

# Double-Pinochle Guide & Score Cards



## What's In My Pockets

A Card Club in West Omaha

Objective: First team to 500 points wins.

Deal all cards to the players. Then bid.  
Bid winner declares trump. Their partner passes 3 cards. Bid winner then passes 3 cards back.

Show Melds (see next page for points).

Bid winner leads the first trick in play.  
Trick taker leads the following trick.  
Play all cards, for a total of 20 tricks in the round.

Cards are ranked in order A, 10, K, Q, J. You must play to kill (i.e., if you *can* play a card that could take the trick, you *must* play such a card). Within a trick, first-played outranks same card.

You must follow the lead suit. If you cannot, you must play trump before playing other suits.

Meld Scoring				
Sng/DbI				
As Around (♠ ♦ ♣ ♥)	10/100	All 4 of Trump		
Ks Around (♠ ♦ ♣ ♥)	8/80	As	100	
Qs Around (♠ ♦ ♣ ♥)	6/60	Ks	80	
Js Around (♠ ♦ ♣ ♥)	4/40	Qs	60	
Trump Run (A 10 K Q J)	15/150	Js	40	
	Single	Double	Trips	Quads
Pinochle (Q♠ & J♦)	4	30	90	300
Trump Marriage (Out of Run)	4	30	90	300
Marriage (Same Suit K&Q)	2	4	6	8
Marriages Around	24	160	-	-

Play Scoring		
Each A, 10, and K	1	Total Points in Play
Taking the Last Trick	2	50

<b>Bidding Rule:</b>
Player to dealer's left required to lead with minimum bid 50.

<b>Set Penalties:</b>
Bidders "set" by failing to make bid: Subtract bid from running score
Other "set" by failing to take a trick: Round score is 0 (lose the meld)

<b>WIMP Bidding Signals</b>
Increase of 3 during 1st round of bid: Holding pinochle material
"One-HUN-dred": "I'll need aces of trump"

Score Card

Team	Bid & Trump	Meld	Play	Running Total
A				
B				
A				
B				
A				
B				
A				
B				
A				
B				

Score Card

Team	Bid & Trump	Meld	Play	Running Total
A				
B				
A				
B				
A				
B				
A				
B				
A				
B				

Score Card

Team	Bid & Trump	Meld	Play	Running Total
A				
B				
A				
B				
A				
B				
A				
B				
A				
B				

Score Card

Team	Bid & Trump	Meld	Play	Running Total
A				
B				
A				
B				
A				
B				
A				
B				
A				
B				

## Pinochle Guide: General Strategy Tips

- Immediately after the deal, sort your hand by suit (Spade, Diamond, Club, Heart) then rank (A, 10, K, Q, J, 9). Beginners should have a meld scoring reference handy.
- To bid, recommended to have at least 30 meld points, and estimate that you'll take 20-35 points in play based on the strength of your hand.
- During bidding, if your partner has already bid, you may wish to pass unless you have a strong hand — don't get into a bidding war with your own partner!
- During bidding, advanced players and frequent partners may have "signals" or codes during bidding. Discuss with a new partner about your skill level and bidding strategies **before** the first round is dealt.
- During card-passing, double-check that you aren't throwing away major meld points.
- Priorities for card-passing include trump marriage material, pinochle material (as long as trump is not spade or diamond), other trump cards, and non-trump marriages.
- During melding, carefully watch everyone's melds. These are good clues for the relative strength of the hands and will help you track the cards during play.
- During melding, marriages inside a trump run are not counted.
- During play, watch who is currently taking the trick — when possible, put point cards on your own team's sure tricks and non-point cards on the opposing team's sure tricks.
- During play, track/count the trump and point cards. It's much easier to manage who is leading and/or taking tricks if you know who likely still holds trump and point cards.
- During play, lead with alternating aces early to reduce the likelihood you'll be trumped.
- During play, neatly stack your taken tricks face-down. You may only look through previous tricks if someone is accused of an illegal play. Before the game begins, agree on a penalty for illegal plays — it could be an arbitrary point penalty, an automatic set penalty for the round, or something suitably harsh for the players' skill levels to discourage illegal plays.
- During a trick, if two of the same card are played, the first one outranks the second.
- During a trick, remember you must play to kill. For example, if your partner is currently taking the trick with a trump 10, but you have a trump Ace, you must play that Ace. You cannot slough another card to save that Ace.

## Double-Pinochle Guide: Space for Notes and Ideas