

# Bauernschnapsen

4 players

20 cards

Difficulty: Medium

Duration: Short

With your partner, win the bid and fulfill your contract by taking enough tricks or card points.

## SETUP

- 4 players in two fixed partnerships seated across from each other.
- Use a 20-card deck (Tens, Jacks, Queens, Kings, Aces).
- Deal 5 cards to each player.

## SCORING

- Each contract has a fixed Bummerl (rubber point) value.
- Higher contracts like Schnapsen award more Bummerl.
- Failing a contract gives the Bummerl to the defending team.

*Tip: Count your guaranteed winners before bidding — every card decision matters with only five tricks.*

## ON YOUR TURN

- Bid on increasingly valuable contracts or pass.
- Play 5 tricks; must follow suit, must win if able, must trump if unable to follow.
- No stock pile — play all 5 tricks from dealt hands.

*Bauernschnapsen is a fast-paced Austrian four-player partnership trick-taking game derived from Schnapsen. It is played with a 20-card deck and involves rapid bidding for contracts.*

## Objective

Working with your partner, win the bid and fulfill your contract by taking enough tricks or card points.

## Setup

1. **Players:** 4 players in two fixed partnerships, seated across from each other.
2. **Deck:** 20 cards (Tens, Jacks, Queens, Kings, and Aces in all four suits).
3. **Deal:** Each player receives 5 cards in a single round of dealing.

## Gameplay

1. **Bidding:** Starting with forehand, players bid on increasingly valuable contracts or pass.
2. **Contracts:** Range from a simple trump game (lowest) to Bauernschnapsen and Herrenschnapsen (highest).
3. **Trick play:** Players must follow suit and must win the trick if able. Trumps must be played when a player cannot follow suit.
4. **Closing:** There is no stock pile; all five tricks are played out with the dealt hands.

## Scoring

- **Bummerl system:** Games are scored in Bummerl (rubber points). Each contract has a fixed Bummerl value.
- **Contract values:** Higher contracts like Schnapsen or Bauernschnapsen award more Bummerl when successful.
- **Penalty:** Failing a contract awards the Bummerl to the defending team instead.

## Variations

- **Kontraschnapsen:** Defenders can double the contract value by calling 'Kontra' before play.
- **Gang:** A contract where the bidding team must win all five tricks.

## Tips and Strategies

- With only five tricks per hand, every card decision is critical — count your guaranteed winners before bidding.
- Communicate through your play by leading Aces to signal strong suits to your partner.

## Tips & Strategy

Count sure tricks before bidding. With Aces and trump length, consider a higher contract for more Bummerl.

Since your partner sees different cards, trust their leads — if they play a non-trump Ace, they are telling you that suit is safe.