

Rules of Schafkopf

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1. The Game of Schafkopf

1.1 The Background

Schafkopf is a card game that first appeared in the second third of the 18th century and whose rules were first documented by Paul Hammer in 1803. Around 1810 it was modified with features from Tarok and l'Hombre to produce Skat and by the 1840s a different modification, perhaps influenced by Quadrille, produced this distinctly Bavarian version of Schafkopf.

1.2 The Cards

A pack consists of 32 Schafkopf cards (measuring 56 x 100 mm). Each card bears a "Schafkopf image" on one side which is of the Bavarian or Franconian pattern. On the other side there may be a motif which must be identical on all cards. If there are Sixes in the pack, they must be removed before the game begins.

1.2.1 Schafkopf is played by four players.

1.2.2 Each pack comprises 4 suits:

Acorns (*Eichel*)

Leaves (*Gras*)

Hearts (*Herz*)

Bells (*Schellen*)

1.2.3 Each suit comprises 8 cards with the following card point values:

Ace/Sow (*Sau*) 11

Ten 10

King 4

Ober 3

Unter 2

Nine 0

Eight 0

Seven 0

1.2.4 The total number of card points (*Augen*) in the pack is 120 (4 x 30 card points).

1.2.5 The *lords* are the Obers and Unters which rank as follows:

1. Ober of Acorns

2. Ober of Leaves

3. Ober of Hearts

4. Ober of Bells

5. Unter of Acorns

6. Unter of Leaves

7. Unter of Hearts

8. Unter of Bells

The higher beats the lower. The Ober of Acorns is the highest, except in a Wenz contract.

1.3 The Aim

1.3.1 The aim of the game is to score as many points as possible through skilful and considered teamwork or soloist play.

1.3.2 The player or team that declares the contract must score at least 61 points to win; the defenders (opponents of the declarer) must score at least 60 to win.

1.4 Terminology

There are many terms used in the game of Schafkopf whose meaning is known to most players, but which are not among the official terms. The official terms are:

Term	Translation	Meaning
Abspatzen	to void	to get rid of the (usually low) card or cards of one suit

Alte	Old One	Ace of Acorns, Acorn Sow
Augen	card points	the point value of the cards
Ausspieler	leader	the player who must lead the first card to the trick
Bedienen	to follow suit	to add a card of the led suit or to add a trump if trumps are led
Blaue	Blue One	Ace of Leaves, Leaf Sow
Bremser	braker	Ober or Unter that is the highest or lowest in the sequence of runners
Bumbs	Fat One	Ace of Bells, Bell Sow
Davonlaufen	to run away	to underlead the called Ace (requires at least 4 cards in the called suit)
Der Alte	The Old Man	Ober of Acorns
Einen	Wenz	literally: "One" (abbreviation of "Einen Wenz").
Fehlfarbe	side suit	non-trump suit
Gegenspieler	defender	those players who are not in the declarer's team
Herren	lords	all Obers and Unters
Hinterhand	rearhand	the last player to add a card to a trick
Kiebitz	kiebitzer	onlooker
Kurzer Weg	short way	when the declarer or defender sits immediately behind the leader
Langer Weg	long way	when the declarer or defender sits in rearhand
Laufende	runners	an uninterrupted sequence of Obers and Unters held by the declarer's or defenders' team, beginning with the Ober of Acorns in a Rufer or Solo contract, or the Unter of Acorns in a Wenz
Mittelhand	middlehand	the player who is in second or third place after the leader
Mitspieler	partner	the partner of the declarer or a defender in a Rufer
Retour	Retour	response to the doubling call of Stoss. Abbreviated to "Re."
Rufspiel	Rufer	contract where the declarer partners with the player who has the called Ace against two defenders. Also <i>Sauspiel</i> ("Sow Game") in German.
Sau	Ace/Sow	named after the wild boar that once appeared on them all
Schmierer	to smear	to add a high value card (Ace or Ten) to a trick made by one's partner
Schneider	Schneider	when the declarer(s) score fewer than 31 or the defenders fewer than 30 card points
Schwarz	Schwarz	when a side takes no tricks at all
Sie	Sie	all 4 Obers and 4 Unters in one player's hand
Solo	Solo	contract where the declarer names trumps and plays alone
Solo-Tout	Solo Tout	pre-announced contract in which the defenders make no tricks
Spatzen	low cards	literally: sparrows. All the Sevens, Eights and Nines, because they are worth 0 points
Spieler	player	any of the Schafkopf players
Spielmacher	declarer	literally: game maker. The player who announces a Rufer or Solo [having won the auction]
Stich	trick	when all 4 players have played a card, the resulting pile of cards that is turned face down by the player who played the highest one, and placed in front of him
Stoss	Stoss	a double called by a defender who believes he can win the game Also called <i>Contra</i> (<i>Kontra</i>)
Teilnehmer	participants	all who take part in a tournament
Tout	Tout	see Solo Tout
Trumpf	trump	in a Rufer, all Obers, Unters and Hearts. In a Solo, all Obers, Unters and cards of the entrumped suit. In a Wenz, all Unters
Wenz	Wenz	Contract in which only the Unters are trumps

2. The Auction

2.1 Seating

- 2.1.1 The four players sit crosswise and in such a way that no player can see the other player's hand.

2.2 Shuffling and Cutting

- 2.2.1 After opening a new pack of cards the Sixes (if any) must be removed and the cards thoroughly shuffled. This is done by spreading the cards face down on the table and all players mixing the cards around.
- 2.2.2 For the first hand, the pack is shuffled by Player number 1 or a predetermined player who also deals the first hand. The next one to deal in clockwise order is Player 2, then Player 3 and finally Player 4. Then the order starts again with Player 1, so that, in a round, each player shuffles and deals once.
- 2.2.3 The dealer must shuffle the cards thoroughly. If the cards are reversed or exposed during the shuffle, they must be reshuffled before the cut. In tournaments the cards are shuffled again (*nachgemischt*) by the cutter.
- 2.2.4 The player to the right of the dealer cuts the shuffled pack. When cutting, the packet left on the table must be placed on top of the packet lifted off.
- 2.2.5 The cards must be cut. There must be at least 3 cards in each packet.
- 2.2.6 The cards may be cut up to three times.
- 2.2.7 When shuffling, neither the dealer nor the cutter may turn the pack so that they can see the bottom card. If it is suspected that this has happened, an objection must be raised immediately and the cards reshuffled.

2.3 The Deal

- 2.3.1 The dealer deals the cards clockwise. He begins with forehand (the player to the left of the dealer) and gives each player four cards. After the first round of dealing, another four cards are dealt to each player.
- 2.3.2 Each player may decide for himself whether an onlooker (*Kiebitz*) may view his cards.

2.4 The Bidding Process

- 2.4.1 After the deal, the bidding process begins. Forehand has the right to be first to bid, i.e. state an intention to play.
- 2.4.2 A bid is indicated with the appropriate words "I'll play" (*ich spiele*). The bidder is irrevocably bound to this intention to play ("play" in the context of the auction means to win the auction, become the declarer, announce the chosen contract and seek to win it).
- 2.4.3 Then the next player in clockwise order may call "I'll play too" (*ich spiele auch*); alternatively he may say "pass" (*weiter*) or accept an earlier bid with "good" (*ist Recht*). The player who bid first has priority, relinquishing it only if he folds and lets a later player "play".
- 2.4.4 The right to play is determined by the seating order (beginning with the player immediately on the dealer's left) and the value of the contract. The contracts rank as follows:

1. Sie
2. Solo Tout
3. Wenz Tout
4. Solo
5. Wenz
6. Rufer

If two players want to play a contract of the same value, it is decided by the seating order i.e. the player sitting earlier in the bidding process has priority. The suit in which a player intends to play a Solo has no bearing on the contract ranking (a Heart Solo does not outrank a Bell Solo).

- 2.4.5 If the next player wants to play, he need only state his intention with the words "I'll play too" (*ich spiele auch*) or "I also want to play" (*ich würde auch spielen*). The same applies to the following player and the one after that.
- 2.4.6 The player who bids second must have a contract that is at least higher than a Rufer (e.g. a Wenz or Solo).
- 2.4.7 Once a second player bids, the first is no longer bound by his intention to play, even if he also had a higher value contract. If Player 1 says "pass" or "good", then Player 2 is bound by his bid.
- 2.4.8 If the first bidder has a Solo, he says "I'll play myself" (*ich spiele selbst*), whereupon the following player can no longer announce a Wenz. He would have to bid a Wenz Tout or Solo Tout with the words "I have a Tout" (*ich hätte ein Tout*) in order to become the declarer. If the second bidder has a Solo, he need only say "I have a Solo" (*ich hätte einen Solo*) or "but no Wenz" (*aber keinen Wenz*). Then Player 1's Solo would take precedence.
- 2.4.9 If the first bidder has a Wenz, he must indicate this, too, with the words "I'll play myself" which means that the second bidder must have at least a Solo to continue. If he does have a Solo, he just says ""I have a Solo" or "but no Wenz". Player 2's Solo then takes precedence.
- 2.4.10 A bid is irrevocable. An invalid bid ends the game and is counted as a lost game for the bidder, scoring the points that a valid lost game would have earned (without Schneider and Schwarz).
- 2.4.11 As soon as the bidding between Players 1 and 2 has finished, the following players must also say "pass" or announce their intention to play. If Player 2 has not yet announced his actual contract, but Player 1 has conceded to him the right to play, then Player 2 only has to say to Player 3 "I'll play myself". The rest of the process is as per 2.4.8 or 2.4.9.
- 2.4.12 The actual contract to be played can only be announced once all players have called (i.e. bid or passed) and the declarer is determined.
- 2.4.13 If no player is interested in a game, i.e. if all four players have said "pass", the cards are thrown in and a new game is dealt by the next dealer. Any payment into a pot (*Stock*) may be agreed in advance.
- 2.4.14 Once a card is played to the table or a player has already identified the card, it may no longer be retrieved.
- 2.4.15 Four hands in succession constitute a round (*Runde*). In tournaments, a specified number of rounds make a match (*Durchgang*).

2.5 Rufer

- 2.5.1 Rufer is a partnership contract in which the person who wants to play calls an Ace. The player may only call an Ace he does not hold and in a suit in which he has at least one other card that is not the Ober or Unter. The declarer can only call the Ace of Acorns, Leaves or Bells. The Ace of Hearts cannot be called because it is a trump.
- 2.5.2 The player with the called Ace becomes the declarer's partner and must always play it if its suit is led. He must not reveal that he is the partner until the called Ace has been played.
- 2.5.3 A Rufer may only be announced provided the declarer does not hold all the Aces i.e. is blocked (*gesperrt*). It is announced with the words "with the Ace of Acorns" (*mit der Eichel-Sau*) or "with the Old One" (*mit der Alten*), "with the Ace of Leaves" (*mit der Gras-Sau*) or "with the Blue One" (*mit der Blauen*); or "with the Ace of Bells" (*mit der Schellen-Sau*) or "with the Fat One" (*mit der Bumbs*) or "with the Ball" (*mit der Kugl*).
- 2.5.4 If the partner has at least four cards of the called suit including the Ace, he can run away (underlead the called Ace) as long as the suit has not yet been played and he still has all four cards of the called suit in his hand.
- 2.5.5 After the called suit has been played once (and the called Ace was underled), the called Ace may be led or smeared. If the called Ace is not demanded, it must be played to the last, the 8th, trick. The partner with the called Ace may lead it at any point if he has the lead.

2.5.6 In a Rufer, the Obers, Unters and all the Hearts are trumps and rank as follows:

1. Ober of Acorns
2. Ober of Leaves
3. Ober of Hearts
4. Ober of Bells
5. Unter of Acorns
6. Unter of Leaves
7. Unter of Hearts
8. Unter of Bells
9. Ace of Hearts
10. Ten of Hearts
11. King of Hearts
12. Nine of Hearts
13. Eight of Hearts
14. Seven of Hearts

and they beat all other suits. There is a total of 14 trumps in a Rufer contract. The other suits have no precedence among themselves.

2.6 Solo

- 2.6.1 In a Solo, Hearts are no longer permanent trumps and have the same status as the other suits, Acorns, Leaves and Bells.
- 2.6.2 A declarer who announces a Solo plays alone against the three defenders.
- 2.6.3 Solos are announced with the words: "Acorn Solo" (*Eichel-Solo*), "Leaf Solo" (*Gras-Solo*) or "Bell Solo" (*Schellen-Solo*). The announced suit becomes trumps for this hand, along with, and ranking below, the Obers and Unters.
- 2.6.4 The declarer must hold at least one card in the suit that he entrumps.
- 2.6.5 The defenders may lay their tricks in a common trick pile.
- 2.6.6 The ranking of the trumps is the same as in a Rufer, except that Hearts are replaced by the nominated suit, which may be Hearts anyway.

2.7 Wenz

- 2.7.1 In a Wenz only the Unters are trumps. Thus there are 4 trumps.
- 2.7.2 Each Ober ranks between the King and Nine of its natural suit. There is no precedence among the four suits.
- 2.7.3 A Wenz may even be announced without having any Unters (trumps).
- 2.7.4 The trump ranking in a Wenz is as follows:
 1. Unter of Acorns
 2. Unter of Leaves
 3. Unter of Hearts
 4. Unter of Bells

2.8 Tout

- 2.8.1 If the declarer expects to take all the tricks, he may announce this with the words "Solo Tout" or "Wenz Tout".
- 2.8.2 A Tout must be announced before a card is led to the first trick. If a card is already on the table, the announcement is invalid and the game is simply valued as a normal Wenz or Solo.

2.9 Sie

- 2.9.1 If a player is dealt all 4 Obers and all 4 Unters, he has a Sie. It does not count in the first deal of a match.
- 2.9.2 The Sie must be immediately laid openly on the table.
- 2.9.3 It is strictly forbidden to play on with the same cards. The player with the Sie must frame and hang up his hand of cards on the wall.

3. The Play

3.1 The Tricks

- 3.1.1 Once the contract is clarified, forehand leads a card. Then the next player in clockwise order plays a card, then the person sitting after him and finally the last player.
- 3.1.2 The trick is always won by the card with the highest value. If a player does not have the suit led, he can trump it. If a trump is led or a suit is trumped by one or more players, the trick belongs to the player with the highest trump.
- 3.1.3 The winner of the trick must place the trick (always of four cards) face down in front of him.
- 3.1.4 A trick may be turned over again by any player as long as the next trick has not been turned face down. The tricks must be placed on top of one another so that the order of the tricks can be worked out at any time.
- 3.1.5 The trick winner leads to the next trick. Players always add a card to the trick in turn and in clockwise order.
- 3.1.6 Each game has to be played to the end so that the other players can see at any time whether the cards were played legally.
- 3.1.7 If a player lay several cards down on the table at once, the game is ended.
- 3.1.8 Each player has a right to know at all times who is the leader, who has just played which card and, if the called Ace has already been played, by whom. Likewise, players may ask which suit is trumps in a Solo.

3.2 Following Suit

- 3.2.1 In Schafkopf players must follow suit. If a suit is led, all the players must play a card of this suit regardless of its value.
- 3.2.2 If a trump is led, all the players must play a trump regardless of its value.
- 3.2.3 There is no requirement to overtake, i.e. to play a card that is of higher value.
- 3.2.4 If a player does not have a card of the led suit, he may smear (add a high value card of another suit), trump (e.g. with an Ober, Unter or card of the trump suit) or discard (add a low value card of another suit).

3.3 Doubling

- 3.3.1 If an opponent believes that he has a better hand than the declarer and will win the game, he can double the game value by saying "Stoss" or "Spritzn".
- 3.3.2 A Stoss is possible only as long as just one card has been played, i.e. that of the player leading to the first trick.
- 3.3.3 The declarer may respond with "Retour". Again, this is valid, as long as only one card has been played.
- 3.3.4 The declarer remains the declarer and can only win with at least 61 points.

3.4 Misconduct and Sanctions

- 3.4.1 With the exception of deliberate cheating, all mistakes, objections and complaints about a particular game are time-limited and barred once the pack is cut for the next game. This time limit may be delayed by any player saying "stop" (*Halt*) as the cutter is about to cut the pack.
- 3.4.2 If a card is turned over during the deal or if a card in the pack is face up, the cards must be dealt anew. It does not matter who caused it, provided it was not intentional. The same applies if one player has more or fewer cards than the others.
- 3.4.3 If a card has been altered by bending or marking in such a way that a player can distinguish it from the others, the pack must be exchanged for a new one immediately after the end of the game.
- 3.4.4 Objections to shuffling, cutting and dealing are to be raised immediately before one's own cards have been looked at.
- 3.4.5 If a player deals out of turn, the game is void. This only applies to the current game as long as not all cards have been dealt. If the game has already started, it stands.
- 3.4.6 If mistakes are made in dealing, shuffling or cutting, the next deal is to be made by the same dealer if it was his turn. Otherwise, the player whose turn it is, deals.
- 3.4.7 Playing out of turn is not permitted and will lead to the game being stopped immediately, except during the last trick.
- 3.4.8 All statements that could give information about the game are to be avoided and will result in the game being stopped immediately. The game is scored as a lost game.
- 3.4.9 Looking through the trick pile, except for the cards of the last trick, ends the game.
- 3.4.10 If a player leads out of turn, the game ends immediately if the face of the card is visible to another player. Any player is permitted to prevent another player from making an incorrect lead.
- 3.4.11 If a player intentionally reveals a card except for the one being currently played to the trick, this is counted against him as a lost game. In addition to the sanction, this can lead to exclusion from a tournament.
- 3.4.12 If all the cards have been dealt correctly, as will be assumed if there is no objection after the cards have been picked up, and if one of the players has more or fewer cards than the others during the game, he is considered to have lost the game.
- 3.4.13 If two players have more or fewer cards than the other two, the cards are re-dealt and the game is not scored. The same dealer deals again.
- 3.4.14 If a player revokes (i.e. fails to follow suit when able), the game counts as lost for him. This even applies if the mistake is noticed immediately and the trick has not yet been turned over.
- 3.4.15 If it turns out after the game, but before the next shuffle, that a player revoked, that player loses the game.
- 3.4.16 All these penalties apply solely to the player who committed the error. In a Rufer, it is only one player of either the declarer's or the opponent's team. In a Solo it affects either the soloist or one of the three opponents.
- 3.4.17 Sanctions:
If a mistake is made in a tournament, the infringer incurs minus points.
In a Solo or Wenz that is 9 minus points. If the soloist made the mistake, his three opponents each receive 3 plus points. If the mistake was made by an opponent, the soloist receives 9 plus points. A Tout is penalised with 18 minus points; if a defender infringed, his team mates get 0 points.
In a Rufer, the player who made the error incurs 4 minus points. The two opponents each receive 2 plus points and the infringer's partner 0 points.
The number of tricks, hypothetical course of play and possible outcomes, the state of the game, the number of points and whether it was doubled with Stoss, etc., are irrelevant.
Payments are proportional to the tariff. Runners are not paid. In practice, only Schneider is paid.

- 3.4.18 If a player reveals his cards after a mistake by his opponent or partner or simply throws them face up on the table before the supervisor has made a decision, he has lost the game and gets the minus points that the player who made the mistake would have received. The player who made the mistake gets 0 points.

Sanctions may only be issued by the tournament supervisor.

3.5 Code of Conduct

- 3.5.1 Any remark, statement, gesture or movement that contains information for other players and prompts a fellow player to play in a certain way must be avoided and will result in the game being stopped.
- 3.5.2 Insulting or discriminatory statements are not permitted. Schafkopf players must conduct themselves fairly and in a sporting manner in every situation. No special treatment should be expected and people will be treated equally as far as age, gender or origin is concerned.
- 3.5.3 The payment for Schneider is a matter of honour and must be paid by the losing party without being asked for. The payment for Schwarz must be asked for.
- 3.5.4 Players are not permitted to look at another player's cards or to allow their cards to be viewed or revealed.
- 3.5.5 Counting aloud is not permitted.
- 3.5.6 Players must always hold their cards in such a way that no other player may see them.

4. Scoring

4.1 The Result

- 4.1.1 At the end of a hand, the tricks belonging to each side are scored. Each side scores the card points in its own cards.
- 4.1.2 The declarer(s) win with 61 or more points; the defenders with 60 or more.
- 4.1.3 The declarer(s) win Schneider (i.e. double) with 91 or more points or lose Schneider with 30 or fewer points. The defenders win Schneider with 90 or more points or lose Schneider with 29 or fewer.
- 4.1.4 If one side takes all the tricks, it wins Schwarz.

4.2 The Settlement

- 4.2.1 After each hand, if being played for money, the payments are made. The unit of payment (e.g. 10 cents) and the tariff is agreed beforehand.
- 4.2.2 Runners (*Laufende*) are paid in a Rufer or Solo when there are 3 or more (starting with the Obers of Acorns, Leaves and Hearts). In a Wenz, payment is made for 2 or more Unters (starting with the top two). Runners are trumps running in an unbroken sequence from the highest downwards towards the trump Seven. Thus in a Rufer a maximum of 14 runners is possible. In a Wenz up to 4 runners are possible.
- 4.2.3 Runners only have to be paid if requested before the next cut. If too many runners are claimed, a double penalty may be claimed in return, provided this is done before the next cut.
- 4.2.4 The payment units when settling the scores are as follows:

Game Value

Rufer	1 unit
Solo	5 units
Wenz	5 units

Runner Bonus

Runners + 1 unit per runner

Schneider/Schwarz Bonuses

Schneider + 1 unit

Schwarz + 2 units

Tout Value

Solo Tout (Game value + runner bonus) x 2

Wenz Tout (Game value + runner bonus) x 2

Doubling

Stoss (Game value + runner bonus + Schneider/Schwarz bonus) x 2, *or*
Tout value x 2

Retour (Game value + runner bonus + Schneider/Schwarz bonus) x 4, *or*
Tout value x 4

In a Rufer, these amounts are to be paid by both losers to the two winners. In a Solo, either the declarer makes the payment to each defender or receives the same payment from each defender.

5. Tournament Rules

5.1 Management and Supervision

- 5.1.1 The management of the tournament decides when the competition is to start and how it is to proceed. If the organiser is not the same as the tournament management, this must be clearly indicated to each participant.
- 5.1.2 Recourse to law is excluded. Players have no entitlement to participate.
- 5.1.3 In the event of disputes, the supervisor is to adjudicate. This decision can be appealed to the tribunal whose decision is final. Any complaint must be made immediately.
- 5.1.4 Cheating or repeated revokes will lead to exclusion from the tournament. Any entry fees paid will not be refunded in such cases.
- 5.1.5 Loud protesting, intentional breaches of the rules or falsifying the scoresheets will lead to exclusion from the tournament.

5.2 Competition Rules

- 5.2.1 Rounds of 32 games will be played without time restrictions.
- 5.2.2 Lots will be drawn beforehand for tables and seating and may not be changed.
- 5.2.3 Cards will be dealt in 2 packets of 4.
- 5.2.4 Doubling (Stoss or Spritzn) is not permitted.
- 5.2.5 If all pass, the same dealer deals again until a game is announced.
- 5.2.6 Cards are not cut; instead they are shuffled twice. The player sitting to the dealer's right shuffles the already shuffled pack a second time such that the lowest cards are shuffled to the top at least 3 times.
- 5.2.7 The game values are as follows:

Contract	Winner(s)	Loser(s)
Rufer	each 1 +	each 1 –
Rufer Schneider	each 2 +	each 2 –
Rufer Schwarz	each 3 +	each 3 –

Solo or Wenz won	6 +	each 2 –
Solo or Wenz lost	each 2 +	6 –
Solo or Wenz won Schneider	9 +	each 3 –
Solo or Wenz lost Schneider	each 3 +	9 –
Solo or Wenz won Schwarz	12 +	each 4 –
Solo or Wenz lost Schwarz	each 4 +	12 –
Solo or Wenz Tout won	18 +	each 6 –
Solo or Wenz Tout lost	each 6 +	18 –
Sie	24 +	each 8 –

Plus points and minus points are recorded separately in their respective columns.

- 5.2.8 Runners are paid for, but not included in the scores.
- 5.2.9 Each player must play for himself. Substitution is not permitted.
- 5.2.10 Only packs of cards issued by the tournament organiser may be used.
- 5.2.11 If a player drops out during the tournament, the management will appoint a substitute who will then take part in the tournament and take over the extant points scored.
- 5.2.12 The minimum age for tournament participants is 16.
- 5.2.13 Onlookers are not allowed in the tournament's event room. The same goes for players who have finished their games.
- 5.2.14 The following contracts must be approved by the supervisor before they are played:

Solo Tout or Wenz Tout
Sie

A Solo Tout is only permitted if the declarer holds at least 3 runners with either Aces or Ace/Ten combinations in a side suit.

A Wenz Tout is only permitted if the declarer has at least 2 running Unters or 3 Unters including the Unter of Acorns. The additional cards must consist of combinations of at least Ace/Ten or Ace/Ten and a third card of the same suit.

- 5.2.15 In the first hand (in all matches) neither a Solo Tout, Solo Schwarz, Wenz Tout or Wenz Schwarz are allowed. If this cannot be avoided, the game is scored as a simple Solo or Wenz.
- 5.2.16 From the 5th Solo or Wenz (per match), each Solo or Wenz must be approved by the supervisor before the first card is led.
- 5.2.17 Games that are disallowed will be deleted from the scoresheet without being replayed.
- 5.2.18 If a player suspects that someone is giving another player unmerited points, the supervisor must be informed immediately. Any player may point out a violation of the rules.

5.3 Scoresheets

- 5.3.1 One player must keep the scoresheet and hand it in to the supervisor at the end of the match. This player will be indicated by the management before the start. If all players agree, another player can take charge of the scoresheet.
- 5.3.2 Each player is obliged to check the scoresheet and confirm its correctness by signing before submitting it.
- 5.3.3 Played Solos and Wenz's are marked with a circle around the score. The checksum must be 0 after each round. The same applies to the result of a match.
- 5.3.4 Corrections, deletions or subsequent changes are only permitted if they are signed off by the supervisor.

- 5.3.5 Because they are signed, the scoresheets have the status of documents and are kept for 6 months.
- 5.3.6 Illegible or incorrect scoresheets may be corrected or declared null and void by the management.

5.4 The Winner

- 5.4.1 The winner is the player with the most points from both matches. The next places are also decided based on the highest number of points.
- 5.4.2 If there is a tie on points, the winner is decided based on who has the higher number of soloist games determined in the following order:
 - a. Number of played Sie
 - b. Number of Solo Touts or Wenz Touts won
 - c. Number of Solo Touts or Wenz Touts played
 - d. Number of Solos or Wenz's won
 - e. Number of Solos or Wenz's played

If there is still a tie, the winner is decided by drawing lots.

Munich Feldmoching

3/29/2007

English translation by Paul H. Eaton

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(Decided by the rules committee of the Schafkopf School)

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