

# **Rules of “Schafkopfen”**

Publisher: Schafkopfschule e.V.

- 1.** The game of “Schafkopfen”
  - 1.1. General history
  - 1.2. The cards
  - 1.3. The aim of the game
  - 1.4. Expressions
  
- 2.** Announcement of play
  - 2.1. Seating
  - 2.2. Shuffling and cutting the cards
  - 2.3. Dealing the cards
  - 2.4. Order of play and right to play
  - 2.5. Ace game
  - 2.6. Solo
  - 2.7. Wenz
  - 2.8. Tout
  - 2.9. Sie
  
- 3.** Process of the game
  - 3.1. Playing out
  - 3.2. Obligation to play a card
  - 3.3. Contra
  - 3.4. Wrong play and penalties
  - 3.5. Rules of behavior

**4.** Evaluation of the game

4.1. Result

4.2. Payment

**5.** Tournament rules

5.1. Referee - supervision

5.2. Game regulations

5.3. List

5.4. Winner

## 1. The game of “Schafkopfen”

### 1.1. The basics

The Bavarian game of “Schafkopfen” is a card game that is reported to have developed in the first third of the 19th century.

### 1.2. The cards

A pack of cards consists of 32 cards (in the format 56 x 100 mm). Each card has the “Schafkopf” picture on one side - a Bavarian card picture. The other side is a picture which must be identical on all cards. If the number 6 cards are in the pack, these must be removed before beginning play.

**1.2.1.** “Schafkopfen” is a game for **four** people.

**1.2.2.** Each pack of cards consists of **4 colours**:

Acorn

Grass

Heart

Clips

**1.2.3.** Each **colour** has 8 cards, with the following numeric **values (eyes)**:

Ace	11 eyes
Ten	10 eyes
King	4 eyes
Queen (Ober)	3 eyes
Jack (Unter)	2 eyes
Nine	0 eyes
Eight	0 eyes
Seven	0 eyes

**1.2.4.** All **eyes** of a game add up to 120 points or eyes (4 x 30 points).

**1.2.5. Gentlemen** are the queens and jacks and have the following order of rank:

1.	Acorn queen
2.	Grass queen
3.	Heart queen
4.	Clip queen
5.	Acorn jack
6.	Grass jack
7.	Heart jack
8.	Clip jack

The higher card in the order of rank takes the lower. The acorn queen is the highest, except when a Wenz is being played.

### 1.3. The aim of the game

**1.3.1.** The aim of the game is to score as many points as possible, through skillfull and well thought-out play, with a partner or alone.

**1.3.2.** The **winner** is the player who scores at least 61 points (eyes) if he is the player, or 60 points if he is the opponent.

### 1.4. Expressions

**1.4.1. "Schafkopfen"** has many expressions whose meanings are known to most players, but which are not official expressions. The official expressions are:

<u>Term</u>	<u>Meaning</u>
Throw a sparrow	Free themselves in a colour
Old one	Acorn ace
Eyes	Points
Out-player	The player who plays the first card of the game
Admit	Play a card in the colour, and/or play a trump, if this colour or trumps were played as the first card.

Blue one	Grass ace
Brake	Queen or jack which in the order of rank is the highest or the lowest
Bumbs	Clip ace
Run away	If the partner has more than 4 cards in the same colour and plays a lower card than the ace.
The old man	Acorn queen
One	Wenz (abbreviation of "a Wenz")
Missing colour	The colour, which one does not possess
Opponent	All players, who are not the partner of the person playing
Gentlemen	All queens and jacks
Rear hand	The last person who must add his card
Peewits	Spectators, who do not play
Short way	If the player or opponent is sitting directly after the person playing the first card.
Long way	If the player or opponent is playing the last card.
Runners	Continuous sequence of queens and jacks for the players or opponents, beginning with the acorn queen (partner game and solo) or acorn jack (Wenz).
Central hand	The player sitting in second or third place after the person playing the first card.
Fellow player	The player´s partner or the opponent´s partner in an ace game.
Retour	Answer to a contra. Short form "Re"
Ace Game	When a player plays with a partner (who has the "called" ace) against 2 opponents (ace game)
Sow	Ace
Smear	To add high eyes (ace or tens) to the trick of a partner
Cutter	When the player or players score less than 31 eyes or the opponents score less than 30 eyes
Black	When the player or players do not take a single trick
Sie	All 4 queens and all 4 jacks in one hand

Solo	When a player names one colour as trump and plays against all the others.
Solo Tout	When the opponents do not take a single trick and this has been announced by the player before the first card is played
Sparrows	All the sevens, eights and nines, since they do not bring points, or, in a solo a different colour
Player	All players of "Schafkopfen"
Game maker	The player who announces an ace game or a solo. This is redetermined in each game
Trick	When all 4 players have played a card, this pile (trick) is turned face down by the player with the highest card in the pile and put in front of him
Contra	If an opponent believes that he will win the game, then he can double up (contra)
Participant	All players participating in a tournament
Tout	s. solo Tout
Trump	In an ace game, all queens, jacks and hearts. In a solo, all queens, jacks and the selected colour. In a Wenz, all jacks
Wenz	Game in which only the jacks are trumps

## **2. Announcement of play**

### **2.1. Seating**

**2.1.1.** The four players sit in a cross formation. They must sit so that no other player can see into their cards.

### **2.2. Shuffling and cutting the cards**

- 2.2.1.** After first opening the sealed pack of cards, the number 6´s must be removed (if included) and the cards well shuffled. This is done by spreading the cards face down over the table and all players **mixing** them.
  
- 2.2.2.** The first game is shuffled and dealt by the player with the number 1 or by a pre-determined player. Then the next player clockwise deals, then number 3 and finally number 4. Afterwards the sequence begins again with player number 1, so that in a round each player shuffles and deals the cards once.
  
- 2.2.3.** The dealer must shuffle the cards properly. If the cards are put into one another or leafed through during shuffling, they must be shuffled again before being cut. In tournaments, the cards are re-shuffled by the player whose turn it is to cut.
  
- 2.2.4.** The player sitting behind the dealer (clockwise), in other words, on his right, cuts the cards. When cutting, the remaining cards are put on top of the pile taken off.
  
- 2.2.5.** The cards must be cut. At least three cards must remain or be cut off.
  
- 2.2.6.** Three times is the maximum that may be cut.
  
- 2.2.7.** Neither the dealer nor the cutter may turn the cards in such a way that they can recognize the bottom card. If this is attempted, an immediate warning must be given and the cards shuffled again.

### **2.3. Dealing the cards**

- 2.3.1.** The dealer deals the cards out clockwise. He begins with his neighbour on the left and gives each player four cards. After the first deal, each player is given another four cards.

- 2.3.2.** Each player decides for himself whether or not a spectator may look at his cards.

## **2.4. Order of play and right to play**

- 2.4.1.** After the cards have been dealt, play announcement takes place. The player sitting next to the dealer (clockwise) has first rights to declare a game.

- 2.4.2.** An intention to play is expressed by the words "I´m playing". The player is irrevocably bound to this statement.

- 2.4.3.** Following this, the next player can say "I´m playing too" or "pass", or "is ok". The player who said first that he would play has the right to play, which he then gives up if he lets the next player play.

- 2.4.4.** The order of rank in the right to play depends on the seating order (after the dealer) and then on the rank of the game. The order of rank is:

1. Sie
2. Solo Tout
3. Wenz Tout
4. Solo
5. Wenz
6. Ace game

If two players want to play the same game, then the seating order decides. The colour in which a solo is announced, is irrelevant (a heart-solo is not higher than a clip solo).

- 2.4.5.** The following player, who also wants to play, must firmly state his intention to play with the words "I´m playing too" or "I would like to play too". The same applies to the other players.



- 2.4.6.** The player, who states his intention to play second must have a game of a higher order than an ace game (e.g. a Wenz or a solo).
- 2.4.7.** If a second player states his intention to play, the first player is no longer bound to his intention to play, even if he had had a game of a higher order. If player 1 says "pass" or "is ok", then player 2 is bound to his statement.
- 2.4.8.** If the first player has a solo, he must say "I´m playing myself" whereupon the following player can no longer play a Wenz. He must announce either a Wenz Tout or a solo Tout and state this with the words "I have a Tout" in order to be able to play. If the second player has a solo, he says only "I have a solo" or "But not a Wenz". The first player's solo then has priority.
- 2.4.9.** If the first player has a Wenz, he must also explain this with the words "But not a Wenz" or "but not One", which means for player 2 that he must play at least a solo. If the second player has a solo, he says only "I have a solo" or "But not a Wenz" . The second player's solo then takes priority.
- 2.4.10.** A statement of intention to play is irrevocable. An invalid statement terminates the game and is valued as a lost game for the player making the statement, with the points the game would have brought (without cutter and black).
- 2.4.11.** As soon as rank is clarified between players 1 and 2, the following players must also state "pass" or their intention to play. If player 2 has still not stated what he intends to play, but player 1 has given him the right to play, player 2 must say to player 3 "but not a Wenz" or "I´m playing myself". Play proceeds as in 2.4.8 or 2.4.9
- 2.4.12.** The statement of what is being played may only take place when all players have made their announcement.
- 2.4.13.** If no player wants to play (if all four players said "pass"), then the cards are thrown together and the next player deals a new game. The paying into a fund can be agreed upon beforehand.

**2.4.14.** If a card is on the table or if a fellow player has already recognized the card, then the card may not be taken back.

**2.4.15.** Four games one after another is one round. In a tournament, several rounds together is one stage.

## **2.5. Ace game**

**2.5.1.** The ace game is a partner game in which the player "calls" an ace. One can only call the ace, which one does not have oneself and of which one has at least one card in this colour which is not a queen or a jack. The player can only call the acorn, grass or clip ace. The heart ace cannot be called, since it is a trump.

**2.5.2.** The player who has the called ace is the **fellow player** and must always play the ace if the colour of the called ace is played. Before the called ace is played, he may not refer to the fact that he is the fellow player.

**2.5.3.** An ace game can be only announced if one does not have all the aces oneself (is blocked). It is announced by the words: "with the acorn ace" (the old person) or "with the grass ace" (the blue one) or "with the clip ace" (the Bumbs or the Kugl).

**2.5.4.** If the fellow player possesses at least four cards in the called colour, including the called ace, he may run away (play out a lower card than the called ace), as long as the colour has not yet been played and he still holds all four cards of this colour in his hand.

**2.5.5.** When the called colour has been played once (and in running away, the ace itself has not been played), the called ace may be played or smeared. If the called ace is not searched for, then it may only be played in the 8<sup>th</sup> and final trick. The fellow player who has the called ace can play it out any time it is his turn.

**2.5.6.** In an ace game the queens, jacks and all hearts are trumps in their order of rank:

1. Acorn queen
2. Grass queen
3. Heart queen
4. Clip queen
5. Acorn jack
6. Grass jack
7. Heart jack
8. Clip jack
9. Heart ace
10. Heart ten
11. Heart king
12. Heart nine
13. Heart eight
14. Heart seven

and take all other colours. There are 14 trumps altogether in an ace game. The other colours are of equal value amongst themselves.

## **2.6. Solo**

**2.6.1.** In a solo hearts are waived as trump in favour of another colour - acorn, grass or clips.

**2.6.2.** The player who announces a solo plays alone against the three other opponents.

**2.6.3.** Solos are announced with the words: "acorn solo" or "grass solo" or "heart solo" (hearts would now become trumps again) or "clip solo". The colour which is announced is trumps for this game after the queens and jacks.

**2.6.4.** The player must possess at least one card in the colour which he declares to be trumps.

**2.6.5.** The opponents may put their tricks together on a common pile.

**2.6.6.** The order of rank of the trumps is the same as in the ace game, whereby hearts is replaced by the announced colour, which can be also hearts.

## **2.7. Wenz**

**2.7.1.** In a Wenz only the jacks are trumps. There are 4 trumps.

**2.7.2.** The queens receive a priority between the king and the nine of a colour. All four colours are equal.

**2.7.3.** A Wenz can also be played without jacks (trumps).

**2.7.4.** The order of rank in a Wenz is:

Acorn jack

Grass jack

Heart jack

Clip jack

## **2.8. Tout**

**2.8.1.** If the player expects to take every trick, then he can announce this with the words "solo Tout" or "Wenz Tout".

- 2.8.2.** A Tout must be announced before the first card is played. If the first card is already on the table, the announcement is no longer valid. The game is valued as a simple solo or Wenz.

## **2.9. Sie**

- 2.9.1.** If a player receives all 4 queens and all 4 jacks, then he has a "Sie". In the very first game, a "Sie" does not count.
- 2.9.2.** A "Sie" may be laid openly on the table immediately.
- 2.9.3.** It is strictly forbidden to carry on playing with the same cards. These cards must be framed and hung on the wall by the player with the "Sie".

## **3. Process of the game**

### **3.1. Playing out**

- 3.1.1.** When the order of rank has been clarified, the player next to the dealer (clockwise) plays a card out. Next is the player next to him (clockwise), then the next player clockwise and finally the fourth player.
- 3.1.2.** The cards played out are always taken by the card with the highest rank. If a player does not have the colour played, he can take the trick with a trump. If trumps are played or if a colour is taken by several players with trumps, then the trick belongs to the player with the highest trump.

- 3.1.3.** The player who takes the other three cards must put the trick (always four cards) face down in front of himself.
  
- 3.1.4.** Each trick may be turned over by any player, as long as the next trick has not been turned over. The tricks must be put one on top of the other, so that the sequence of the tricks can be reconstructed at any time.
  
- 3.1.5.** The player who took the trick plays the next card out. The others add their cards clockwise and in succession.
  
- 3.1.6.** Each game must be played to the end, so that the other players can reconstruct at any time whether a player has always played the correct cards.
  
- 3.1.7.** If a player puts several cards openly on the table, that is the end of the game.
  
- 3.1.8.** Each player has the right at any time to ask who is playing out, who has added which card to the trick and, if the called ace has been played, by whom. Likewise, in a solo, the question which colour is trumps is permitted.

## **3.2. Obligation to play a card**

- 3.2.1.** In "Schafkopfen" the obligation to play colour prevails. If a colour is played, then all players must add a card in this colour – regardless of value.
  
- 3.2.2.** If trumps are played, all players must add a trump – regardless of value.
  
- 3.2.3.** There is no obligation to take a trick, i.e. to add a card of higher rank.

- 3.2.4.** If a player does not have the colour, then he can smear (add a high-value card of another colour), take the trick with a trump (e.g. queen, jack or heart, or trump in another colour) or “throw a sparrow” (give a card of another colour worth only a few points).

### **3.3. Contra**

- 3.3.1.** If an opponent believes that he has a better hand than the player and/or that he will win the game, he can give a "contra" or an "injection".
- 3.3.2.** A contra is only possible as long as only one card - i.e. that of the player playing out - is on the table
- 3.3.3.** The player can thereupon answer with a "Retour". However only as long as still only one card has been played.
- 3.3.4.** The player remains player and wins the game only with at least 61 points.

### **3.4. Wrong play and penalties**

- 3.4.1.** Because the cards are cut, all errors, objections and complaints in the game are invalid, with the exception of intentional wrong play! This can be stopped by any player when the player cutting is about to cut the deck, by the word “Stop”.
- 3.4.2.** If during dealing a card is turned over or if a card is face-up in the pile, the cards must be re-dealt. It does not matter whose fault it is, unless it was deliberate. The same applies if one player has more or less cards than the others.
- 3.4.3.** If a card has been altered by bending or marking in such a way that a player can tell it from the others, then the pack of cards must be exchanged for a new one at the end of the game.

- 3.4.4.** Objections to the shuffling, cutting and dealing must be made immediately, before the player has looked at his cards.
  
- 3.4.5.** If a player deals out of turn, the game is invalid. This applies only to the current game, as long as not all the cards have been dealt. If the game has already begun, then it is valid.
  
- 3.4.6.** If errors are made in dealing, shuffling or cutting, the next game is to be dealt by the same dealer, if it was his turn. Otherwise the player whose turn it is deals.
  
- 3.4.7.** Playing a card out of turn is not permitted, except in the last trick and leads to the immediate end of the game.
  
- 3.4.8.** All comments which can shed light on the game are forbidden and lead to the immediate end of the game. The game is rated as lost.
  
- 3.4.9.** Leafing through the pile of tricks which goes beyond just looking at the last trick leads to the end of the game.
  
- 3.4.10.** If a player plays out the first card of the trick and it was not his turn, the game is immediately ended, if another player has seen the face of the card. Any player is allowed to prevent another player from unauthorised playing out.
  
- 3.4.11.** If a player deliberately uncovers a card except when playing it out, this is rated against him as a lost game. Apart from penalties, this can lead to disqualification in a tournament.
  
- 3.4.12.** If all cards have been properly dealt, which is obvious if after dealing there have been no reclamations, and during play one player has more or less cards than the others, the game is rated for him as lost.



**3.4.13.** If two players have more or less cards than the other two, then the game is dealt again and does not count. The same dealer deals again.

**3.4.14.** If a player gives the wrong card, then he has lost the game. This even applies if the mistake is noticed immediately and the trick has not yet been turned over.

**3.4.15.** If it only turns out after the game, but before cutting, that the wrong card was given, then the player who gave wrongly has lost.

**3.4.16.** All punitive sanctions apply to the player who made the mistake. In an ace game this is either a player of the player party or of the opponent party. In a solo it is either the soloist or one of his three opponents.

**3.4.17.** Penalties:

If a mistake is made, in a tournament, the player who made it receives minus points. In the case of a solo or Wenz, this is 9 minus points. If the soloist made the mistake, his 3 opponents each receive 3 plus points. If the mistake was made by an opponent, the soloist receives 9 plus points. A Tout is penalised by 18 minus points. The other players receive 0 points.

In an ace game, the player who made the mistake receives 4 minus points. The 2 opponents receive 2 plus points each and the player's partner 0 points.

The number of tricks, the hypothetical progress or result of the game, the current standings in points and games or a contra are all irrelevant.

Payment is proportional, according to the tarif. Running trumps are not paid. In fact, only cutter is paid.

**3.4.18** If, after a mistake, a player uncovers his opponent's or partner's cards or throws them openly onto the table before the referee has made his decision, he has lost the game and receives the minus points that the player who actually made the mistake would have received. The player who did make the mistake receives 0 points. In tournaments, penalties are only possible through the referee.

### **3.5. Rules of behaviour**

- 3.5.1.** Every remark, comment, gesture or movement, which contains information for fellow players and requests them to play a certain way is forbidden and leads to the end of the game.
- 3.5.2.** Insulting or discriminating remarks are not allowed. "Schafkopfen" players must behave fairly and in good sport in every situation. They must not look for shabby excuses. There are no differences of age, sex or origin.
- 3.5.3.** "Cutter" is a question of honour and must be paid by the losing party without request . "Black" must be requested.
- 3.5.4.** It is forbidden to look at another player´s cards, to let another player see one´s cards or to reveal what the cards are.
- 3.5.5.** Loud counting is not permitted.
- 3.5.6.** The cards must be held throughout the game in such a way that no other player can recognize the hand.

## **4. Evaluation of the game**

### **4.1. Result**

- 4.1.1.** At the end of a game the tricks of the parties are counted. Each party counts their own cards (eyes).
- 4.1.2.** The player party has won with **61 points**. The opponents have won if they have **60 points**.

**4.1.3.** With 91 points the player party have won "cutter" (or lost "cutter" with up to 30 points). The opposing party has won "cutter" with 90 points (or lost "cutter" with up to 29 points).

**4.1.4.** If one party has taken all tricks, then it wins "black".

## **4.2. Payment**

**4.2.1.** After each game one pays, if being played for money. For this purpose, the unit of payment and the rate is agreed upon beforehand (for example: 10 cents).

**4.2.2.** Running trumps are paid in an ace game or solo beginning with 3 queens (acorn, grass and heart queens). In a Wenz, one pays starting from 2 running jacks. Running trumps are trumps beginning with the highest rank in continuous sequence down to the trump (heart) seven. Thus, in an ace game, 14 running trumps are possible, in a solo, 8 running trumps are possible. In a Wenz 4 running trumps are possible.

**4.2.3.** Running trumps must only be paid if they are requested before the next cut. If too many running trumps are requested, these can be requested back doubly. But only until the next cut.

**4.2.4.** The counting units for payment are:

### Basic rate

Ace game 1 unit

Solo 5 units

Wenz 5 units

Premium rate

Running trumps    basic rate + 1 unit per running trump

Extra rate

Cutter        1 unit + basic rate

Black        2 units + basic rate

Exclusive rate

Solo Tout     basic rate + premium rate (without extra rate times 2

Wenz Tout    basic rate + premium rate (without extra rate) times 2

Contra rate

Contra:        Basic rate + premium rate + extra rate times 2 or  
exclusive rate times 2

Retour:        Basic rate + premium rate + extra rate times 4 or  
exclusive rates times 4

- 4.2.4.** In an ace game, these rates are paid by the two losers to the two winners. In a solo, either the player pays all 3 opponents the same rate or he receives the same rate from each opponent.

## **5. Tournament rules**

### **5.1. Referee - supervision**

- 5.1.1.** The tournament referee decides when play begins and on the progress of play. If the organizer and the referee are not the same, this must be clearly pointed out to all participants.

- 5.1.2.** No appeal is allowed. Players have no automatic right to participate.
  
- 5.1.3.** In case of disagreements, the referee decides. A complaint may then be made to the tribunal, whose decision is indisputable. Each complaint is to be brought forward immediately.
  
- 5.1.4.** Wrong play or repeated wrong admission of a card leads to dismissal from the tournament. The admission fee is not refundable.
  
- 5.1.5.** Loud protesting, intentional wrong play or intentional wrong scoring in the list lead to dismissal from the tournament.

## **5.2. Game regulations**

- 5.2.1.** Stages of 32 games each are played, with no time limit.
  
- 5.2.2.** Lots are drawn beforehand for the tables and seats and may not be exchanged.
  
- 5.2.3.** Four times 2 cards are dealt.
  
- 5.2.4.** Contra or injection is not permitted.
  
- 5.2.5.** If no game is announced, the next dealer deals again and again und a game is announced.

**5.2.6.** The cards are not cut. They must be re-shuffled. The player sitting next to the dealer clockwise, i.e. at his right hand, must re-shuffle the cards by shuffling the bottom cards to the top at least three times.

**5.2.7.** Only plus and minus points are written into the respective columns.  
The point value is:

<u>Game</u>	<u>Winner</u>	<u>Loser</u>
Ace game	each 1 +	each 1 -
Ace game "cutter"	each 2 +	each 2 -
Ace game "black"	each 3 +	each 3 -
Solo or Wenz won	6 +	each 2 -
Solo or Wenz lost	each 2 +	6 -
Solo or Wenz "cutter" won	9 +	each 3 -
Solo or Wenz "cutter" lost	each 3 +	9 -
Solo or Wenz "black" won	12 +	each 4 -
Solo or Wenz "black" lost	each 4 +	12 -
Solo or Wenz "Tout" won	18 +	each 6 -
Solo or Wenz "Tout" lost	each 6 +	18 -
"Sie"	24 +	each 8 -

**5.2.8.** Running trumps are paid, but are not taken into consideration in the points list.

**5.2.9.** Each player must play personally. A stand-in is not permissible.

**5.2.10.** Only the cards distributed by the tournament organizer may be used.

**5.2.11.** If a player drops out during the tournament, then the tournament referee decides on a substitute, who then participates in the tournament and takes over the existing points.

**5.2.12.** The minimum age for participation in a tournament is 16 years.

**5.2.13.** Spectators are forbidden from staying in the tournament room. The same applies to players who have finished their game.

**5.2.14.** The following games must be approved by the referee before play :

Solo or Wenz "Tout"

"Sie"

A solo Tout is only permitted with at least 3 running trumps, an ace or an ace and a ten in the same colour. For a Wenz Tout at least 2 running jacks or 3 jacks including the acorn jack are necessary. The other cards must be at least ace and ten or ace, ten and a third card in the same colour.

**5.2.15.** In the first game (of all stages) neither a solo Tout, solo black, Wenz Tout or Wenz black are permitted. If this cannot be avoided, then the game is rated as a simple solo or Wenz.

**5.2.16.** From the 5th Solo or Wenz (in each stage) onwards, each solo or Wenz must be approved before play by the referee.

**5.2.17.** Unapproved games will be struck from the points list.

**5.2.18.** If a player suspects that a fellow player is giving points to another player, then the referee must be informed immediately. Each player may refer to a breaking of the rules.

### **5.3. List**

**5.3.1.** One player must write the list and give it in to the referee at the end of the game. This player is chosen by the referee before play begins. If all players are in agreement, then another player can write the list.

**5.3.2.** Each player is under an obligation to check the list and to confirm its correctness by signing it before it is given in.

- 5.3.3.** Played Solos and Wenzen are to be marked by a circle around the points. The cross check must add up to 0 after each round. The same applies to the result of a stage.
- 5.3.4.** Corrections, cancellations or subsequent changes are only permitted if they are initialled by the referee.
- 5.3.5.** Through signature, the lists become documents and are kept for 6 months.
- 5.3.6.** Illegible or wrong lists may be corrected by the referee or declared to be invalid.

#### **5.4. Winner**

- 5.4.1.** The winner is the player with the highest score, which is calculated by adding together both stages. The next places are likewise determined by the highest score.
- 5.4.2.** If two players have equal points, the played Solos are evaluated in the following order of rank :

Number of played "Sie"

Won solo or Wenz Tout

Played solo or Wenz Tout

Won solos or Wenzen

Played solos or Wenzen

If the players are still equal, lots are drawn.

**Munich-Feldmoching**

**29. März 2007**