

PINOCHLE

PLEASE NOTE DOUBLE AND TRIPLE STARRED RULES.

Double Pinochle Deck Is Used - 20 Cards Each Suit (No Nines)

BIDDING:

*Opening bid is 50. Bidding proceeds by one to 60. Then it jumps by fives. (50 to 51 / 60 to 65).

** Double run (150 meld) must be 1st bid.

***Bidder must have marriage in trump suit to name trump (Hoyle Rule)

MELD:

*Marriage = 2 Trump Marriage = 4 (in any suit); double marriage = 30;

Triple Marriage = 60; Quadruple Marriage = 120

*Pinochle (Queen of Spades + Jack of Diamonds) = 4; Double Pinochle = 30;

Triple Pinochle = 60; Quadruple Pinochle = 120

* Aces around = 10; Double = 100; Triple = 200; Quadruple = 400

* Kings around = 8; Double = 80; Triple = 160; Quadruple = 300

* Queens around = 6; Double = 60; Triple = 120; Quadruple = 300

* Jacks around = 4; Double = 40; Triple = 80 Quadruple = 300

* Round Robin (Marriages Around) = 10; Double = 100; Triple = 200; Quadruple = 400

(Add marriages to count for Kings and Queens as given.)

* Run (Trump Only) = 15; Double = 150; Triple = 300; Quadruple = 600

(Any partners may have a run in trump.)

* Partners must have 20 meld in order to get on the "Board", that is, "count their meld;" and must take 20 points in order to "save" that meld. Partners may count their 20 points taken even when they have no meld.

*Partners subtract bid from score, if unable to "PULL" bid or unable to "SAVE" meld.

PLAY:

* After trump is named, bidder may lead any suit.

* A player must always play a higher card than the previous card played, if possible.

* Player must follow suit, if possible.

*Player must trump if not able to follow suit. Player may sluff off when out of trump.

SET:

* Play four hands. Losers at table #1 move to last table, Winners at other tables move forward.

* Each player records total score on score sheet provided and turns in individual tally and score pads to referee [manager] at end of play.

FINAL WINNER:

* Partners with highest score. - If tied, draw for first, high card wins