Skat Bidding Table

Jacks				Multiplier	Multiplier x Base Value = Game Value				
♣	♠	♥	♦		♦ 9	♥ 10	♠ 11	♣ 12	Grand 24
♣	—	♥	♦	with/ without 1 play **2**	18	20	22	24	48
♣	—	♥	—						
♣	—	—	♦						
♣	—	—	—						
—	♠	♥	♦						
—	♠	♥	—						
—	♠	—	♦						
—	♠	—	—						
♣	♠	—	♦	with/ without 2 play **3**	27	30	33	36	72
♣	♠	—	—						
—	—	♥	♦						
—	—	♥	—						
♣	♠	♥	—	with/ without 3 play **4**	36	40	44	48	96
—	—	—	♦						
♣	♠	♥	♦	with/ without 4 play **5**	45	50	55	60	120
—	—	—	—						

Possible Bidding/Game Values:

18–20–22–23–24–27–30–33–35–36–40–
44–45–46–48–50–54–55–59–60–63–66–
70–72–77–80–81–84–88–90–96–99–
100–108–110–117–120–121–126–130–
132–135–140–143–144–150–153–154–
156–160–162–165–168–170–176–180–
187–192–198–204–216–240–264

3 Game Types

<u>Suit game:</u> all jacks and one suit are trumps

<u>Grand game:</u> only jacks are trump

<u>Null game:</u> nothing is trump and order is changed as follows (low to high): 7-8-9-10-J-Q-K-A
Fixed Game/bidding values for null games:
Null (simple): 23, Null hand: 35, Null open: 46, Null open hand: 59

<u>Multiplier + 1 (each increases multiplier by 1):</u>
Hand: the Skat is not picked up / no exchange
Schneider: 30 points or less
Schneider announced
Schwarz: no tricks (declarer wins all tricks)
Schwarz announced
Open: declarer plays with open cards
Open Hand: combination of open and hand