



3rd Edition

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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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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 ouvert Hand
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.
- 2.2.3 The declarer declares a suit as trump or chooses between a Grand or Null game.
- 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 at the beginning of a new round. Provided he does not replace an outgoing player, he must seat himself to the right of the first player.

3.2 Dealing the cards

- 3.2.1 The person at place 1 deals the first hand. The player to the right must always deal the last game of 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 Starting with the neighbour to the left, first each player is dealt three cards. Then separately, two cards are set aside as Skat. Finally, each player is dealt 4 and lastly 3 cards. Each player has to check whether he has received the correct number of cards.
- 3.2.7 With four players, the dealer receives no cards. With more than four players, the two players on his left, and the one to his right will play.
- 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 Had a player dealt a hand out of turn, the game, whether the game was finished or even being the last one in a round, is annulled. A round is completed when the first game of the next round is announced (**see 4.1.1**); The last round of a series is completed when the play list has been signed.
- 3.2.12 In an incorrect deal sequence within a current round, all games must be repeated, starting at the point of the incorrect deal.
- 3.2.13 If an out of turn deal is discovered in one of the previous rounds, all completed rounds remain valid. The current round must be played over for which player 1 deals.
- 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 who received cards first (fore hand) invites the player to his left (middlehand) to start bidding. Middlehand as well as rearhand is bound to bid in valid values, but not necessarily by their numerical sequence. To avoid disputes, bidding should only be in numbers.
- 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 before the end of the bidding views or picked up the Skat or had unjustifiably viewed the cards of another player, he shall be prohibited from further bidding, furthermore the other two players are no longer bound by their bids. They may pass, or re-start the bidding. This also applies, if the dealer or another player before the end of bidding had looked at the Skat. Players who have passed before placing a bid, cannot participate in the new bidding process (see also **3.3.10**).
- 3.3.10 If after completion of the bidding process, only the opposition has an incorrect number of cards, the declarer wins a game that at least equates the value of the last bid and the number of existing or missing enumerators. If the declarer wants to play a higher valued game, the number of cards must be corrected.(see also **3.2.15**). If only the declarer has the incorrect number of cards he has lost his game.

3.4 Game announcement

- 3.4.1 The declarer is obligated to announce a valid game. (see 3.4.4 and 3.4.7), this declaration must be complete and carried out without interruption. A hand- or ouvert game must be announced if it is to be regarded as a multiplier. A declared game 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 play begins with the game announcement. After the announcement forehand plays out. Afterwards the player who made the preceding trick plays out. If the declarer plays out unauthorized before his game announcement, he has lost a game with consideration of the last bid and the number of existing or missing multipliers.

4.1.2 A played card may not be retracted. A card is considered as played when it lies completely on the table. Within open games the declared card corresponds to the lead card. Only if continuation of play is demanded on account of a rule offence, a rule-fair correction is to be made.

4.1.3 An **out of turn lead** (*or another rule offence*) terminates the hand. Is the game already decided, the party wins with the to this point collected points. **(4.1.4)**.

4.1.4 If a player had played out before the game outcome was decided or another rule offence was committed, the game for the guilty party is lost in the stage einfach (not Schneider or Schwarz). A higher winning level requires proof in that it could have been reached with rule-fair play.

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 at the same time visibly played or uncovered cards of the opponents, or one card of an opponent not in forehand immediately terminates the game according to regulations **4.1.3** to **4.1.6**. The declarer is entitled to pick up his inadvertently dropped cards without play-legal consequences. He may take back cards that had become visible. (i.e. advantage for the opponents).

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 played out suit or a demanded trump card was not served, although it was possible to do so, the play is immediately terminated and rules **4.1.3 to 4.1.6** apply. If the error free party demands to play on, the error is 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, during the course of play despite a correct deal, a player is found to have too many or too few cards, whether he discarded a wrong number to the Skat, or through having served too many or too few to a trick or in any other form was to blame for, the play is terminated in favour of the party with the correct number of cards according to regulations **4.1.3 to 4.1.6**.

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 nine hand cards, a game can only be conceded with the agreement of at least one player of the opposing party (common liability).

4.3.3 A game is terminated, as soon as one opponent concedes the game. The regulations **4.1.3 to 4.1.6** apply accordingly (common liability).

4.3.4 By presenting or showing his cards (even to only one opponent) during a Suit or a Grand game without an explanation, the declarer commits himself to make all further tricks. If he makes a declaration, he must fulfill it in all points. The regulations 4.1.3 to 4.1.6 apply accordingly. With null (no trump) games he indicates in this way to receive no 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 Throwing the cards open in, terminates the game for the conceding party with consideration of the thus far accumulated tricks and points (see also **4.3.1**)

4.4 Ticks

- 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 of the played suit, providing that the trick does not contain a trump card.
 - the highest trump card of the trick.
- The owner of a trick is permitted to play out the next card before drawing in the previous 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 Offences against the international Skat and Tournament Order are to be **instantly** objected to by any participant.

4.5.11 In case of controversies one of the assigned referees renders a judgement. Objections against his decision are possible only before the beginning of the next series. After the last series of the tournament, an objection is to be filed up to 15 minutes before the end of the tournament (time limit) and be argued by the arbitral tribunal before announcing the result (but 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 also 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 The difference between Suit and Grand games is shown in the following stages:

Step number	Class 1	Games where the skat is picked up
1	Basic Game	Won or Lost
2	Schneider	Won or Lost
3	Schwarz	Won or Lost
Step number	Class 2	Games where the skat is not picked up ('Hand') (In relation to games with skat pick up hand games add an extra multiplier)
2	Basic game	Won or Lost
3	Schneider	Won or Lost
4	Schneider announced or Schwarz	Won or Lost
5	Schneider announced and 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) as an additional multiplier applies *only* with open Suit and Grand games. The declarer must win every trick. These plays are from the start considered as Schwarz announced. A clubs ouvert with two therefore counts $9 \times 12 = 108$ points; a Grand ouvert with four counts $11 \times 24 = 264$ 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.

5.3 Game values

5.3.1 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.

5.3.2 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 to 11	1 to 11
+ win levels	1 to 3	2 to 7
= Sum of these cases	2 to 14	3 to 18

The respective sum of cases is multiplied with the basic value of the announced game which then presents the concrete game value in the case of a won game.

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

5.3.4 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 If a skat pick up results in an overbid game the basic value of the game must be so many times multiplied, until at least the value of the last bid is achieved. Beside the basic game and the point value, plus "over bid" is to be entered in the game list if a game value computing is not visible.

Example:

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

Game announced is Hearts.

Entry: 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 "over bid" game, in which reaching a required higher win stage for the declarer, before the first trick is theoretically impossible - for example Schwarz in the hand play without 1 multiplier - cannot even by rule offence of the opponents be won.

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 Each game is to be entered in the score list immediately after completion as win or loss for the enumerator. To avoid unnecessary complaints, the enumerator should announce his accomplished game. The play values are always to be added to the last entry or subtracted from it, so that the current positions are recognizable at any time.
- 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 After completion of the last round, win and loss are to be determined by comparative calculation. Best suitable is to use the final amount sum method. It is to be used depending upon starting situation:

Variant 1 is applicable, if in the final sum of all fellow players the plus points prevail.

Players at the table	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 a debt, which each player has to the other players. Therefore these points have to be subtracted).

Variante 2 is applicable, if in the final sum of all fellow players the plus minus points prevail.

Players at the table	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

(The 213 points as final number sum are not debts, but demands. That's why one must credit this sum to each fellow player.)

Variante 3 one could compute the final numbers also directly against each other. The difference stands in each case for the one as plus and at the same time for the other one as minus. Win and loss result then from the addition of the reference values.

Players at the table	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

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	264	288	312	336	360	384	408	432	
Grand 'Ouvert'	24									19	21	24	26						
										2	6	0	4						
										(with	1	2	3	4	multipliers)				
'Null'				23															
'Null' 'Hand'				35															
'Null' 'Ouvert'				46															
'Null' 'Ouvert' '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 achievements of the participants are evaluated in the following manner: Game points and number of games of each participant, which are duly registered in the game list are added up. For each won game the declarer receives 50 bonus points, while for every lost game 50 points are deducted. On a four handed table each opposing player receives 30 bonus points, on three handed tables 40 bonus points for every lost game by the declarer. The result of each single player is calculated as follows.

Evaluation Formula

Play points of the player + Number of own won, minus own lost games x 50 + Number of lost games from the other fellow players x 30 (or 40)

With equal result the higher number of won games has priority; if this is equal, the smaller number of lost games for a more favourable place decides. If this is still equal, the lot decides.

Example of the four handed table:

Player A: 937 game points, 18 games won, 3 games lost. Players B, C and D together 14 games lost.

Computation of the total score of player A:

Game points	937	
Games won	18	
Games lost	3	
	<u>15 x 50</u>	750
+ lost plays of the players B,C,D	<u>14 x 30</u>	420
Total points		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 *O At the game tables* only fellow team members with an appropriate starting card may take a seat. "Kiebitzing" on game tables is strictly prohibited.

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 game list must be signed by every player at the table.

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 (no trump) game counts 23, null hand 35, null ouvert 46 and null ouvert hand 59 points. Grand has the basic value of 24, it counts thus in its lowest case 48 points. The basic value for Grand ouvert amounts to likewise 24, played with four jacks compute to 264 points.
- 8.8 Schneider is 30 points or less 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 in the play list are to be added to the points obtained thus far or deducted so that after each game all fellow players can view and recognize their present standing.
- 8.12 After conclusion of the series every player is credited in addition to their accumulated game points 50 points for each game won and 50 deducted for each game lost, every player is credited 30 points for each lost game by a declarer on a 4 player table and 40 points at a three player table.

Example of a 4 player table:

Player A: has 937 points, winning 18 and losing 3 games; Players B, C and D: together lost 14 games.

Adding the points on a score sheet for player A:

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 no player wants to bid a game "eingepasst" must to be entered into the play list. The next player deals for *the following game*. The same dealer is never permitted to re-deal. On a table where a re-deal by the same dealer took place all players are to be expelled.
- 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 It is not permitted to play in place of another player.

- 9.8 Organizers and the announced referees have the right to examine the score sheet at any time.
- 9.9 "Kibitzing" is strictly prohibited.
- 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.