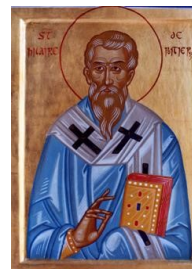


St. Hilary CARD PARTY WEDNESDAYS

Pinochle and Etiquette

House Rules

4 hand, single deck Pinochle based on Hoyle and the National Pinochle Association



Principal Rule of Play

We are a congenial, respectful and attentive people of God. The primary goal of playing is to have fun and share in a Christ based Community. All players are received in an atmosphere of unconditional acceptance and as such forgive each other's faults and foibles as we strive to attain abundant life.

"Preach the Gospel at all times, and when necessary, use words."

St. Francis of Assisi

Partners - 4 Players play the game as two sets of partners. The partners play opposite each other at the table. Players need to try and play with as many different partners as possible. However, sometimes it will be necessary to play with the same partner more than one time per afternoon.

The Deal - The scorekeeper deals first. If there is no agreement at the table, then it is typical for each player to draw a card from the deck to determine the first dealer of the game. Highest card drawn wins the deal.

After shuffling, dealer must offer the player on the right a chance to cut the deal. The cut is not mandatory. Each player receives 12 cards. The dealer deals the cards 3 at a time, starting with the player on his left in a clockwise rotation until all 48 cards are dealt.

Each player should arrange their hand according to suit and rank of cards within the suit.

Pinochle is played with a deck of 48 cards. The four traditional suits (Spades, Diamonds, Clubs, Hearts) are represented with 2 each of the following cards in each of the four suits; ACE, TEN, KING, QUEEN, JACK, NINE.

The ACE is the Highest ranking card followed by the TEN, then KING, then QUEEN, JACK, to the NINE, the lowest card in the deck.

The Bid - The first player to the left of the dealer can open the bid at 15 points or "pass" to the next player. Subsequent bids are raised by 1 or more points. Bids are made in clockwise rotation around the table until only 1 bidder remains and the other three players have passed. If the three players to the left of the dealer all pass and "drop the bid" on the dealer, the dealer must take the bid, but gets it at the lower value of 15 points.

Players determine how high to bid their hand by estimating the combined total of how many points they think they can make during the **Meld** and the total counters they think they can take during the **Play** of the hands. Failure to make their bid at the end of the hand results in a SET. When a SET occurs the bid is deducted from their team's points and all points made at **Meld** and during the **Play** are lost.

The last remaining bidder owns the bid and declares a Trump suit. This is the strongest suit in their hand. Strength being measured by which suit will not only produce the most meld but also capture the most tricks during play of the hands.

The Pass - The Bid Winner's Partner now selects three (3) cards from their hand and passes them, face down, across the table to the Bid Winner. At the same time, the Bid Winner also selects 3 cards to pass back to his Partner. This pass is also made face down, across the table and each player returns these cards to their hand. Neither player may look at the passed cards until both have made the pass. This is known as a "blind" pass.

Passing of cards is done only between the Bid Winner and his Partner. The other team does not pass cards. All hands must now contain 12 cards each.

Meld - After the passes have been made all players may now lay down and count their meld. Legal melds that can be made by any player are identified and scored in following chart.

Each player removes the meld from their hand and lays it face up on the table directly in front of them. Each of the partners adds their individual meld together and the score keeper records the team totals on the score pad. Partners are not allowed to pool their cards together. Once the totals are recorded each player returns the cards they melded to their hand.

Meld Points Scoring Sheet

RUN ACE, TEN, KING, QUEEN, JACK of the suit declared as Trump.	15 (Trump)	0 (Non-Trump)
DOUBLE RUN - 2 each of the cards listed under RUN. Suit must all be Trump	150 (Trump)	0 (Non-Trump)
MARRIAGE KING and 1 QUEEN of the same suit Trump Marriage Meld is not counted if any of the cards are used to make a RUN. Extra marriages in trump can be meld if not used to make a RUN	4 (Trump)	2 (Non-Trump)
9 For each NINE of Trump melded	1 (Trump)	0 (Non-Trump)
ACES AROUND 1 ACE from every suit, 4 in total	10 (1 of each suit)	100 (2 of each suit)
KINGS AROUND 1 KING from every suit, 4 in total	8 (1 of each suit)	80 (2 of each suit)
Queens AROUND 1 QUEEN from every suit, 4 in total	6 (1 of each suit)	60 (2 of each suit)
JACKS AROUND 1 JACK from every suit, 4 in total	4 (1 of each suit)	40 (2 of each suit)
PINOCHLE JACK of DIAMONDS and QUEEN of SPADES	4 (Single)	30 (Double)
ROUND ROBIN 1 MARRIAGE in every suit. This is a convenient way to add the sums of KINGS and QUEENS around plus the values of the MARRIAGES.	24 (1 of each suit)	240 (2 of each suit – double deck)

Play - The Bid Winner "Owns the Lead" and starts play of the hand by placing a lead card in the center of the table. The player to the left of the Bid Winner plays 1 card on the lead and in a clockwise rotation the other players also play 1 card on the lead. NO player is allowed to play out of turn. The 4 cards played are called a Trick.



RULES of PLAY: Players must follow the suit of the lead card if they can.

If they can follow suit: They must try to beat the highest card played thus far in the lead suit of this Trick. The rule obliging you to beat the card currently winning the trick applies even if the card you are obliged to beat is your partner's. If they cannot beat the highest card played in the lead suit they may play any lesser card of the lead suit.

If they can't follow suit but have Trump: They must Trump the Trick if they hold Trump in their hand. They must beat any other Trump card played in this Trick if they can. If they can't beat the highest Trump card played they must play a lesser trump card. In other words, if you have no card of the suit led, you must play a trump if you can, even if someone before you has already played a higher trump than yours.

If they can't Follow suit OR Trump they may play any card. **Be aware:** The only case in which you are allowed to throw a card of a non-trump suit different from the led suit is when you have no cards of the suit led and no trumps.

The player who plays the highest card in the lead suit takes the Trick if it was NOT Trumped ... ORIf the Trick was Trumped, the player who plays the highest Trump card takes the Trick. In the case of duplicate winner cards, the first card played takes the trick.

Each team collects their own tricks and stacks them face down on the table out of the way of remaining plays.

The player who took the last Trick becomes the Leader of the next round of play and continues as before starting with the player on the new Leaders left. Play continues until all cards have been played.

Renegé - Any time a player accidentally misplays during the play portion of the hand, it is called a renege. There are various forms of misplay:

- Playing out of suit
- Not Trumping a trick when you hold trump in your hand and cannot follow suit
- Playing out of turn
- Purposely exposing any portion of your hand to another player - with the exception of meld cards during the meld process.
- Failure to kill (Not going over the played card when required to during the hand)
- Any other action that disrupts the harmony of the game. See **Last Appeal**.

If the bid team reneges, it automatically is set and the amount of his bid is subtracted from his score. The opposing team gets to count their meld points and the remainder of the hand is thrown in.

If nonbidder team accidentally misplay, the bid team automatically makes his bid. The bid team gets to score the amount of their bid and their meld. The nonbidder team (team that misplayed) loses all meld and any points scored during play.

Count - When play of the hand is finished, each team counts the number of "counters" taken in their Tricks. Counters are any ACE, TEN or KING. All other cards count nothing. There is a total of 24 points in the deck plus 1 extra point awarded the team that takes the last trick making a total possible points of 25.

The score keeper adds the counters of each team to their meld and the result is their TOTAL.

Bid Winners Team: If their TOTAL meets or exceeds their Bid, their TOTAL is added to their score by the score keeper.

If their TOTAL is less than their bid, they are declared SET and the amount of their Bid is deducted from the score they held at the beginning of the hand. All meld and counters are discarded. See **On the Board** for more detail.

Opponents Team: The Non-Bid Team must take at least 1 trick *with counter* during play to save their meld. If this was accomplished their TOTAL is added to the score they held at the beginning of the hand. If not, the meld count is forfeited.

New Hand - The new dealer is the player to the left of the last dealer.

Scoring & Winning - Use the score sheets on the last page of these rules. The first team to make 150 points wins. NOTE: the score of the bid winning side is always counted first and if it equals or passes 150 it wins the game even though its opponent's score, if it were counted, would be more.

On the Board - If Meld+25 is equal to or greater than what was bid, you're On the Board. If Meld+25 is less than the bid, you are not On the Board. The team that won the bid simply goes SET by the amount bid regardless what points they accumulated at Meld and during the play. In order to move the game along, the Bid Team has the option to concede 25 points. This allows the Non-Bid Team to accumulate play points in addition to their Meld.

Failure to make their bid at the end of the hand results in a SET. When a SET occurs the bid is deducted from their team's points and all points, Meld and those made during the hand, are lost.

Jump-Bids - This is sometimes considered a form of signaling, but it is allowed. Bids do not have to be made in increments of 1. A jump bid lets your partner know you have Meld points.

Lay-Down - In order to speed up play, a player may lay-down his hand if the player knows that they can take all the remaining tricks in the hand. However, if a mistake has been made by the player doing the lay-down, that player's team forfeits all of the counters for the tricks played with the lay-down. In other words...be sure you know what you're doing. It's quite all right to just play out the tricks one by one.

Five-9's & No Meld - If a player has five 9's AND no meld in their hand, they may call for a re-deal – BEFORE they Bid – by showing all their cards. If they Bid or Pass, it is too late to ask for a re-deal. They cannot ask their partner if it's OK. They simply throw the hand in and call for another deal after showing cards.

Misdeals - From time to time, we may have an accidental misdeal and perhaps an error in passing of cards between the team that has won the bid. It is at the discretion of the players to simply pass unknown cards to each other to make the card count correct or at worse case, the cards are dealt again.

**DEAR GOD,
I WANNA TAKE A
MINUTE, NOT TO ASK
FOR ANYTHING FROM
YOU, BUT SIMPLY TO
SAY THANK YOU,
FOR ALL I HAVE.**

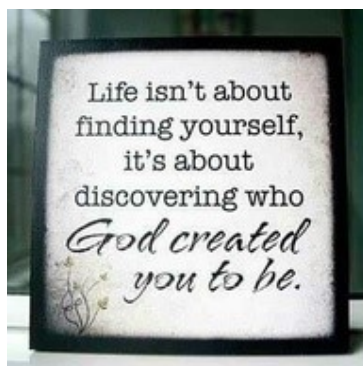
If the cards are deal again and should an individual dealer misdeal a hand more than once during a deal attempt, he loses the deal and the person to his/her left is the new dealer.

Table Talk - Don't do it. Talk about your kids, your job, your new car. Don't talk about your cards during play. It's quite all right to discuss the hand after the final card has been played, but not during the play.

Hand Signals - See Table Talk. Just don't do it.

Last Appeal - The Ministry Leader retains the right and sole discretion to judge and declare on any rule interpretations, disputes and anything not covered in these rules...after a short prayer to God for Wisdom in helping to resolve the matter at hand.







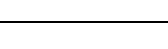













These rules are based in Hoyle, Historical Evidence and the National Pinochle Association Rules. They may be changed from time to time as required to accommodate the House. If this occurs, they will be republished on the St. Hilary website.



When God takes something from your grasp, he's not punishing you, but merely opening your hands to receive something better. Concentrate on Him, the Master of all and Creator of the Universe.

*The will of God will never take you
...to where the Grace of God will not protect you.*

Pinochle Score Card

		Team:				Team:			
Dealer	Trump	Bid	Meld	Take	Total	Bid	Meld	Take	Total
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
				Total				Total	