



RULES & FORMAT OF THE AUSTRALIAN JASS TOURNAMENT CANBERRA

12th JUNE 2022



AJT 2022 - Canberra

Format:

1. Play is a Schieber Variation of Jass, using a choice of either trumps, obenabe (top-down), or undenufe (bottom up).
2. Play is with German cards (Rose, Schelle, Eichle, Schilte): 6, 7, 8, 9, Banner, Under, Ober, König, Ass. However, play will be permitted with Swiss-French cards (clubs, diamonds, hearts, spades) if: there is a set of Swiss-French cards accessible to the players and all four players agree to using those cards.
3. Each player is assigned a randomly selected number. Two players may share play under a single allocated number during the tournament, but only one of those players may play at any time or within a round.
4. A different partner and opponents will be randomly allocated for each round.
5. There will be 10 rounds of 8 hands.

Scoring:

6. Points for each hand is as follows:
 - 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.
7. A score card will be issued to each player:
 - a. Players are to record the total of their and their partner's points on the score sheet after every hand. Players must check that, added with their opponent's points for that hand, the points add up to a combined total of 157 points per hand.

- b. After the 8 hands have been played, the points for each hand are added together to form a total for that round. The total is to be recorded on the score sheet. All four players must check that, added with their opponent's score for that round, the scores add up to a combined total of 1256 points for the round.
- 8. A table score sheet will be provided for each table for each round.
 - a. The names of the players are to be entered in the table score sheet at the beginning of each round.
 - b. The total points for the round for each team is to be recorded in the 'team score' on the table score sheet.
 - c. Table score sheets are collected after each round has been completed.

Game Play:

- 9. A wrong card on the table (either time-wise or suit-wise) can be taken back, but that card is rendered invalid and will not take any tricks.
- 10. The partner of the player who announces 'Trump or Schiebe' can look at his/her cards only once the announcement of 'Trump or Schiebe' has been made.
- 11. No signs or talk of strategy during the game is permitted; discuss any strategies before dealing commences.

If the number of registered players is not divisible by four, the following applies:

- 12. Randomly chosen players will get a "bye" for a maximum of one round.
- 13. Players who have a bye are to record 628 points for that round.
- 14. In this case, the lowest score of any one round of each player will be deducted from the total championship score.
- 15. However, total championship points before deductions will be kept for comparison & statistical purposes.