

Jass

4 players

36 cards

Difficulty: Medium

Duration: Medium

Score points from tricks and declarations (Weis); first team to 1000 wins.

SETUP

- Use a 36-card deck (6 through Ace).
- Deal 9 cards each to 4 players in two partnerships.
- Determine trump by turning a card or bidder's choice.

SCORING

- Trump Jack (Puur) = 20 pts, Trump 9 (Nell) = 14, Ace = 11, 10 = 10.
- Stöck (King + Queen of trump) = 20 bonus points.
- Winning all 9 tricks earns all 157 points plus a 100-point bonus.

Tip: Lead with the Puur or Nell early to force out opposing trumps.

ON YOUR TURN

- Follow suit; if unable, you must trump when a non-trump suit was led.
- Declare melds (Weis) at the start of play for bonus points.
- Highest trump or highest led-suit card wins the trick.

Jass is Switzerland's national card game, a trick-taking game for four players in partnerships using a 36-card deck. With unique trump rankings, declaration bonuses, and the famous 'Weis' system, it is the heart of Swiss card culture.

Objective

Score points by winning tricks containing valuable cards and by declaring melds (Weis). The first team to reach 1000 points wins.

Setup

1. **Players:** 4 players in two partnerships.
2. **Deck:** 36-card Swiss or French deck (6 through Ace in each suit).
3. **Deal:** 9 cards each.
4. **Trump:** Determined by the dealer turning up a card or by the winning bidder's choice.

Card Rankings and Values

1. **In Trump:** Jack (Puur) = 20 pts > Nine (Nell) = 14 pts > Ace = 11 > King = 4 > Queen = 3 > 10 = 10 > 8 = 0 > 7 = 0 > 6 = 0.
2. **In Non-Trump:** Ace = 11 > King = 4 > Queen = 3 > Jack = 2 > 10 = 10 > 9 = 0 > 8 = 0 > 7 = 0 > 6 = 0.
3. **Total Available:** 157 points (including 5 for last trick).

Declarations (Weis)

- **Three in a Row:** 20 points for 3 consecutive cards in one suit.
- **Four in a Row:** 50 points for 4 consecutive cards.
- **Five+ in a Row:** 100 points for 5 or more consecutive cards.
- **Four of a Kind:** 100 points for four 9s or higher; 200 for four Jacks.
- **Stöck:** 20 bonus points for holding King and Queen of trump.

Gameplay

1. **Trick Play:** Players must follow suit. If unable, they must trump if a non-trump suit was led. Exception: the trump Jack (Puur) holder is never forced to play it.
2. **Winning Tricks:** Highest trump wins, or highest card of led suit.
3. **Last Trick Bonus:** Worth 5 extra points.
4. **Match (Stich):** Winning all 9 tricks gives your team all 157 points plus a 100-point bonus.

Tips and Strategies

- The trump Jack (Puur) and Nine (Nell) are the two most powerful cards — having both almost guarantees trump control.
- Coordinate with your partner through lead signals, especially in the first few tricks.
- Declare Weis immediately; failing to declare means forfeiting those points.

Tips & Strategy

Control the trump suit early by leading with your Puur or Nell. This forces out opposing trumps and secures your team's high-value cards.

The 10 is worth 10 points but ranks below face cards. Capturing or protecting 10s is a key tactical concern that distinguishes Jass from simpler trick games.