

Schmegegge Skat

A way to play skat with two players, offering both a deeper and more exciting experience than *Offiziersskat* or *Omaskat*..

These instructions assume you already know how to play Skat. See, eg, [Adalene Lucas](#) or [David Parlett](#) for good explanations of the standard game. I recommend using the bidding table (below) as a learning aid, since it elegantly shows how multipliers and “number of top cards” work for scoring.

The rules and scoring are as standard Skat with the following differences:

Deal & Dummy: Deal alternates between players; non-dealer is Forehand who plays first.

Ten cards are dealt to each player in batches of three, two are dealt as the Skat, and the remaining cards form a dummy known as the *Schmekel*.



The dummy's location floats each hand, situated to the left [right? middlehand] of the dealer. (It's technically Rearhand, though it doesn't bid.) After bidding is complete, the top five cards of the *schmekel* are spread like a hand on top of the remaining five left face down in a pile underneath. The Schmekel is its own separate hand played by and considered allied with the Defender.

Auction: Bidding starts with Dealer (“speaker”), who makes a bid by naming a number or passes. If Dealer bids, Non-Dealer (“listener”) has the option to take-over the dealer's bid by saying “good” or they may pass. And so on, with Dealer being the only one to raise the bid, and Non-dealer being the one to accept.

If dealer passes initially, non-dealer can start at 18 or pass. If both players pass twice consecutively, the hand goes to Ramsch. Otherwise, Declarer is the first who doesn't pass.

Unless playing “hand”, the Declarer looks at skat and announces the contract. The other player may *Contra* (2x), and declarer may then *Re* (4x). *Contra* for open-hand occurs after the cards have been revealed, not prior like Skat.

Card play: After five cards of Schmekel are revealed, Non-dealer/Forehand leads the first trick, followed by dealer, then dummy, and thereafter the winner of each trick (human or dummy) leads the next, rotating clockwise.

Tricks are three cards, with one card played with declarer and two by the defender—one from her hand and one from the Schmekel when it's dummy's turn round the table.

Cards played by the Defender from the Schmekel have to follow standard rules: they must follow suit if able, if not any card may be played. After each trick, one of the remaining cards from the Schmekel is turned up (by loser of trick is smoothest), so it's always at five.

Null. For a null bid, 6 cards of dummy are turned up (rather than the usual 5). Otherwise play follows above rules.

Open hand. Declarer turns their hand up after the first trick. (Defender may "Contra" at this point.)

Ramsch: If both players pass initially, turn up 2 cards in the Schmekel for a second chance at bidding; only go to Ramsch if both players pass again a second time. If it turns to a regular contract game, the remaining three cards of Schmekel get turned up at the normal time. (Optionally, elect the house rule at start of game to simply go to Ramsch after one pass as in normal Skat.)

Ramsch works like this: Before the first trick, starting with Dealer, each player may in turn take up to two (unknown) cards from the Schmekel into their hand, and then discard two. (The dummy and discards remain unseen and play no further role in the hand.) Ramsch is played in two-card tricks, starting with the forehand, played like a grand game. The player earning the most card points loses half that amount in points from their score, ignoring fractions.

Scoring— Otherwise scoring is just like Skat. That is, declarer wins the "game value" (the value of the contract as listed in the chart below) if they took at least 61 card-points, or 90 if they bid schneider, or every trick if they bid schwarz, or no trick if they bid null. This assumes the game as valued after play is worth at least the amount bid; if not the declarer loses regardless of card pts. (Remember in skat the game value is not the same as the card pts, the latter only used to determine who wins.)

If defeated, declarer loses double the game value.

Variations (house rules that add pizzazz for two. I prefer playing with all of them at once!):

- (a) *Skultimo*: Declarer may announce another bonus of "ultimo" (+1 multiplier) if they think they'll win the last trick with the 7 of trump.
 - (b) *RO (Really Open)*: Declarer may declare an "open" hand (+1 multiplier) not only with a schwarz and schneider in a hand game (as in regular skat), but also with *any* contract. In an "RO" announcement the declarer turns his hand up *after* the first trick; for a regular "overt" with Schneider or Schwarz and hand, he exposes his hand up *prior to* the first trick.
 - (c) *NLT (No Last Trick)*: In *ramschr*, winner of last trick also wins one random penalty card from the discards both players made prior to *ramschr*, after shuffling them (ouch).
 - (d) Let's End (Doubling cube): After playing to the second trick, any player may say "Let's End". If the other concedes, game points go to the Let's End player as if he had won. If the player offered the Let's End declines the offer, the game goes on as usual with a +1 multiplier..
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SKAT BIDDING TABLE

Bidding Table		Trump game types and their base values				
Jacks	Multiplier	♦ 9	♥ 10	♠ 11	♣ 12	Grand 24
		multiplier × base value = game value				
♣ — ♥ ♦ ♣ — ♥ — ♣ — — ♦ ♣ — — —	with 1, game 2	18	20	22	24	48
— ♠ ♥ ♦ — ♠ ♥ — — ♠ — ♦ — ♠ — —	without 1, game 2					
♣ ♠ — ♦ ♣ ♠ — —	with 2, game 3	27	30	33	36	72
— — ♥ ♦ — — ♥ —	without 2, game 3					
♣ ♠ ♥ —	with 3, game 4	36	40	44	48	96
— — — ♦	without 3, game 4					
♣ ♠ ♥ ♦	with 4, game 5	45	50	55	60	120
— — — —	without 4, game 5					
+1 to multiplier for: hand (no exchange), schneider (≤ 30 points), schwartz (no tricks)						
Null: 23		Null hand: 35		Null open: 46		Null open hand: 59

Trump game: ♣J ♠J ♥J ♦J A 10 K Q 9 8 7

Null game: A K Q J 10 9 8 7

Total car pts=120. 61 pts wins game. Declaring Schneider and/or Schwartz (must be with Hand) gives +1 additional multiplier each in addition to the “silent” +1s above..
Contra and Re double or re-double the score.

Auction

Speaker = Dealer

Listener = Non-dealer

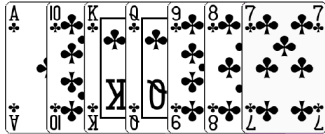
Cards, Ranks, Card Points

Highest trumps
(2 card points)



- 32 cards
- 10 to each player
- 2 unknown in skat

Card ranks in trump games



Card points

A	10	K	Q	9	8	7
11	10	4	3	0	0	0

Contracts:

Trump: Declarer names trump suit, to win minimum 61 points.

Grand: Only the Jacks are trump, rest-no trump, Declarer must earn minimum 61 points.

Null: No-trumps. Declarer cannot win any tricks.

Null Ouvert (Open): Declarer must play a Hand Game (no Skat), turn all their cards face up for others to see after the first trick, and must win no tricks.

Extra multipliers

Schneider and Schwarz gain +1x multipliers each if achieved after-the-fact (silent).

They may also be declared for yet +1x additional multiplier each if the player has not looked at the skat (i.e. declares Hand):

Schneider: Announcing the player or defenders will win 90+ points.

Schwarz: Announcing the player will win all tricks.

Ouvert (Open): Announcing the player will win all tricks with their entire hand turned face up after the first trick.

Losing a contract means losing 2x its value.

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Schmegegge Skat is part of the *Twisted Dummy Series*: two-player card games inspired by the best card games in the European tradition. See