

Bavarian Schafkopf

Ranking and number of trumps for tricks in contracts:

Deuce (14)	
Suit Wenz (11)	... then A 10 K O 9 8 7 of chosen suit ()
Wenz (4)	
Solo (14)	...then A 10 K 9 8 7 of chosen suit ()
Ramsch (14)	

Ramsch – played when everyone passes

Contract rank, aim and explanation:

Highest Lowest	Sie	Immediate win (received 4 obers and 4 unters in the deal)		Card ranking and points as shown on previous page
	Solo tout	On own	Take all tricks	
	Wenz tout	On own	Take all tricks	
	Suit wenz tout	On own	Take all tricks	
	Solo	On own	Take 61 card points	
	Wenz	On own	Take 61 card points	
	Suit wenz	On own	Take 61 card points	
	Deuce game	With partner	Take 61 card points	

Scoring schedule for different contracts:

Contract	Result	Winer(s)	Loser(s)
Deuce game	Normal win	+ 1 each	- 1 each
	schneider	+ 2 each	- 2 each
	schwarz	+ 3 each	- 3 each
Suit wenz	normal win	+ 6	- 2 each
Wenz	schneider	+ 9	- 3 each
Solo	schwarz	+ 12	- 4 each
Any Tout	All tricks taken	+ 18	- 6 each
Sie	Immediate win	+24	-8 each

If the declarer loses the contract, they lose the 'winner(s) points' and pays each defender the amount of the 'loser's points'

Ramsch	Most card points loses	+1	-3
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Schneider – Taking 90 or more card points.

Schwarz – Taking all tricks.

Tout – Taking all tricks having announced that you will do so (one of the 'tout' bids such as 'wenz tout' or 'bells solo tout')