

## PINOCHLE RULES

<u>MELD</u>	single	double	triple	four
A's in each suit	10	100	150	200
K's in each suit	8	80	120	160
Q's in each suit	6	60	90	120
J's in each suit	4	40	60	80
KQ of trump	4	8	12	16
KQ of any other suit	2	4	6	8
AKQJ10 of trump	15	150	225	300
J ♦ Q ♠	4	30	45	300

K & Q in each of the four suits is a round house and is worth 24 points

### RULES

1. The winner of the bid must have a marriage in the suit that he names trump.
2. A minimum of 20 points is needed in meld to record your meld score.
3. A minimum of 20 points in tricks is required for a team to score their meld and count their tricks.
4. Minimum starting bid is 50.
5. When the bid reaches 60 the bidding is in increments in 5's.
6. Each player must play a higher card in the same suit if he has one. If he does not have a higher card in the same suit he must still follow suit if possible.
7. If a player cannot follow suit he must play a trump and it must be higher than any previously played trump cards if possible. If the player has no trump cards he can play any card in his hand.
8. A player must declare if he has Aces in all suits.
9. The value of the cards is as follows: A 10 K Q J.  
The first three (A 10 K) count as one point each in trick points. The last trick is worth two extra points.

## BIDDING CONVENTION FOR DOUBLE DECK (recommended)

1. A player's first bid is to communicate the amount of meld in his hand to his partner. The player should not include in the count his run (AKQJ10 in the same suit) when giving a meld bid to his partner.
2. If a player is the first bidder and has 20 meld, he would bid 52 - 50 is minimum bid and the 2 is for the 20 meld. If the next player had 30 meld, he would bid 55 - 3 over the previous bidder.)
3. If a player has 24 - 26 points in his hand, he should determine his bid by the amount of power in his hand. If he has 4 or more A's, he should bid it at 30 points; if he has 3 or less A's, he should bid it as 20 points.
4. If the player has a good playing hand but very little meld, he should increment the bid by 1.
5. Courtesy bids - (if you have a marriage and a reasonable suit you should bid):
  - A. If your partner deals and the first person does not bid and you have a marriage in your hand, you should bid to save your partner.
  - B. If your partner gives you a jump bid (increments the bid by at least 2 points), you should bid to save your partner.
6. If no one before you has bid, your partner is still in the bidding, and you have A's around, you should bid 51. If you have a good playing hand but very little meld, you should bid 50.
7. If your partner bids 60, this is a shut out bid to stop the other team from communicating. The player should have 30 meld and a strong playing hand to bid this high.