



# Swiss Club 1<sup>st</sup> Jass in 2012

We invite you to our first Jass Tournament

**When:** Sunday, March 18, 2012 at 1:30pm

**Where:** Haudenschild Residence  
14036 Natia Manor Drive  
North Potomac, MD 20878  
[click here for direction](#)



**For registration:**

Please contact Eveline at:

[Eveline.Roberts@swissclubdc.org](mailto:Eveline.Roberts@swissclubdc.org) or call her at 301-460-9571.

**Deadline for registration:** March 13th, 2012 (we need tables of 4)

**Registration fee:** \$5.00 for Swiss Club members, \$10 for guest, collected at the Jass

## Our Jass Rules...

### For the Annual Jass Championship

- The results from each player's two best tournaments will be added together.
- There will be four tournaments per year.
- Players must attend tournaments in person; substitutes are not permitted.

### For each Jass tournament

- Three rounds are played, each round consisting of eight hands.
- New partners and tables are drawn at random before each round.
- Players who draw matching cards are partners.

### Rules

1. The Jass variation played is the four-player Schieber. Each hand results in 157 points. "Stöck" (i.e. having the queen and king of trump) and "Weisen" (having four jacks, etc.) do not count and can not be declared.
2. "Obenabe" and "Undenufe" (from the top down, and from the bottom up) may be announced as trump. A player who passes must play the first card.
3. Each table must record and keep track of the score and for ensuring that the rules are followed.
4. After having the deck cut, dealing at least three cards at a time.
5. If a hand is misdealt or if cards become visible, the hand must be redealt.
6. When a player is announcing trump, that player's partner may look at his or her cards only after trump has been announced or passed.
7. Cards that have been played and turned over may no longer be viewed.
8. Players may not declare "Bock" (announcing one has played an unbeatable card).
9. If a player mistakenly throws a card that does not follow suit when she or he could have followed suit, the mistakenly played card loses its power.
10. A player whose partner mistakenly plays the first card in a trick may not immediately lead with the same suit, for that trick.