

# ***Official Rules of the 8th Swiss Schieber Championship Organized by Blick & Swisslos***



## **Article 1. General principles**

The Blick Group and Swisslos are jointly organizing a Jass tournament called "8th Swiss Schieber Championship" (subsequently referred to as "Championship"). The Championship will be held in the form of 'Einzelschieber', and consists of four phases (cf. Article 4 to Article 7).

Every natural person (subsequently referred to as "participant") may use precisely one game account to participate in the 8th Swiss Schieber Championship. Championship participants must be at least 18 years old at the time of participation in the qualification phase. Participation in the Championship is free.

Employees of Ringier AG and Swisslos, employees of the agencies or partner companies tasked with carrying out the Championship, and any family members of these employees who live in the same household are excluded from taking part in the Championship.

## **Article 2. 'Einzelschieber'**

### **Section 2.01 General information**

Four players split into two teams of two (subsequently referred to as "Team") sit opposite each other in a cross shape at a Jass table. Each Team tries to win as many points as possible. All of the points earned by the Team are credited to each Team member.

### **Section 2.02 Team composition**

In the qualification phase, the participant plays Jass together with one computer Jass player against a Team consisting of two computer Jass players. In the final tournament, 'Einzelschieber' is played with an assigned partner. A new partner is drawn for each set ('Passe').

### **Section 2.03 Game format**

The four trump suits (Hearts, Diamonds, Spades or Clubs / Roses, Acorns, Shields or Bells) as well as tops-down or bottoms-up can be selected.

#### **(a) Trump suits**

A distinction is made between the trump suit and the minor suits. A trump card beats any card of a minor suit. The ranks within the suits apply in descending order as per the table below. A higher rank beats a lower one.

The point values of the individual cards are not linked to the ranks.

| Trump suit |             | Minor suit |             |
|------------|-------------|------------|-------------|
| Rank       | Point value | Rank       | Point value |
| Jack/Under | 20          | Ace        | 11          |
| Nine       | 14          | King       | 4           |
| Ace        | 11          | Queen/Ober | 3           |
| King       | 4           | Jack/Under | 2           |
| Queen/Ober | 3           | Ten/Banner | 10          |
| Ten/Banner | 10          | Nine       | 0           |
| Eight      | 0           | Eight      | 0           |
| Seven      | 0           | Seven      | 0           |
| Six        | 0           | Six        | 0           |

(b) Tops-down and bottoms-up

A distinction is made between tops-down and bottoms-up. The ranks within these two game formats apply in descending order as per the table below. A higher rank beats a lower one.

The point values of the individual cards are not linked to the ranks.

| Tops-down  |             | Bottoms-up |             |
|------------|-------------|------------|-------------|
| Rank       | Point value | Rank       | Point value |
| Ace        | 11          | Six        | 11          |
| King       | 4           | Seven      | 0           |
| Queen/Ober | 3           | Eight      | 8           |
| Jack/Under | 2           | Nine       | 0           |
| Ten/Banner | 10          | Ten/Banner | 10          |
| Nine       | 0           | Jack/Under | 2           |
| Eight      | 8           | Queen/Ober | 3           |
| Seven      | 0           | King       | 4           |
| Six        | 0           | Ace        | 0           |

### Section 2.04 Points

The person who wins the last trick in a round receives 5 (five) extra points. There are therefore a total of 157 (one hundred and fifty-seven) points to be won. All of the trump

suits, as well as tops-down and bottoms-up, are scored straightforwardly. The game is played without bonuses for marriages, melds and matches.

### **Section 2.05 Game sequence**

Each player is dealt 3×3 cards. As soon as the cards have been dealt, the forehand (the player to the right of the card dealer) must decide the game format or pass. If the forehand passes, the partner must declare the game format. Once the game format has been decided, the forehand begins by playing the first card even if the partner declared the game format. The other three players each play a card in an anticlockwise order as per the following Rules.

Cards can only be played if they are of the required suit. The card played first in a trick determines the suit to be played. Only cards of this suit or the trump suit can win the trick. If the player still has a card of this suit, he must play the suit, i.e. he must play a card of this suit regardless of the rank, or he may play a card from the trump suit. If he does not have a card of this suit, he can play a card of another suit. Alternatively, he can also play a card from the trump suit. If a card from the trump suit has already been played, the player may only play a lower card from the trump suit if he only has cards in the trump suit. If a card from the trump suit is played first, every player must match the trump suit. Only the Jack of the trump suit does not have to be played.

Once all the players have played a card, the card with the highest rank as per these Rules wins the trick and the Team of the player who played it receives the total of all the points of the cards in a trick. The player who wins the trick plays the first card of the next trick. Once all the cards have been played and all nine tricks have been won, the points won in all of the tricks are added up for each Team and the game ends. For the next game, the cards are dealt by the forehand from the previous game. The process is repeated until all the games in the set are complete.

### **Article 3. General Terms of Participation**

To participate in the Championship, the following conditions must be met:

- Players must be resident in Switzerland or the Principality of Liechtenstein.
- Minimum age 18

To participate in the Championship, participants must either log in using their Swisslos user account or register for participation by providing their e-mail address, first and last names, street name and house number, postcode, and town/city. Participants must also confirm that they accept these regulations.

The following actions or conduct will result in exclusion from the Championship:

- A participant takes part in the Championship using more than one game account.
- A participant takes part in the Championship using a game account that is not their own.
- A participant makes their game account available to a third person.

## **Article 4. Bootcamp**

### **Section 4.01 Duration**

Boot camp lasts from Friday, 27 September, to Sunday, 3 October 2024, and will take place exclusively on [www.swisslos.ch](http://www.swisslos.ch).

### **Section 4.02 Participation**

To participate in boot camp, the general terms of participation as set out in Article 3 must be satisfied. Boot camp is for training purposes only and is not mandatory for taking part in the further stages of the tournament.

### **Section 4.03 Procedure**

Once they have successfully registered, players may attend boot camp from 7 a.m. each day. Here, the participant plays 'Einzelschieber' together with one computer Jass player against two other computer Jass players. A play consists of 1 match of 12 games. The points won by the participant's team from all 12 games are added together. Participation must begin no later than 11 p.m. on any given day. Participants each have 30 minutes to play the whole match to the end properly. If the participant does not complete the match within 30 minutes, only the completed games in the match are counted.

There are no limits on the number of players who may take part. Each play consists of 1 match of 12 games. The best match of each player is published on [swisslos.ch](http://swisslos.ch).

## **Article 5. Qualification**

### **Section 5.01 Duration**

The qualification phase lasts from Friday, 4 October, to Wednesday, 23 October 2024, and will take place exclusively on [www.swisslos.ch](http://www.swisslos.ch).

### **Section 5.02 Participation**

To participate in the qualification phase, the general terms of participation as set out in Article 3 must be satisfied.

### **Section 5.03 Procedure and entitlement to prizes**

Once they have successfully registered, players may take part in the qualification phase from 7 a.m. each day. Here, the participant plays 'Einzelschieber' together with one computer Jass player against two other computer Jass players. A play consists of 1 match of 12 games. The points won by the participant's team from all 12 games are added together.

Two daily matches may be played each day during the qualification phase. Trump Sundays (6, 13 and 20 October 2024) are an exception. Five daily matches may be played on Trump Sundays. A match must begin no later than 11 p.m. on any given day. Participants each have 30 minutes to play the whole match to the end properly. If the participant does not complete the match within 30 minutes, only the completed games in the match are counted.

Participants who score at least 1,150 points in a match will qualify for the semi-finals (see Article 6) and will be notified in writing by e-mail.

The matches played in the boot camp will not be taken into account for any qualification to the semi-finals.

#### **Section 5.04 Bonus matches**

Bonus matches can be obtained as follows:

- Taking part in boot camp automatically gives each player 5 bonus matches.
- Once registration has been completed, each participant in the Championship receives a personal link that can be sent to a third party. Participants who forward this link to anyone who then goes on to visit [swisslos.ch](http://swisslos.ch) and take part in their first play in the Championship by 23 October 2024 will receive two bonus matches for each such third party.

Any such bonus matches received are personal and cannot be transferred to other participants. Bonus matches can be used at any time once no other daily matches are available. Bonus matches expire after 23 October 2024, at the end of the qualification phase.

### **Article 6. Semi-finals**

#### **Abschnitt 1.01 Duration**

The semi-final phase lasts from 7:00 a.m. on Thursday, 24 October, to 11:00 p.m. on Sunday, 27 October 2024, and will take place exclusively on [www.swisslos.ch](http://www.swisslos.ch).

#### **Abschnitt 1.02 Participation**

Players who scored 1,150 points or more in a match during the qualification phase are entitled to participate in the semi-finals.

#### **Abschnitt 1.03 Procedure and entitlement to prizes**

A total of 6 matches of 12 games may be played between the start and the end of the semi-final. If all 6 matches have been completed, no further match can be started. The results of the 3 best matches are accumulated and entered on a ranking list. The 100 top scorers (i.e., most points accumulated) qualify for the final tournament.

### **Article 7. Final tournament**

#### **Section 7.01 Duration**

The final tournament will take place on 16 November 2024 in Theater Casino in Zug.

#### **Section 7.02 Participation**

The 100 players who score the most points in their 3 best semi-final matches qualify for the final tournament (see Abschnitt 1.03). If more than 100 participants have the same number of points and would thus all be eligible for a place in the final tournament – subsequently referred to as “Potential Final Participants” – the following action is taken: All Potential Final Participants who have more points than the Potential Final Participant with the fewest points win a place in the final tournament. The remaining places in the final are drawn from the remaining Potential Final Participants.

Participants who have won a place in the final tournament will be notified in writing by e-mail, and at the same time will receive more information about the final tournament. The place in the final tournament is personal and cannot be transferred. If participants communicate (in writing, by e-mail or phone) that they do not wish to take their place in the final tournament, replacement participants will be nominated. A replacement will also be nominated if a participant who has won a place in the final tournament fails to confirm in writing by Monday, 4 November 2024, at the latest that they will be participating in the final tournament.

The process for nominating replacements is as follows: Starting places will be given to the semi-final participants with the most points who did not qualify for the final tournament. Where several participants have the same number of points, places in the final tournament will be drawn by lot.

Before the start of the final tournament, each participant must provide an official document (passport, identity card or driving licence) proving that they are the person who qualified for the final tournament and also that they were at least 18 years old at the time they qualified.

The winner of the 7th Swiss Schieber Championship automatically qualifies for the final tournament of the Championship.

Additionally, Swisslos and the Blick Group may give away a maximum of four wild cards. The recipient of a wild card is entitled to take part in and have a chance of winning the final tournament without having had to qualify. This means that a maximum of 105 participants will be playing in the final tournament.

### **Section 7.03 Procedure for the preliminary round of the final tournament**

Five sets each consisting of 12 games will be played as the preliminary round of the final tournament. When registering, each participant receives their own personal sheet for recording their results from each set – this is then initialled by the supervisor. Every effort will be made to ensure that participants can play using their favourite card set (German or French cards). Each set only begins on the instruction of the tournament director.

The four participants who win the most points in the preliminary round qualify for the final table. If more than four participants have the same amount of points and would thus all be eligible for the final table – subsequently referred to as "Potential Final Table Participants" – the following action is taken: All Potential Final Table Participants who have more points than the Potential Final Table Participants with the fewest points qualify for the final table. Any places at the final table remaining thereafter will be given to the remaining potential participants who played the set with the highest score in the preliminary round.

The tournament director's decision is final.

### **Section 7.04 Procedure for the final table**

The four best-ranked participants after the preliminary round will decide the winner of the championship at the final table. Three sets each consisting of four games are played at the final table – each participant forms a team with each other participant once. The points from the preliminary round are not counted here. The participant who wins the most points

at the final table wins the Championship. If participants are tied for points, the participant who won more points in the preliminary round is ranked higher. If participants are still tied for points, then the result is decided by the best sets from the preliminary round, then the second-best, etc. If a winner still cannot be established, a draw will be held.

If the four participants at the final table cannot agree on the card set (German or French) to be used, then German cards will be used for half of the games and French cards for the other half.

### **Section 7.05 Organizational provisions for handling a set**

In principle, the organizational provisions for playing Jass for prizes in accordance with "Puur, Näll, As – 9th edition 2007" apply. For the sake of completeness, these are listed below.

1. The four players at the table nominate a writer to record the results on the official Jass sheet. After each game, the cards may only be collected together once the total of the results comes to 157 points.
2. The sheet may only be completed by the supervisor. Sheets completed by players will not be accepted.
3. For the first game, the writer deals the cards, after compulsorily withdrawing cards (at least three cards). The cards are dealt 3 × 3 in an anticlockwise direction. Each player is required to check that they have 9 cards before the first card is played. If a player is missing a card at the end of the game, the game is still valid.
4. If cards are dealt incorrectly for a game, or if the face of a card becomes visible while dealing, the same player must deal the cards again. The player sitting to the right of the writer (forehand) must choose. Or they can pass. To pass, only the word "gschobe" may be spoken. In this case, the cards must remain in the forehand's hand – they may not be put down or turned over. The forehand's partner may only take the cards when the forehand has made a decision. The partner cannot pass back to the forehand. The first trick is always started by the forehand. The game can be started with any card. It is not mandatory to play a trump card for the first trick.
5. Whoever played the trick must play again. If the partner plays by mistake, the suit played in error may only be played again once the opponent has been able to play a trick. The card played in error loses its trick value.
6. If a player mistakenly does not follow suit, both the card played in error and the card kept back lose their trick value. The game remains valid.
7. Giving signals and observing "Bock" are not permitted. Cards already played and turned over may not be viewed again.
8. Play may only begin when the previous trick has been turned over. All new tricks must be played through. Putting down the remaining cards of a player that are sure to win all of the tricks is not permitted.

9. The writer is responsible for ensuring that the cards are always dealt in the order that conforms to the Rules. If the wrong player deals the cards, any participant can raise an objection until they play their card for the first trick. Once the first trick has been turned over, the game remains valid.
10. After each set in the final tournament (4 or 12 games), the writer calculates whether the sum of the results achieved amounts to 628 or 1884. If this matches, the total score from the set is recorded on each player's sheet by the supervisor. The writer gives the supervisor the Jass sheet.
11. Players who do not use the opportunities presented by their cards to play fairly may be warned by the tournament director. If they are warned twice, they are excluded from the tournament.

## **Article 8. Final provisions**

### **Section 8.01 Exclusion of participants**

Participants who violate and/or manipulate the Rules can be excluded from Swiss Schieber Championship. If there are grounds for exclusion, corrections may be made to the rankings, the entitlement to participate in the final event and any prizes may be withdrawn (even at a later time), or any prizes paid or sent out can be reclaimed.

### **Section 8.02 Cancellation of the Championship**

The Blick Group and Swisslos as organizers or the agencies or partners tasked with carrying out the Championship are entitled to suspend, cancel or stop the Championship if it can no longer be carried out in accordance with the Rules, especially in the case of hardware or software failures, program errors, computer viruses or unauthorized access by third parties, as well as mechanical, technical or legal problems.

### **Section 8.03 Publicity through participating in the Championship**

By entering this Championship the participant accepts these Rules as well as any publicity associated with their qualification into the final tournament, in particular that their name and town can appear and/or be published on the Swisslos ([www.swisslos.ch](http://www.swisslos.ch)) and Blick ([www.blick.ch](http://www.blick.ch)) websites, and in other media.

Furthermore, it should be noted that photos will be taken and video and audio recordings made during the final tournament on 16 November 2024. These recordings are connected to the visual representation of the persons present; people are selected at random. The images will be presented via a live stream at [blick.ch](http://blick.ch) as well as on the Internet, in print media and on the social media channels of Ringier AG, Ringier Axel Springer Schweiz AG and Swisslos Interkantonale Landeslotterie companies. By taking part in the final tournament of the Championship, the participant and their companion consent to these images being published in the manner described above without requiring the express permission of the person concerned. Should the person concerned not agree to the publication of their image on an individual basis, they must notify the photographer or cameraman immediately.



#### **Section 8.04 Stipulations for rankings**

In the event that details are accidentally published incorrectly, only the results from the official rankings are binding for qualification into the final tournament, and not the incorrect details published.

#### **Section 8.05 Correspondence and legal process**

No correspondence will be entered into with regard to the Championship. The judges' decision is final.

#### **Section 8.06 Language versions of the Rules**

Where the English, French or Italian version of these Rules deviates from the German version, the German version alone is binding.

#### **Section 8.07 Publication and validity of the Rules**

These Rules are available at [www.swisslos.ch](http://www.swisslos.ch) and valid as of 27 September 2024.