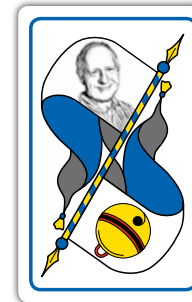
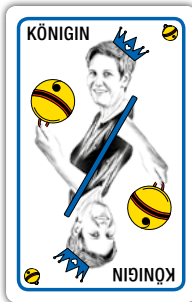
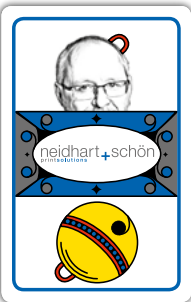


RULES “JASS” CARD GAME CALLED “SCHIEBER”

A deck of cards has 4 suits, each of which contains 9 playing cards. A total of 36 cards are used in the game.

“Schieber” is a partnership Jass game, with the two players sitting opposite each other forming a team. Both team members’ points are added together. The aim of Schieber is to reach a score of 2500 points before the opposing team.

As soon as the cards have been dealt (each player gets 9 cards), the forehand (the player to the right of the dealer) must either choose the trump suit or pass. If he passes, his partner must nominate the trump suit. A round begins once the forehand plays the first card. The ranking within the trump suit as well as the point values are shown in the following table.



Ace

King

Ober

Under

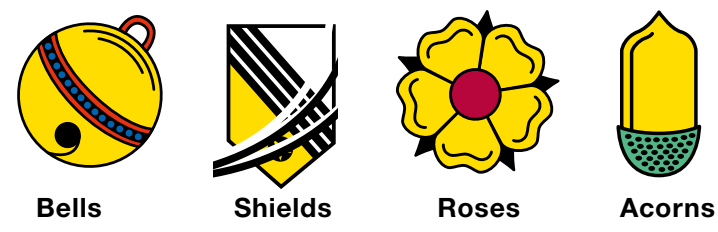
Banner/Ten

Nine

Eight

Seven

Six



Trump suit		Minor suits	
Under/Puur	20 points	Ace	11 points
Nine/Näll	14 points	King	4 points
Ace	11 points	Ober	3 points
King	4 points	Under	2 points
Ober	3 points	Banner/Ten	10 points
Banner/Ten	10 points	Nine	0 points
Eight	8 points	Eight	8 points
Seven	0 points	Seven	0 points
Six	0 points	Six	0 points

The suit declared trump beats cards of all ranks in the minor suits. A higher-ranked card beats a lower-ranked one.

Multipliers: Roses or Acorns as trump: points count once. If Shields or Bells are chosen, all points count double.

Weis/Meld: When the first card is played, each player has to decide if he wants to declare a meld. Only the holder of the best meld may score for it. The team with the highest individual meld will score for that team's combined meld points. Where melds are equally high, the rank of cards decides. If the rank of cards is also identical, the holder of the meld in trumps wins. If both melds are in trump, the forhand wins.

Meld points are won for a sequence of three or more cards of the same suit or for four identical cards.

3 cards of the same suit in a row 20 points

4 cards of the same suit in a row: 50 points

5 cards of the same suit in a row: 100 points

4 times a Banner, an Ober, a King or an Ace: 100 points

4 times a 9: 150 points

4 times an Under: 200 points

Stöck/Marriage: A marriage is a combination of King and Ober in the trump suit. It is worth 20 points.

Tricks: In Jass, the cards are always played in an anticlockwise direction. The player who plays the highest card or the strongest trump card wins the trick. He receives the four cards played and begins the next trick.

In "Schieber" Jass, there are clear rules on when a particular suit may be played.

1. Anyone holding a card of the suit led must play this suit (with the exception of the trump Puur/trump Under).
2. A player not holding a card of the suit led may play any card.
3. A trump may be played at any time instead of following suit. However, a player can only play a lower trump card in an already trumped trick if he has nothing but trump cards left in his hand.
4. If a trump is led, the other players must play trumps if they have any. Anyone holding the trump Puur/trump Under and no other trump card may play any other card instead of the trump Puur/trump Under.

The value of the trick is equal to the point value of all four cards. The last trick in a round is worth an additional 5 points. A player or side that wins all the tricks is said to have made match. For this, they normally score an extra 100 card points.

Further information/official game rules

www.pagat.com

www.jass.ch

www.jassinfo.ch (German only)

video instructions (German only)

