

Auction Partner Pinochle (4 players, partners)

The Deck:

Single deck, 48 cards. 8 cards of each suit.

Order of power:

A, 10, K, Q, J, 9

Melds:

Pinochle:

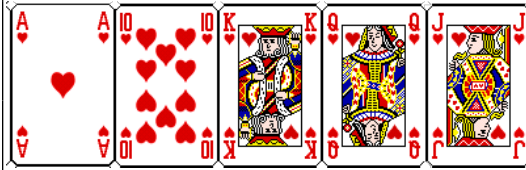
Queen of Spades, Jack of Diamonds.

Single Pinochle = **4 points**.
Double Pinochle = **30 points**.



Farmer:

A, 10, K, Q, J of the same suit = **15 points**
(double farmer: **150 points**)



Marriage:

Marriage - **K & Q** of same suit = **2 points**.

Marriage in Trump = **4 points**.

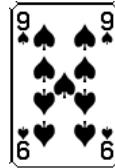
Marriage in every suit (Roundhouse) = **24 points**.

Extra **K** = **4 more points**.

K & Q cannot also be same used in a Farmer.

Weakest Trump (Dix):

9 in Trump = **1 point**.



4 of a Kind (not the 9s or the 10s):

4 **A**.s of different suit = **10 points**. (double: 100 points)

4 **K**.s of different suit = **8 points**. (double: 80 points)

4 **Q**.s of different suit = **6 points**. (double: 60 points)

4 **J**.s of different suit = **4 points**. (double: 40 points)

Tricks: **There are 24 tricks to pull.**

1 point for the last trick. (25 points total if all tricks are won)

Only the **A, 10** and **K** count as a tricks.

Bidding Rules & hints to partner:

15 - open.

16 - 2 points.

17 - 3 A's.

18 - 4 points.

19 - want to play own hand.

20 - 6 points.

21 - want to play own hand.

22 - 8 points.

23 - want to play own hand.

24 - 10 points.

25 - 4 A's in different suit.

Once a player has "passed", s/he cannot bid again.

Bidders must raise to continue to bid in the next round.

The number of bidding rounds is agreed upon at the beginning of the game, usually 1 or 2 rounds.

Playing Rules:

1 - You must always **follow suit**.

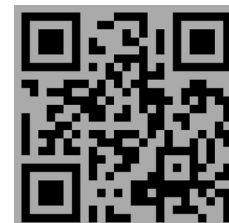
2 - When trump is lead, you **must lay a higher** card down if you have one. (heading the trick)

3 - You must **always play trump** if you're out of suit.

4 - If two identical cards are played, the **1st one wins**.

How to Play:

Deal 12 cards to all players, **3 at a time** to each. 1st the bid, then tricks. Person to left of dealer makes initial bid. Person with the **highest bid sets trump**. Everyone shows meld and scores are recorded. The highest bidder leads 1st, then winner of the trick leads thereafter. Tricks are counted after all cards have been played, **1 point** for all **A**s, **10**s and **K**s taken. Both partners score their melds and their tricks. If the high bidding team does not make their bid in total of their melds and tricks, the amount of their bid is subtracted from their score, even if it results in a negative score, no tricks or meld points are awarded. At least one trick must be taken else the meld is not credited! Play ends once an agreed upon score is reached, usually 100, 150, 200 or 250 points.



<http://pinochle.feweb.net>