



# Schafkopf Tournament

## 1. Participation Conditions

By registering, these game rules are acknowledged as the sole binding rules.

## 2. Game Variants

Each player is dealt "2 x 4" cards. The following games are played:

- Sauspiel (Rufspiel / Call Game)
- Solo
- Wenz (no Suit Wenz)
- Ramsch

Solo takes priority over Wenz. In a Solo game, the player who announces their Solo first has priority. Heart Solo has no priority. Wenz takes priority over Sauspiel. Ramsch is played when no one wants to play. Bock rounds are not permitted. A "Durchmarsch" (min. 91 points) beats a "Jungfrau" (one person with no trick) in Ramsch.

In a Wenz, only the Unters are trumps (no suit is trump). The Obers rank within their respective suit between the King and the 9.

In a Solo, the player may choose the trump suit.

## 3. Game Conduct

Every player must enter their first and last name in clearly legible block letters on the score sheet and sign it at the end of each table.

2–4 rounds of 8 games each are played, with no time limit. Tables are drawn by lot. Changing tables is not permitted.

Ace	11 Points
Ten	10 Points
King	4 Points
Ober	3 Points
Unter	2 Points
Nine	0 Points
Eight	0 Points
Seven	0 Points

1.	Acorn Ober
2.	Leaf Ober
3.	Heart Ober
4.	Bell Ober
5.	Acorn Under
6.	Leaf Under
7.	Heart Under
8.	Bell Under



## 4. Shuffling, Dealing, Playing

Shuffling, cutting, dealing, holding cards, and playing must all take place on the table.

Cards are dealt 2 x 4 at a time, clockwise.

After shuffling, the deck must be cut. At least three cards must be cut.

Neither the dealer nor the cutter may look at the cards before, during, or after the shuffle and cut.

If cards are dealt incorrectly, the dealer may (without penalty) reshuffle, recut, and redeal. If the next deal is also incorrect, the dealer automatically loses (Solo: -60 and +20 for all others).

Players then signal clockwise (the person to the left of the dealer goes first) whether they want to play.

If all players say "pass," Ramsch is played. Renegotiating a game afterwards is not permitted. Each player must declare in the given order whether they wish to play.

If a player announces a game and adds "Tout," they must win every trick to win.

As a non-player, there is the option of calling Contra (see point table), which can be countered once with Retour.

In case of a misdeal (an illegal card played and not noticed immediately), the offending player (in a Rufspiel) is scored as Schneider/Schwarz and receives all the minus points. The 3 other players receive their share of the plus points. (e.g. Rufspiel)

- Regular game Schneider/Schwarz: offender -30, other players +10 each
- Solo Schneider/Schwarz: offender -60, other players +20 each

The called Ace (= "Rufass") may be smeared at the earliest in the second-to-last trick, but may be led at the start of any trick at any time.

Running away is only permitted if you are the called player, you lead yourself, and you hold at least the called Ace plus 3 more cards of the same off-suit (Obers and Unters do not count here).

If the number of players doesn't divide evenly, dealer rounds are used (dealer sits out). The round ends when every player has played 8 games, not simply after 8 games.

## 5. Winning, Schneider, Schwarz, Running Cards (Laufende)

A game is won by the player with at least 61 points; with 31 points they are out of Schneider. Non-players win with 60 points and are out of Schneider with 30 points.

"Not Schwarz" is achieved even with a trick worth 0 points.

Running cards (Laufende) count from three consecutive highest trumps onward (in Wenz, already from 2 trumps).



## 6. Scoring and Score Sheet

In the tournament, only points are played for — not money!

	Player	Non-Players
Simple Rufspiel	+/-10	+/-10
Simple Rufspiel Schneider	+/-20	+/-20
Simple Rufspiel with Schneider & Schwarz	+/-30	+/-30
Solo, Wenz	+/-60	+/-20
Solo / Wenz - Schneider	+/-90	+/-30
Solo, Wenz - Schneider and Schwarz	+/-120	+/-40
Running Cards (from 3, or 2 in Wenz)	±10 per running card	
Tout	Same as regular game, but points doubled	
Ramsch (Jungfrau doubles points)	-30 for loser, +10 for all other players	
Ramsch („Durchmarsch“ (91+ pts))	+60 for winner, -20 for all other players	
Contra	Doubles the base game value (Rufspiel: ±10 → ±20; Solo: ±60 & ±20 → ±120 & ±40)	

Cheating, knowingly incorrect score entries, or protesting too loudly will be punished with exclusion from the tournament.

One player per game must keep the score sheet. The scorekeeper is determined before play begins by the game director or the players, and is responsible for submitting the sheet. Every player is obligated to check the sheet.

## 7. Prize Rankings

Rankings are determined by the total points scored across all rounds. In the event of a tie, both players are declared winners.

## 8. Miscellaneous

If any disputes arise that cannot be resolved to everyone's satisfaction at the table with the supervisor, the game director is to be consulted. The game director has the final say on all questions regarding the games, game procedures, possible exclusions, and score calculations. Decisions of the game director are final and not subject to appeal. Legal action is excluded. Complaints must be raised immediately.

All instructions from the game director must be followed. Complaints and objections regarding any discrepancies or irregularities must be reported to the game director without delay.