Pinochle

Deal

There are 48 cards, 2 of the A,K,Q,J,10,9 in each suit (a double Euchre deck). The cards are dealt three at a time. In three handed each player gets 15 cards, and three are put in a kitty. In four handed, each player gets 12 cards. And in six handed each player gets 8 cards.

Bidding

number of players	*initial bid*
2	no bidding
3	15
4	25
6	25

The player on the left of the dealer starts the bidding. You can either bid, or pass. If you pass then you can't bid anymore, otherwise all bidding players continue to bid until there is only one left. If no one bids, then the dealer is stuck with the hand, at the minimum bid.

Bidder gets to name trump. In 3 player version, dealer gets a 3 card kitty. In 4 player version, the bidder's partner can exchange three cards after bidder names trump. In 6 player version, the bidder's two partners can exchange 2 cards after the bidder names trump.

Meld

description	name	points
4 A's (each suit)	Aces	10
4 K's (each suit)	Kings	8
4 Q's (each suit)	Queens	6
4 J's (each suit)	Jacks	4
K and Q of a suit (not in trump)	Marriage	2
K and Q of a suit (in trump)	Marriage	4
both marriages in trump	Double Marriage	30
A,10,K,Q,J in trump	Run	15
Q♠ and J♢	Pinochle	4
both Q♠ and J♢	Double Pinochle	30
marriage in each suit	Roundhouse	25
9 in trump	Nine of Trump	1

If you have all of A or K or Q or J, then you receive ten times as much. (ex: all 8 aces are worth 100 pts.)

Tricks

The order of precedence is:

- trump (in order A,10,K,Q,J,9)
- suit lead (in order A,10,K,Q,J,9)
- any other suit

You must:

- follow suit, if not then you must trump it, if you have no trump, then you can throw any card you like on it.
- if you do follow suit, then you must go over whatever is the highest card played; if you can not go over it, then you can play any card in that suit

Each A, 10 and K taken are worth 1 pt, whoever gets the last trick also gets one point. You must take at least one trick to save your meld.