

“GEIER-RALLY”: FIRST INTERNATIONAL ONLINE KOENIGRUFEN TOURNAMENT – FEBRUARY 2021

Please sign up now for our first international online Koenigrufen tournament, which will take part throughout the month of February. We would encourage players of all different levels of experience from Austria, the UK and further afield to take part, as the aim of the tournament is to have a truly international field with a large element of fun.

Format

- The player reaching the highest cumulative score over **three games of 24 hands (30 hands on 5-player tables)** wins. There will also be a ‘best of the rest of the world’ category in case, unexpectedly, an Austrian wins the main title!
- Games can be arranged in any order and on any day/ time at the convenience of the players at the table. The only constraint is that they must be played in the month of February!
- Tirol (Skoty) rules (<https://onlinecardgames.co.uk/koenigrufen-rules.html?rulesetName=TIROL>) will apply: this has a richer array of contracts so more hands are biddable and it is easier to compete higher with both weak and strong hands.
- We will be using Joe Elleson’s software here: www.onlinecardgames.co.uk. We are indebted to Joe for his amazing implementation of the game including the Skoty ruleset.
- No entry fees and no prizes, as it is all intended to be a bit of fun. The winner will, however, be inducted into the Tyrolean Tarock Hall of Fame [here](#), an honour which it is impossible to put a price on.
- The main differences between Skoty rules and the rules you are most used to are explained further on.

Signing up and arranging games

In order to take part in the tournament, all you need to do is reply by email to Markus Mair (treff.tarock@chello.at) or Mike Hawkins (mikehawkins2@virginmedia.com) by **Saturday 30th January**. Then all that happens is:

- Markus will randomly assign everybody to three tables.
- We will share email addresses of all players around the group (not on the internet) so it is easy to arrange tables over email.
- There should be nobody in the tournament who will abuse your email address, as we will know everybody, but if you are concerned please just supply an email address which you check regularly but is not your primary one.
- A table ‘leader’ will be assigned whose responsibility it is to arrange the table at a mutually convenient day and time and keep a record of the scores at the end of the requisite number of hands. However, that does not mean that other players at the same table cannot also share the burden and be proactive in suggesting dates, etc.
- For accuracy and to minimise the risk of scoring mistakes, we recommend that the table leader takes a screen shot and sends that along with a summary of the final scores to Markus Mair at treff.tarock@chello.at as soon as a game is played.
- Markus will update the scores on [here](#) each day so you can see how you are doing as the tournament progresses.
- We recommend that the table leader or someone round the table also sets up a video call for those who wish to chat during the game. It makes it much more fun!

There will be a broad range of abilities and levels of experience in the tournament, so occasionally you will find that you and your partner(s) are not on the same wavelength. On other occasions you

will find that your partner helps you make an otherwise unwinnable contract, so what goes around comes around!

Finally, all that remains to be said is to enjoy yourselves, be friendly, and above all have fun!

And beware the vulture!!

Mike and Markus



MAIN RULE DIFFERENCES TO BE AWARE OF IN TIROL (SKOTY) RULES

Prior knowledge of at least one Koenigrufen ruleset is assumed. The main differences to be aware of in the Skoty rules are the following:

- **Beware the vulture (Geier)!** Tarock V is an additional bird, worth 5 if played to the eighth trick. This can be a valuable bonus if won, even more so if announced, but an expensive mistake if one forgets about it and plays it to the eighth trick regardless! So play it early if you clearly have too few trumps to stand a chance of making it.
- The Farbeneiner and Einer contracts are the same as Farbendreier and Dreier, except that declarer only gets to exchange one of the six cards in the talon and the other five count to their opponents.
- In Trischaken, declarer has a choice over (a) whether the rising rule operates or not; (b) whether the six cards in the talon are added separately to the trick piles of the winners of the first six tricks, or whether all six go to the winner of the last trick. So depending on the shape of your hand, you have more options about how to either reduce the risk of capturing the majority of points yourself, or share the love/ damage more or less evenly around the table!
- In a simple Rufer, if no bonuses or Kontras are announced, the declarer's side automatically loses 1 point without the hand being played. So don't forget to consider an announcement if you are declarer or their partner.
- In Piccolo Semi-Ouvert and Bettel Semi-Ouvert contracts, only declarer's hand is opened for all to see before the lead to the second trick. So it is harder for the opponents to work out a strategy than in a fully Ouvert contract where all four hands are open.
- In the Bettel Ouvert/ Piccolo Ouvert/ Zwiccolo Ouvert and Triccolo Ouvert contracts, for the purposes of this tournament **no discussion is allowed** between opponents. Hence it is likely to take longer to play the hand, but it becomes easier for declarer to succeed than otherwise. (You are still likely to be kontra'd but your opponents might not all be on the same page!)
- Under tournament rules, only a simple Kontra is allowed. **Rekontra and Subkontra are not permitted.** However, this functionality cannot currently be disabled on Joe's software, so please do not be tempted!
- If you think your side is strong enough to win at least 45 and 2 cards, you may announce 1st Sack for 2 bonus points. 2nd Sack is also worth 2 bonus points and requires 55 and 2 cards. Both are scored independently of the game and each other and may be kontra'd separately.
- Generally speaking, announcements do not show which side you are on, but it would be relatively rare for opponents of declarer to make announcements without also kontra'ing something.
- The emperor trick operates in all contracts, but only if the Trull are played in the order XXI, Skues, Pagat to the same trick. In a negative contract, the rising rule would mean that the Pagat would be forced to win the trick if XXI was led then the Skues forced out and the Pagat lay in the hands of a player to the right of the Skues.