four times the final points (with four players)	+ 784	+ 132	- 48	+ 340
Sum of final points (Plus points - minus points)	- 302	- 302	- 302	- 302
Win or loss if played for 1 cent a point	+ 482	- 170	- 350	+ 38

(The 302 points as a sum of final points are debts, which each player has. Therefore this sum has to be subtracted).

Version 2

Player	A	B	C	D
Final points on the score sheet	+ 44	+ 33	- 420	+ 130
Four times the final points (with four players)	+ 176	+ 132	- 1680	+ 520
Sum of final points (Plus points - minus points)	+ 213	+ 213	+ 213	+ 213
Win or loss if played for 1 cent a point	+ 389	+ 345	- 1467	+ 733

Version 3

Player	A	B	C	D
Final points on the score sheet	+ 120	- 75	+ 200	- 40
Comparison AB, AC, AD, BC, BD, CD	+ 195 - 80 + 160	- 195 - 275 - 35	+ 80 + 275 + 240	- 160 + 35 - 240
Win or loss if played for 1 cent a point	+ 275	- 505	+ 595	- 365

If it is played for less than 1 cent the sum of the final points has to be divided by one half or one quarter.

5.6 Game Statement (see 5.3.1)

Game	Basic Value	Sum (Multipliers + win levels)																
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		Game Value																
Diamonds	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153	162
Hearts	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180
Spades	11	22	33	44	55	66	77	88	99	110	121	132	143	154	165	176	187	198
Clubs	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	204	216
Grand	24	48	72	96	120	144	168	192	216	240								
Grand 'Oouvert'	24								192	216	240	264						
									(with	1	2	3	4	multipliers)				
	'Null'			23														
	'Null' 'Hand'			35														
	'Null' 'Oouvert'			46														
	'Null' 'Oouvert' 'Hand'			59														

Tournament Game Order

1.0 General

- 1.1 Tournaments are functions organized by clubs or individuals. The purpose is to bring all players together to play a peaceful game of Skat.
- 1.2 It is a way to ensure that Skat is played by the rule and regulations set down in the Skat Order. This will help keep the game consistent and eliminate opportunities for abuse or unfair game practices.
- 1.3 Age and occupational differences are eliminated at the skat table. The result of competitive game terms and the individual game development always connects varying people and parties with each other. The pleasure a person achieves through the gathering of difficult tricks and games, acknowledgement of others and one's own thinking error will trigger both desired and undesired feelings, associated socially acceptable standards and morals should regulate the remarks made. The competition of the game of Skat promotes and establishes character and personality. It also promotes community thinking.
- 1.4 Skat tournaments may be open to the general Skat public or restricted to participants by invitation or to a limited number of players only (associations, clubs, qualification and final plays).
- 1.5 The tournament is played under the organizer advertisement. It is played for individual prestige, money, trophies or merchandise, in both single and team competition.

2.0 Legal Questions

- 2.1 Regarding Skat tournaments: local, state, provincial or national gaming regulations should be obtained and adhered to.
 - 2.1.1 Tournament regulations state rights and obligations for participants. The regulations are considered contract-like and are binding for the organizer and participants alike.
- 2.2 The organizer and his executive run the tournament.
- 2.3 Tournaments are run in a business-like manner.

3.0 Organizer

- 3.1 The organizer has to identify themselves in their advertisements.
- 3.2 The executive or committee organizer can do the running of a tournament. To settle complaints and arguments referees are appointed. Such persons should preferably be accredited referees, or at least persons who are fully familiar with the Order of Skat and Tournament Rules and regulations. He should be respected by players and be able to come to a quick and fair decision.
- 3.3 The organizer and executive are responsible for the following of rules and regulations of the skat order. The tournament organizer sets conditions, prize schedule and is responsible for the running of the tournament. A statement of accounting must be made available. The organizer alone is responsible for awarding prizes.
- 3.4 If a tournament cannot be played to its conclusion or runs into any unforeseen problems, like not enough participants, the organizer and his executive are still responsible. This means they either have to refund the entry fee or pay on a percentage of the prize money.

4.0 Participant

- 4.1 The right to play is established by acquiring a non-transferable start card or is named in the participant's list. Only after paying the entry fees are both parties obligated.
- 4.2 Every participant is obligated to follow all the rules and regulations in the skat order. He has to familiarize himself with the tournament conditions. He should play and conduct himself in a way which does not create a problem.
- 4.3 The organizer and committees reserve the right to expel any player from the tournament who arbitrarily infringes on rules and regulations and/or behaves in an unruly manner. The entry fee is non-refundable. Entry to a new competition can be denied. The organizer has the right to ban a participant from a tournament without stating reasons.
- 4.4 Organizers and members of the executive are allowed to participate in the tournament if the running of the same is assured.

5.0 Performance Assessment

- 5.1 The performance of participants is awarded as follows:
Game points achieved and number of games played as listed on the score sheet is totaled. For each won game 50 points are awarded to the player. For each lost game, the player loses 50 points. At a table with 3 players, the opposition players are awarded 40 points for each lost game. At a table with 4 players, the opposition players are awarded 30 points for each lost game. The sum of the game points, plus the sum for the lost games of the opponents plus the sum of the won minus the lost bonus points is the performance.

Assessment formula

Game Points + number of games + lost games from the other players = performance

If two players achieve the same end result, the player with the most won games ranks ahead. If at this time it is still a tie, the lesser amount of lost games decides. Should this still amount to the same score a draw decides the winner.

Example at a 4 player table: Player A: Final Score 937 points, 18 games won, 3 games lost. Players B, C, D together lost a total of 14 games.

Adding the points on a score sheet:

Game Points	937	937
Won Games	18	
- Lost Games	<u>3</u>	
	15X50	750
+ Opposition Lost Games	14 x 30	420
		<hr/>
Total Score =		2107

- 5.2 The assessment of tournaments, which are scored only by game points in order to establish a result, is changed to the **Performance Assessment** system. No longer a number of big games are the only deciding factor in the final outcome, as a multitude of small games make a significant difference and reward the player. Also the good play of opposition players in forcing a loss from the player is rewarded under this system. It also compensates the player who may have lost a chance to play a game due to overbidding by other players.

6.0 Tournament Game Plan

- 6.1 The tournament plan should be short but complete. It has to be in accordance with the skat order and be precise and clear without being conflicting or subject to misinterpretation.

6.2 The following information has to be included:

A. General

- a) Organizer
- b) Entry Fees
- c) Number of Series
- d) Number of Players at a Table
- e) Distribution of the Money
- f) The right to expel players
- g) Arbitration committee (see SkO 4.5.10, SkWO 7.3.2 and 7.3.3)
- h) Signature

B. Game Condition

- a) The rules and regulations in the skat order replaces arbitrarily made decisions about the game.
- b) Supervised regulation
- c) Penalty regulation
- d) Keeping of Score Sheet
- e) Game Fee (per point)
- f) Game Material (new cards only, supplied by the organizer)

6.3 The tournament game plan has to be posted and available at all times to all participants during the tournament.

7.0 Running of a Tournament

7.1 Seating

7.1.1 The appointing of the seating is done by the organizer or by drawing a table place card. Every table has four seats. Only a maximum of three tables with three players on each is permitted.

7.1.2 The assigned table seat cannot be traded except by the organizer otherwise the player can be banned from play.

7.1.3 The assigned table seat must be retained until the of a series.

7.1.4 The table place card is only valid in the series in which it was drawn or given.

7.1.5 Only players with the right table start cards are permitted at the table. It is not permitted for "Kibitze" to 'hang around' at the game table.

7.2 Game Score Sheet

7.2.1 Each game must be correct, complete and clearly entered into the score sheet.

7.2.2 The player at seat 1 is usually the scorekeeper. In rare cases and with permission of the organizer a different player at the table can keep score. Every player at the table is responsible for correct marking of the score sheet. The score sheet has to be visible, available at all times and checked by every player. The dealer should always check to see if the game before was entered correctly.

7.2.3 The score sheet becomes a document with the signatures of all players.

7.2.4 The organizer has the right to:

- a) Check the score sheet at any time
- b) Poor or badly marked and unidentifiable score sheets can be declared as invalid.

- 7.2.5 Improper entries into score sheets can be corrected by the organizer using the lowest point value. If all players agree, results can be corrected on the score sheet (see SkO 5.5.3).

7.3 Course of the Tournament

- 7.3.1 Rules and regulations under the Skat Order govern the course of a tournament.
- 7.3.2 The tournament organizers and their appointed referees in accordance with the rules and regulations in the Skat Order settle disagreements and arguments.
- 7.3.3 Objections or protests against a decision made by the tournament organizer or referees can be done in writing to an argument settling jury. Only cases concerning rule technicalities will be handled and decided upon. Civil law courts may not be concerned with such matters (see SkO 4.5.10 and SkWO 7.3.2).

7.4 End of the Tournament

- 7.4.1 At the end of a tournament the score sheets and start cards are to be returned to the tournament organizers. A participant only then qualifies for any available prizes.
- 7.4.2 Participants finished playing are prohibited from “hanging around” and kibitzing at tables where games are still in progress.
- 7.4.3 After completion of computing the tournament results, the prizes and awards presentation begins. If an absent player requests to have a prize sent or delivered, the player must carry the expenses.
- 7.4.4 The organizer retains all score sheets, start cards and any other document for a period of 6 months.

8.0 Game Rules

- 8.1 The game is strictly played by the Skat Order.
- 8.2 The dealing of cards is 3, 2 Skat, 4 cards and then 3.
- 8.3 Cutting of the cards must be of at least **four** cards are cut or left on the table.
- 8.4 The playing is strict. Playing out wrong or not following suit or trump ends the game. If it is not already won, it is won in favor of the innocent party.
- 8.5 The dealer cannot look at the skat. The dealer is not allowed to look into the cards of the left **and** right neighbor. He can only look in one hand, which is **not a right**, only a privilege given by a player.
- 8.6 Taking a second look at a trick or mixing tricks is prohibited. Every trick has to be collected.
- 8.7 Null counts 23. Null ‘Hand’ 35, Null ‘Ouvert’ 46 and Null ‘Ouvert’ ‘Hand’ 59. Grand value is 24, and its minimum value is 48 (with or without one). The ground value for a Grand ‘Ouvert’ is also 24, therefore with 4 multiplying Jacks, the value is 264.
- 8.8 Schneider is 30 points for either party.
- 8.9 In open games (‘ouvert’) the player must lay all ten cards on the table. Every trick is played open. In ‘suit’ and ‘Grand’ games the player must take all the tricks to win. In ‘Null’ games he mustn’t make a single trick.
- 8.10 Games where the skat was looked at can only be played in three ranks. Game, Schneider and Schwarz. In ‘hand’ games seven winning ranks exist: Game, Hand, Schneider, Announced Schneider, Schwarz, Announced Schwarz and Open (Ouvert). **For each lost game the double number of game points has to be entered and deducted.**

- 8.11 After every game the points are added or subtracted to or from the previous total on the score sheet which ensures the right sum of points after the last game.
- 8.12 At the end of a series for each player 50 points are added for each game won, and 50 points are subtracted for every game lost. For every lost game at a table with four the opposition receives 30 points. At a table with three players the opposition receives 40 points for every lost game.

Example at a 4 player table:

The final score for player A – 937 points, 18 games won, 3 games lost. Players B,C,D together lost a total of 14 games.

4
Adding the points on a score sheet:

Game Points		937
Won Games	18	
- Lost Games	3	
<hr/>		
Lost Games from B, C, + D	15 x 50	750
	14 x 30	420
<hr/>		
Total Score =		2107 for Player A

9.0 Game Conditions

- 9.1 Every table has to use the new deck of cards provided.
- 9.2 If there is no agreement about the amount to play for, the game is not played for money. If there was no agreement before the start of the game, the series is not played for money.
- 9.3 The player at table place 1 usually keeps score. If everyone agrees, anyone can keep score.
- 9.4 If none of the players bid the game is passed in. The next dealer has to deal the cards. The same dealer is never allowed to deal twice in a row. There are no ‘Ramsch’ games played. If a dealer deals twice in a row, after a passed in game, all players are banned from further play.
- 9.5 Every game has to be played to the end. The game cannot be given to the player (see SkO 4.3.1 to 4.3.6).
- 9.6 The present dealer is obligated to check the score sheet for its accuracy. All players are responsible for correct scores.**
- 9.7 A substitute is in no case ever allowed.
- 9.8 Organizers and the announced referees have the right to examine the score sheet at any time.
- 9.9 To “Kibitz” is strictly forbidden without any exception.
- 9.10 The organizers and referees settle arguments. Complaints about a decision have to be made before the next series starts, to a referee committee. Their decision is final (see SkO 4.5.10, SkWO 7.3.2 and 7.3.3).
- 9.11 The score sheet has to be signed by every player, after the end of a series. Badly kept or an unreadable or not fully marked score sheet is not valid and can be rejected. (see SkOVO 7.2.4 and 7.2.5).
- 9.12 After every series the score keeper may keep the deck of cards for his work, unless the organizers have stipulated differently.
- 9.13 At the end of a tournament the organizers have the right to ask for the (single or team) score cards. They have to be complete. Missing score cards do not qualify for a prize.