

# Schieber Jass (4p) Ø Ø Ø Ø





### About

Schieber Jass is a Swiss Jass game for 4 players in partnerships. The name Schieber, means 'shove', and refers to the act of passing the responsibility for calling the game to one's partner. Schieber Jass is usually played to a target score of 2500.

### Players & Cards

4 players, playing in partnerships.  
*Partners sitting opposite.*

36 cards (6 – A) in four suits:

Roses	Acorns	Shields	Bells
			

### Deal & Calling

Deal out the whole deck in packets of 3 cards.  
Each player has 9 cards at the end of the deal.

Forehand (left of the dealer) either calls a game or 'shoves' to their partner by saying 'Schieber' – in which case the partner must call. Regardless of who calls, forehand always leads to the first trick.

### Calls, card rank, points & Scoring

There are 152 card points available through the cards captured in tricks, and there is an extra 5 card points awarded for winning the last trick. This makes 157 total points available in the play. If one partnership wins all tricks, this is called a 'match' and there is a 100-point bonus (i.e. they would have 257). Each partnership scores the points achieved in the hand, multiplied by the value of the call (the multiplier). So if one partnership scored 90 points in a contract with bells as trump they would score  $90 \times 2 = 180$  on the scoreboard, while the other partnership would score 67 ( $157 - 90 = 67$ )...  $\times 2 = 134$ .

**Suit game (call a suit)** – Multiplier is 1 for acorns or roses, 2 for shields or bells.

Trumps	U	9	A	K	O	10	8	7	6
	20	14	11	4	3	10	0	0	0

Side suits	A	K	O	U	10	9	8	7	6
	11	4	3	2	10	0	0	0	0

**Obenabe (Top down)** – Multiplier is 3.

All suits	A	K	O	U	10	9	8	7	6
	11	4	3	2	10	0	8	0	0

**Undenufe (Bottom up)** – Multiplier is 3.

All suits	6	7	8	9	10	U	O	K	A
	11	0	8	0	10	2	3	4	0

### Play

#### Obenabe and Undenufe:

There is no trump suit. Players must follow the lead suit at all times. If unable to follow suit, play any card.

#### Suit game: with a trump suit...

Trump is led	All players who hold a trump must play one (the exception is – if the <u>under</u> is the only trump currently in your hand – you may choose to hold onto it).
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Non-trump led	A player who can follow suit, may choose to <u>either</u> follow suit <u>or</u> play a trump as they wish. A player who cannot follow suit may play any card.
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#### Overtrumping rule:

Applies in a suit game when a non-trump is led and you find that when it's your turn to play, another player has already trumped the trick. You are **not allowed to play a lower trump** – if you can follow suit, you must either follow suit or play a higher trump.... If you cannot follow suit, you may play any card (except a lower trump\*).

\* exception... if lower trumps are all you hold, then you may play one.

**Weis**

When it is their turn to play to the first trick, a player may announce their best single 'item' of weis. They must do so before the next player plays their first card. The partnership that announces the best single 'item' of weis scores for all the weis they hold. Items lower on the list beat those above:

Sequence 3 cards	20 points
Sequence 4 cards	50 points
Four 10s	100 points
Four obers	100 points
Four kings	100 points
Four aces (6s for undenufe)	100 points
Sequence 5 (or more) cards	100 points
Four 9s	150 points
Four Unders	200 points

*For sequences, the cards must be of the same suit and in this order only: 6 7 8 9 10 U O K A*

*When comparing sequences of same length, the one with the higher top card wins. If top cards are the same, the one in trumps wins. If neither are in trumps, the one announced first wins.*

*Any weis that are going to be scored are then shown to all players. Weis are scored on the scoreboard before the second trick begins. The multiplier is applied to weis, so a set of 4 kings in an obenabe scores  $100 \times 3 = 300$  points.*

**Stock**

If a player holds the king and ober of trumps, they may declare 'stock' when playing the second of these, claiming 20 points. These points are scored immediately on the scoreboard. The multiplier is applied to stock, so declaring stock in a contract with bells scores  $20 \times 2 = 40$  points. Stock is scored separately and independently of any weis.

**Symbols**

A set of symbols are used to make the scoring quicker and easier. A slate or small chalkboard is usually used to write the scores on. There are 3 regions on the board. The top space is used for tallying up lots of 100 points using tally marks grouped into sets of five. In the middle space, diagonal lines are used to record lots of 50 points, with two 50s forming an X shape and counting then as 100. The bottom space is used for recording lots of 20 points using tally marks grouped into sets of five. Finally any amounts less than twenty are temporarily recorded with digits off to the side until they accumulate into a further 20 which can then be recorded using a tally mark as described above.

**Winning**

The first partnership to reach 2500 points wins the game. This can occur in the middle of the hand. For example, if one partnership scores a weis that takes them over 2500, they may claim the win immediately and the game ends without further play.

**How we put our house rules together**

We gather and read information from different sources when developing the house rules for the games that we play.

These sources include:

- Websites such as Britannica, Wikipedia and Pagat.com.
- Books on card games from local libraries.
- International associations where these exist e.g. International Skat Players Association
- Selected apps on iOS or Android
- Expert playing groups associated with existing clubs e.g. the German Club, the Swiss Society etc.