

DATE _____ PLACE _____ FIRST DEALER _____ → dealing passes to the right PLAYING TO _____

	NAME	NAME
BROUGHT FORWARD		
1 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
2 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
3 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
4 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		

	NAME	NAME
5 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
6 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
7 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
8 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		

	NAME	NAME
9 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
10 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
11 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
12 Declarer _____ Contract _____ Announced _____		
CONTRACT		
BONUS		
ROUND VP		
TOTAL		
CARRIED TO SHEET		

ALPINE TAROK

Strawman

Strohmandeln

Beginner Score Sheet

HOUSE RULES AGREED

A 35:35 tie scores nothing for either player.

Counting your Card Points

Before you count. You play alone here, so the pile is simply everything you took.

- Count the cards in the pile, then divide by three and round to the nearest whole number. That is your **base count**.
- Go through the same pile and add up the pips printed along the card sides. That is your **pip count**.
each King +4 · each Trull card +4 · each Queen +3 · each Cavalier +2 · each Jack +1 · everything else 0
The Trull is the Skus, the Moon and the Pagat.
- Add the two counts together. That is your side's Card Points.

Winner



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