



Annual Canberra Jass Tournament

RULES OF PLAY

1. Play is a Schieber variation of Jass, using trumps, obenabe (top-down), undenufe (bottom-up).
2. **Each round will involve:**
 - a) 8 hands.
 - b) Randomly chosen partner and opponents.
 - c) Each table of players decides for themselves by agreement or majority whether to use the Swiss-French cards (clubs, diamonds, hearts, spades) or Swiss-German cards (roses, bells, acorns, shields). In the event of no majority, it will be determined by the player drawing the highest card (Ace as highest, 6 as lowest) from a shuffled deck. If the highest card is pulled by more than one player, those players shall continue drawing until one player has drawn the highest card between those remaining players.
3. **Scoring:**
 - a) Normal: Ass/Ace = 11 points; Banner/10 = 10 points; König/King = 4 points; Ober/Queen = 3 points; Under/Jack = 2 points
 - b) Trump variation: Trump Under/Bauer/Jack = 20 points; Trump Nell/9 = 14 points.
 - c) Obenabe variation: Ass/Ace = 11 points; 8 = 8 points; 6 = 0 points
 - d) Undenufe variation: 6 = 11 points; 8 = 8 points; Ass/Ace = 0 points
 - e) Last trick = 5 points
 - f) No points for Stöck, Wiss or Match
 - g) A score sheet must be completed for every round, and checked against the opponents scores, to add up to a total of 157 points.
4. **Game play:**
 - a) There will be six rounds.
 - b) A wrong card on the table (such as the wrong suit) can be taken back, but, that card is rendered invalid and will not take any tricks.
 - c) The partner of the person who announces 'Trump or Schiebe' can look at his/her cards only once the announcement of 'Trump or Schiebe' has been made.
 - d) No signs or talk of strategy during the game is permitted; discuss any strategies before dealing.