

# Schieber Jass

2-6P

## Players and Deal

Swiss game for 2 to 6 players, anti-clockwise. Cards are dealt in 3s or 4s. **2P:** 2 hands of 9 cards for each, contract is from first 9, Wyz in 1<sup>st</sup> and 10<sup>th</sup> trick. **3P:** 12 cards, **4P:** 9 cards. **5P:** 7 cards (7 of roses is removed). **6P:** 6 cards. In 4P, 5P and 6P there are 2 teams: 2v2, 2v2+joker, 3v3. **Player to the right of the dealer names a contract or pushes this task, to their next teammate.** First card is led by the player to the right of the dealer, except for 3 players, where contractor leads.

## Contracts

Name	Explanation	Multiplier
Acorns or Roses	Trump game.	X1
Shields or Bells	Trump game.	X2
Obenabe	No-trumps, Ace high.	X3
Undenufe	No-trumps, 6 high.	X4

## Stöck, Wyz

Meld	Explanation	Meld points
Stöck	König and Ober of Trumps	20
Run (Wyz)	3/4/5-9 consecutive cards in suit	20/50/100
Set (Wyz)	Four 6s to Aces/ Four 9s/ Four Unders	100/150/200

## 5 Player Jass with Joker

**Joker player always assists the team that's making a Contract!** Doesn't participate with Melds or Contracts. Only gets paid (eg. £1) when his current team makes a *Match* (257 points). Isn't paid for *Bergpreis* or Game!

## 3 Player Coiffeur Schieber Jass

No Stöck or Wyz. Score is recorded for contractor only. 30 deals, 10 contracts each player. **1x:** Acorns, Bells, Flowers, Shields. **2x:** Obenabe, Undenufe, Slalom. **3x:** Gustav, Joker, Joker. **Slalom:** Obenabe and Undenufe changes per trick. **Gustav:** 6 trick Obenabe, 6 Undenufe or vice versa. **Joker:** choose any from 8 contract types. **Match:** 2 sticks. **Null:** 2 circles. The best in a contract gets sticks, the worst gets circles (1, 2 or 3, based on the contract). After 30 deals, sticks and circles are counted (a stick crosses a circle out), and payment is accordingly. (eg. 10p/stick)

## Playout and Scoring

Players have to follow suit OR they can play a trump card. If they're unable to follow suit, any card can be played.

If a non-trump card is led and someone trumped the trick: one cannot play a lower trump, unless they have only trumps in hand.

When a trump card is led: Players have to follow suit (with any trump card), except the Puur cannot be forced out!

Best Wyz can be announced before playing the first card and is validated at the end of the 1<sup>st</sup> trick: **only the highest Wyz is scored, plus all Wyz for that team.** Stöck is announced when playing the second card of Stöck. Wyz and Stöck points are written down immediately when they're validated.

Game target is between 1000 and 3000 points. The team that reaches it first, wins.

**Stich** means card trick. Both teams write score for stich!

**Hand score:** (Stöck + Wyz + Stich) x Multiplier

To break a tie, calculate points in this order: **Stöck > Wyz > Stich**

## Card Ranks and Points

**Puur** is the trump Under

**Näll** is the trump 9

**Trump suit:** Puur(20), Näll(14), Ace(11), K(4), O(3), 10(10), 8(0), 7(0), 6(0)

**Non-trump suit:** Ace(11), K(4), O(3), U(2), 10(10), 9(0), 8(0), 7(0), 6(0)

**Obenabe:** Ace(11), K(4), O(3), U(2), 10(10), 9(0), 8(8!), 7(0), 6(0)

**Undenufe:** 6(11), 7(0), 8(8!), 9(0), 10(10), U(2), O(3), K(4), Ace(0) [variant: 6(0), A(11)]

**Total 152 points in cards. (+5 for last trick)**

**Match (all tricks): 257 points.**