

Contract	Available to...	Trumps	1 st Lead	Objective	
Game (1, 2, 3) (>33 = 1 <33 = 2 no tricks = 3) Based on card point total of losing side	Forehand	As chosen by forehand	Forehand	To be the first side to reach at least 66 card points, counting cards won in tricks plus marriages. <i>To claim a marriage (40 / 20 points) must be leading to trick and must play either the K or O to the trick and show the other card. 40 / 20 doesn't count if that side does not take at least 1 trick in the hand. A claim of 66 can be made after declaring a marriage or at the end of a trick. If no-one claims before the lead to the last trick, then the side who wins the last trick wins 1 game point regardless of the respective final card point totals.</i>	
Bettler (4)	Anyone	No trumps	Declarer	Declarer must lose every trick to win the contract. <i>(note that some players don't allow the talon exchange in bettler)</i>	
Schnapser (6) <i>Only declarer can claim marriages</i>	Forehand	As chosen by forehand	Forehand	Declarer must win the first 4 tricks and reach 66 points in those first 4 tricks. Play ends after 4 tricks.	<i>Variation - Declarer must reach 66 points without losing a trick. Play ends after 4 tricks or earlier.</i>
Gang (9)	Anyone	No trumps	Declarer	Declarer must win all 6 tricks	
Kontra-Schnapser (12) <i>Only declarer can claim marriages</i>	Not forehand	As chosen by forehand	Forehand	Declarer must win the first 4 tricks and reach 66 points in those first 4 tricks. Play ends after 4 tricks.	<i>Variation - Declarer must reach 66 points without losing a trick. Play ends after 4 tricks or earlier.</i>
Bauern-Schnapser (12)	Forehand	As chosen by forehand	Forehand	The declarer must win all 6 tricks	
Farben-Gang (18)	Not forehand	No trumps	Declarer	Must hold all five cards of a suit. Must lead out the five and then take the 6 th trick with the last card.	
Kontra-Bauern-Schnapser (24)	Not forehand	As chosen by forehand	Forehand	The declarer must win all 6 tricks	
Herren-Schnapser (24)	Forehand	As chosen by forehand	Forehand	Must hold all 5 trumps. Must lead out the five and then take the 6 th trick with the last card.	

Deal and establishing trumps

Deal a batch of 3..... two for the talon.... another batch of 3. Forehand must look at their first batch of 3 cards and announce a trump suit for the hand. Alternatively, they may choose one card at random from their face down second packet of 3 cards, turning it face up for all to see – this suit becomes trumps for the hand.

20	A	10	K	O	U
cards	11	10	4	3	2

Bidding

There is a positional priority. Forehand → Middle Hand → Rearhand (dealer). Forehand must start with 'Game' or a higher contract that is available to forehand. Bidding continues clockwise for as many circuits as are necessary until two players have passed. A player who passes cannot rejoin. When two players have passed, the third player becomes the declarer, and must play the contract they bid (*alternatively, as a variant, the players may agree before the game begins that the declarer is allowed to raise to a higher contract after using the talon*). After the exchange, but before play begins, either of the opponents of the declarer can say "Kontra", which doubles the score for the game. The declarer can respond by saying "Rekontra", which doubles the score again. *Note that some players play that having won the bidding, the declarer can choose not to look at the talon, but to play with their original hand, and in this case the value of the contract is increased by an extra game point.*

Rules of play

Players must follow suit if able, and whenever possible must play a card that beats the highest card so far played to the trick. A player who has no card of the suit led must play a trump if possible. If there is already a trump in the trick, and a player is also unable to follow suit, they must trump, beating the highest trump in the trick if possible, but if the trick contains a trump they cannot beat they must still play a (lower) trump. If you have no cards of the suit led and no trumps, you may play any card.

Scoring

If the declarer is successful, they add the number of game points to their score. If the opponents win, then both opponents add the number of game points to their score.