

TE Pinochle

Play is on Tuesday evenings, starting at 6:30 p.m.

You must sign-up to play and pay 25¢ before play begins.

Signup sheet hangs just north of the north door of the small hall.

Sign-up sheet is removed at 4:00 on Tuesday to get even 4 tables.

Please arrive 10 minutes early.

At 6:20 p.m. we will try to start filling the "no shows" from the signup.

Basic Rules

Run - A K Q J 10 = 15

"4" represents 1 of each suit

| | | | | | | | |
|---|--------|---|----|---|--------|---|-----|
| 4 | Aces | = | 10 | 8 | Aces | = | 100 |
| 4 | Kings | = | 8 | 8 | Kings | = | 80 |
| 4 | Queens | = | 6 | 8 | Queens | = | 60 |
| 4 | Jacks | = | 4 | 8 | Jacks | = | 40 |

9 of trump = 1

Marriage (K & Q same suit) = 2

Marriage (K & Q same suit as trump) = 4

Q spades & J diamonds (pinochle) = 4

Both Q spades & Both J diamonds (double "p") = 30

M
E
L
D

Who ever wins the bid and names trump, gets the lead.

There are 25 points available for each hand. Each A, K and 10 scores a point. Also, last trick scores a point.

Power: A 10 K Q J 9

Must follow suit.

Must (if possible) beat play.

First power played takes the trick.

Unable to follow suit you must trump (even if someone else has trumped it and you cannot beat the trump).

If no suit and no trump, try to "feed" your partner the points (A, 10 & K).

Scoring:

Both teams must agree on the value of the meld prior to the first card being played. We won't be able to go back and make corrections.

Reneg:

If a player reneges, and the opponents choose to call the renege, that hand comes to an end immediately. The other 3 players will get 25 points plus their meld. The player reneging loses their meld and receives 0 points for that hand. Yes, this will result in team players having different scores at the end of the game.

Play:

Each player deals once and their scores are recorded on their score sheets then players move to start a new game with a new partner (usually at a different table).

The night costs 25¢ and all money collected is awarded based on the number of tables. Play ends at 9:00 p.m. so we can exit the hall no later than 9:30 p.m.

During or between games, we know when nature calls, you must answer; however, please be respectful of others' time and avoid unnecessary disruptions (phone calls, weather checks, exercise, vices, etc.) while waiting for other tables to end. Please return promptly to begin the next game.