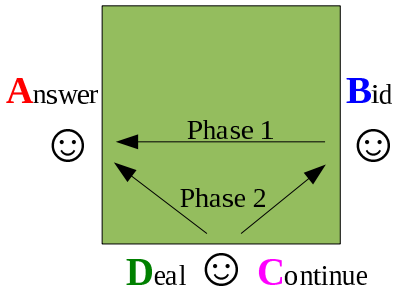
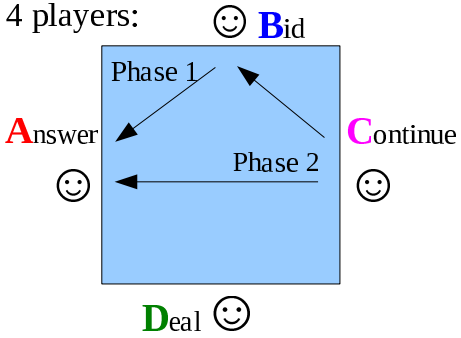
D-A-B-C (Deal-Answer-Bid-Continue) Bidding Order

3 players:



4 players:



Phase 1: player B bids, A answers (e.g., B:18 A:yes B:20 A:pass)
Phase 2: C continues to bid, the winner of phase 1 answers.

Game Types

- Null-games: the soloist wins if he does not get any trick.
- Trump-games (Diamonds, Hearts, Spades, Clubs, Grand): the soloist wins if he gets at least 61 card points.

Card Rankings

	Cards (highest to lowest)
Grand-game trump	♣J ♠J ♥J ♦J
Clubs-game trump	♣J ♠J ♥J ♦J ♣A ♣10 ♣K ♣Q ♣9 ♣8 ♣7
Spades-game trump	♣J ♠J ♥J ♦J ♠A ♠10 ♠K ♠Q ♠9 ♠8 ♠7
Hearts-game trump	♣J ♠J ♥J ♦J ♥A ♥10 ♥K ♥Q ♥9 ♥8 ♥7
Diamonds-game trump	♣J ♠J ♥J ♦J ♦A ♦10 ♦K ♦Q ♦9 ♦8 ♦7
Non-trump cards	A 10 K Q 9 8 7 in each side suit
Null-game (no trumps)	A K Q J 10 9 8 7 in each suit

Card Point Values

Card Rank	J	A	10	K	Q	9	8	7
Card Points	2	11	10	4	3	0	0	0

Total: 120 card points

SKAT-Link Reference Card

Playing a Single Skat Game

1. Shuffle deck, have it cut, deal cards (3-Skat-4-3)
2. Determine value of your hand and bid in D-A-B-C order.
3. Soloist exchanges cards with Skat (optional).
4. Soloist announces game type.
5. Play cards starting with player to the left of dealer.
6. Record game result on score sheet.

Bidding Table		Trump Game Types and Their Base Values				
Jacks	Multiplier	♦ 9	♥ 10	♠ 11	♣ 12	Grand 24
		Multiplier × Base Value = Game Value				
♣ - ♥ ♦ ♣ - ♥ - ♣ - - ♦ ♣ - - -	with 1 play 2	**18**	**20**	**22**	**24**	**48**
- ♠ ♥ ♦ - ♠ ♥ - - ♠ - ♦ - ♠ - -	without 1 play 2					
♣ ♠ - ♦ ♣ ♠ - -	with 2 play 3	**27**	**30**	**33**	**36**	**72**
- - ♥ ♦ - - ♥ -	without 2 play 3					
♣ ♠ ♥ -	with 3 play 4	**36**	**40**	**44**	**48**	**96**
- - - ♦	without 3 play 4					
♣ ♠ ♥ ♦	with 4 play 5	**45**	**50**	**55**	**60**	**120**
- - - -	without 4 play 5					
Multiplier + 1: hand (no exchange), schneider (≤ 30 points), schwarz (no tricks)						
Null : **23** Null hand : **35** Null open : **46** Null open hand : **59**						

Use this table to determine the value of your hand. For instance, if you hold the three highest Jacks and 6 hearts you can bid Hearts with 3, play 4 × 10 (base value) = 40. Then bid in the following order: **18 20 22 23 24 27 30 33 35 36 40 44 45 46 48 50 54 55 59 60 63 66 70 72 ...** until you reach your game value. You need to play a game whose value is at least as high as your bid. Lost games are scored double, but negative.