```
:Pinochle          :PostBiddingStrategy          :CutThroatStrategy

  playGame()

  askForBid()

  askForTrumpSuit

This is the extension point

  executePostBiddingPhase

alt    [cutthroat == Ture]

  executePostBidding(gameState)

               executePostBidding(gameState)

               drawNewGUI()

repeat  [Until the business is completed]

               Other Business Logics x

               FeedBack x

  Subsequent Template
  (Until Game End)
```

Due to the extremely complex business logic of Requirement 3,
only the high-level concepts are presented here