

# PINOCHLE – SINGLE DECK – PARTNERS

(Note: this is a brief summary of Bidding, Meld and how to play – There may be errors and omissions).

## OVERVIEW

The pinochle deck consists of 48 cards in four suits. Each suit contains the following:

No.	CARDS	RANK	VALUE	
2	Aces	1	10x2=20	Ace is the highest
2	10's	2	10x2=20	Second highest card
2	Kings	3	5 x 2=10	Third Highest
2	Queens	4	5 x 2=10	Fourth Highest
2	Jacks	5	0	Fifth
2	9's	6	0	Lowest card and are known as "Dix" "pronounced Deece"
12			30 x 2 = 60	Each suit has two of each card so the points are 60 for each suit. Since there are four suits the point total is 60 x 4 or 240. The team that takes the last trick is awarded 10 points for last. So, the total points possible in a hand during play are 250 pts.

The four players play one card in each round; these rounds are called tricks. Each person holds 12 cards in their hand; so there are 12 tricks played during each round. As the cards are played the person playing the highest card wins the trick. The partners combine the winning tricks to one pile and they are counted after all the tricks are played.

The game is played in two phases the first is the bidding phase; which includes analyzing your hand and the actual bid. The second phase is the actual play of hands. The concept is to win points to satisfy the bid.

## Bidding

Partners face each other and cards are dealt one at a time. The first ace dealt determines the first dealer. The person to the dealer's right cuts the shuffled deck. At the end of the hand the dealer shuffles the deck and gives it to the person to the left of the current dealer. When dealing a hand the cards are normally dealt three at a time; although one, two or three at a time is permissible.

The bid for the current hand is started with the person to the left of the dealer. The starting bid of the dealer is 190 pts.; that is the dealer is "stuck" with the deal (if everyone passes) for a minimum of 190 points to make in cards and meld. When each player bids they pass along information as to what is in their hands. Points are assigned to different combinations of cards held in each players hand and this is called *Meld*. At the end of the bidding all players place these combinations of cards down in front of them for everyone to examine and count. At the end of the hand each team counts the points in the tricks they won.

## MELD

When evaluating your hand, the following combinations are given the values as shown. When you have these combinations in your hand, you count the points and this is known as meld. Jumps in bidding are used to convey information about your hand. As indicated in the table below, if you have a total of 100 points your bid would be a 20 point jump over the last bid. One star, described later, is assigned as a bonus for the two combinations; the Run and Aces.

Meld combinations, point values and bidding jump values.

Combination	Know As	Meld Value Pts.	Bidding Jump	Extra Stars
A 10 K Q J	Run	150	50 Jump over last bid	1 *
Ac Ah As Ad	Aces	100	30 Jump over last bid	1 *
A 10 K Q J & Ac Ah As Ad	Run & Aces	250	340 **	2 *
Kc Kh Ks Kd	Kings	80	100 Pts = 20 Jump	
Qc Qh Qs Qd	Queens	60	(Any Combination	
Jc Jh Js Jd	Jacks	40	If The Cards On The	
Q K same suit	Marriage	20 (40 in Trump)	Left)	
Jd Qs	Pinochle	40		
9 of Trump	Dix	10		

\*\* Special Bid: If you have a Run *and* Aces your first bid if your partner is still in the game regardless of any previous bids is 340

## ***Signals and Bidding***

During the bidding, information is passed so that you can determine how much you can anticipate winning in the hand.

If you have 100 pts. or more in meld then a 20 pt. jump over the last bid is given.  
 If you have Aces then a 30 point jump.  
 A run would be a 50 point jump.

Everyone knows the bidding and everyone knows what you are trying to convey. Private signals are not allowed between partners. However, partners should discuss how they would play.

Accurate bidding allows you to attain the highest value for a hand. The basic concept to bid hands to close out levels. These levels are at 50 point increments starting at 250; 250, 300, 350, etc.

The first round of bidding tells your partner what they can expect from you in the event of a 100 meld bid (20 pt. jump) or an Aces bid (30 pt. jump). These two bids are telling your partner you have points to apply towards meld and in the case of Aces; points and power during the play of the hand.

The run bid (50 pt. jump) tells your partner you have points 150 if you name trump and the power to play the hand.

In each case, your partner will respond with a bid. Detailed discussion of these sequences will be given during the play of the games. However, the concept is to try to bid at one of the close out levels to earn stars. Besides the extra stars of the run and aces; each level of close out earns additional stars. Each star is worth a value determined by the players before the game. The amount of money each star receives is determined by the players. There is a Star Chart at the end of this document.

## ***Basic Rules***

During the play of the hands, there are a few rules.

Anyone can lead any card they wish.

When a non trump suit is led any card can be played. It can be higher or lower than any card played. In the case of a tie, two of the same card played, the first one played wins.

When you are void of a suit played, you must play trump. Any trump can be played. In the event two players are void of a suit the second player does not have to beat the previously played trump, i.e., they can play under or over it is their choice.

When trump is led you must beat the highest trump on the table. You cannot play a lower trump. If you have no trump any card can be played.

The next rule must be declared prior to the start of the game, otherwise a card may be picked up prior to the trick being turned down.

When playing a card, once it touches the table, it is considered played and you cannot change your play.

### ***Reneges (Revised Aug 2010)***

If your play is outside the rules, that is, if you trump a card and you still have one of that suit, it is called a renege and the team reneging loses their meld, goes set for the bid and the other teams gets 250 pts., and an extra star. In the event that the reneging team had any stars they lose them and the other team gets double plus one. The same happens if you fail to play a higher trump that was led.

A renege must be called before the first card of the next round is dealt. A call of a renege that proves incorrect will not result in any penalty if the renege is not proven.

Cards are to be stacked in the order they were played. The first card played will be on the bottom of the four card stack. The second on top of that, then the third followed by the fourth, and then turned face down on top of the stack. During a dispute when the cards are turned up in groups of fours, it is clear who played what. If the cards are haphazardly picked and you cannot prove who played what during a dispute, the entire hand is discarded and played over and no further discussion takes place. Because this will be used as a rule it is important to pick them up in order. We should get used to dropping the card in front of you as opposed to the middle of the table. This way whoever takes the tricks can pick up the first card and use it to scoop up the cards in the order they were played.

Since there are two stacks taken, it will not be feasible in the case one stack is in order and the other one not, to penalize the team whose stack is out of order. Further, this only comes into play on a disputed renege, so keeping it simple will be the best way to handle this.

### ***Interim Renege Rules***

During the period that there are inexperienced players playing in the game, we will use two different sets of rules. Because inexperienced players often make mistakes, correcting those mistakes at the time they are made provides the best learning experience. We will use the following criteria as rules:

<b>Relaxed Rules (In Effect By Default)</b>	<b>Strict Rules (Must Be Announced Before The Game)</b>
A renege must be called before the first card of the next round is dealt. With relaxed rules cards that result in a renege may be picked up and replaced before the first card of the next trick is played. Partners may ask their partner if they have trump or if they can beat the cards on the table.	Once a card <i>touches</i> the table it is considered played. It cannot be taken back and if a renege is caused by that play the renege stands.

Cards played out of turn may not be picked up unless it resulted in a renege. Cards may not be changed for points. Don't throw cards out of turn.	Cards must be played in order if not a renege <i>may</i> called.
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**IMPORTANT:** Unless announced *before* the game starts, Relaxed Rules are in Effect.

### **Sample Hand**

As an example here is a sample bid:

Your partner:

A K Q Clubs  
 K K Q Hearts  
 A Q J 9 Diamonds  
 Q 9 Spades

The four queens are 60 pts., two marriages are 20 each (40 pts.) and the pinochle (Jd – Qs) is 40 for a total of 140

Note: (10 more points for the Dix (9 of Trump) after your partner names diamonds; however, at the time you give this meld bid, you are not sure what trump will be.)

Your hand

10 K Q Clubs  
 K Q Spades  
 A 10 K K Q J 9 Diamonds You have a Run (150) a Dix (10) and two Marriages (40) a Pinochle (Jd-Qs) 40 for a total of 240

Let's assume your partner is to the left of the dealer and goes first. Remember the dealer starts at 190 and your partner has 100 in meld so their bid should be a 20 jump over the 190 or 210. The person after your partner passes. You want to tell your partner you have the run so, you jump 50 to 260. Your partner keeps the bid open with a 10 jump to 270. You now evaluate your hand which is relatively weak, you could count on 5 winners in trump which should pull 30 conservatively plus another 40 for you're extra trump. So, you would consider:

240 pts in your hand  
 100 pts in your partners hand (The bid your partner gave you with the 20 jump)  
 70 pts for your winners  
 20 pts for your partner's winners  
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 430 Your bid would be 400

Your partner actually has another 40 points and two definite winners so they would "push" you to the next level of 450 by bidding 440. A bid of 10 less than a close out is considered a push to that level by your partner.

### **Scoring**

Stars are assigned for Runs, Aces and at each close out; which double starting at 250. Stars are counted at the end of the game and represent a denomination of money, i.e., 10 cents, 25 cents, 50 cents or any other denomination. 10 cents and 25 cents are common. The game to 1000 points is worth another value, i.e., Dollar, Two, Five, Etc. In the above game the \*'s are as follows:

In the hand above:

The bid is 450

Meld - 390 For the run one star \* and 16 stars for the 450 bid; a total of 17 Stars (\*)

Cards - 125 (Approx. Assumption)

Total - 495 (Made the bid by 45)

Let's say you only made less in cards for a total of 440. This means you were "Set" by the other team or you went "Bate." The scoring would look like this:

You lose your Meld

You lose your Stars and the other team get double what you would have made or in this case  $17 \times 2$  or 34 (\*) Stars plus one Star (\*) for setting your team for a total of 35.

You go minus the number of points in the bid; in this case -450

NOTE: *This game will not double stars for spades being trump.* However, many games play if spades are named trump, then all the stars double. In the above example you would get 34 stars and if you went Set the other team would get 64 plus one for the set or 65 stars. At 10 cents per star this is \$6.50, however these types of hands are few and far between. But, when the bidding get that high it pays to be conservative.

**The Full Documentation, Statistics, Flow Charts, Hand Evaluation Simulator and Tips are on the website:**

**<http://sbirnbaum.hnccorp.com/pinochle>**

## Print Out Charts

Print out these charts and bring them with you to the game.

AMT	CARDS	RANK	POINT VALUE DURING PLAY	CLOSE OUT LEVEL	STARS
2	Aces	1	10 x 2=20	250	1 *
2	10's	2	10 x 2=20	300	2 *
2	Kings	3	5 x 2=10	350	4 *
2	Queens	4	5 x 2=10	400	8 *
2	Jacks	5	0	450	16 *
2	9's	6	0	500	32 *
12	CARDS EACH SUIT CONTAINING 60 PTS. 4 SUITS TOTAL 240 PTS LAST TRICK ADDITIONAL 10 PTS. TOTAL FOR HAND = 250 PTS.			550	64 *

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Cards played out of turn may not be picked up unless it resulted in a renege. Cards may not be changed for points. Don't throw cards out of turn.	Cards must be played in order if not a renege <i>may</i> called.

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