

Pinochle Guide & Score Cards



What's In My Pockets

A Card Club in West Omaha

Meld Scoring

Trump Run (A, 10, K, Q, J)	15
Trump 9	1
Trump Marriage (K & Q)	4
Non-Trump Marriage (K & Q)	2
Marriages in all 4 Suits	20
Pinochle (Q-Spade & J-Diamond)	4
Aces Around (A in all 4 Suits)	10
Kings Around (K in all 4 Suits)	8
Queens Around (Q in all 4 Suits)	6
Jacks Around (J in all 4 Suits)	4
Double-Pinochle	30
Other Double-Melds	X10

Objective: First team to 150 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.

Cards are ranked in value A, 10, K, Q, J, 9. You must play to kill (i.e., if you *can* play a card that could take the trick, you *must* play such a card).

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

In play, all A, 10, & K are worth 1 point. Taking the last trick is also worth 1 point.

Bidding

Dealer required to lead with minimum bid 25.

Remember there are 25 possible points in play.

Remember the bid winner also gets to pass cards with their partner.

Set Penalties

If the bid-winning team did not make their bid with the total of the meld and play points in the round, they have "set" and must subtract their bid from their current score.

If the other team did not take any tricks in the round, they have "set" and receive a score of 0 for the round (they do not get their meld points).

Score Card

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

Score Card

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

Score Card

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

Score Card

Team s	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 10 meld points, and estimate that you'll take 12-20 points in play based on the strength of your hand.
- During bidding, if your partner has already bid, you should probably pass unless you have a strong hand — don't get into a bidding war with your 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. For example, don't break up Aces Around!
- 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.
- 6-player variant: Use two decks. Teams of 2. Min bid is 40. There are 50 points in play, and taking last trick is worth 2.
- 4-player Double-Pinochle variant: Use two decks without the 9's. Since the total is not divisible by 3, deal out the cards in sets of 2's or 4's. Min bid is 50. There are 50 points in play, and taking last trick is worth 2. You may want to invest in devices for helping to hold the massive hands!
- Experienced regular partners variant: Use signals/coded 'meld bidding' instead of card-passing.

Pinochle Guide: Space for Notes and Ideas