

Card points: A(11) 10(10) K(4) O(3) U(2) 9(0) 8(0) 7(0) = 120 points in deck

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

* Played when everyone passes. Player with the most card points scores –3, other players score +1

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32 cards dealt 4 at a time (each player has 8 cards). Left of dealer leads to first trick. If trump is led, follow with trump. If a non-trump is led, follow with the suit. If unable to follow, play any card.

Contract ^{\$}	Aim	Base value
Deuce Game	61	1
Suit Wenz (SW)	61	2
Wenz (W)	61	2
Solo (S)	61	2
<i>Schneider ≥ 90 = + 1 Schwarz (all tricks) = + 2</i>		

SW, W, or S + ‘Tout’	All tricks	6
Sie – <i>all O’s & U’s</i>	Immediate win	8

^{\$}Players earlier in rotation have priority for equal bids

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Partnerships – Only for Deuce Game.... <i>all other contracts are played as a soloist (1 against 3)</i>	
To call a partner... Call an ace you do not hold (bells, leaves or acorns only) ^ Must be a suit in which you hold at least 1 card (the 10, K, 9, 8, 7) ^ That player is the partner but must not say anything.	For the holder of the called ace, remember.... If you hold the called ace and want to <u>lead</u> the suit, you <u>must lead the ace</u> ...
How the called ace is played... The called ace must be held until the last trick... unless - It is <u>led</u> to a trick by its holder.... OR - It is ‘demanded’ by another player <u>leading</u> its suit to a trick.	There is one exception to this... If you hold the called ace and another 3 cards of the suit (4 in total) then you may ‘run away’ (lead a different card of the suit), so long as you still have the 4 cards in hand at the time. The called ace then behaves like any other card.
^ If no ace meets the criteria, you are not allowed to bid a deuce game @ If the suit is led <u>before</u> you ‘run away’, you must give the ace	

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