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PC08-4

Pinochle (Two-Handed)

This is the basic version designed for two players. Partnership Auction Pinochle is described starting on card #5.

The Deck. A 48 card Pinochle pack is used.

Rank of Cards. A (high) 10, K, Q, J, 9, (low) in each of the four suits, with two of each card. When duplicates are played to same trick (as two Q of Spades) the first played hand ranks higher.

The Deal. Dealer gives 12 cards to each player, non-dealer first, dealt three or four cards at a time. The next card is turned up and placed on the table; this is the trump card. Remainder of pack forms the stock and is placed face down and should cover half of the trump card.

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play any card. It is not necessary to follow suit. After each trick, each player draws a card from top of stock to restore hand to 12 cards.

Melding. Upon winning a trick (before drawing from stock) a player may meld any combinations that have value. Player makes meld by placing cards face up on table. *Melding Rules:* Only one meld per turn, at least one card must be taken from hand and placed on table per meld, a card may be melded again but in a different class or higher scoring meld of the same class.

Melding "DIX". If dealer turns a dix as trump, he scores 10 points. Thereafter, a player holding a dix may count it by showing it upon winning a trick. He may count the dix and make another meld in same turn. The holder of the dix has the right to exchange it, upon

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separately. However, their separate melds are added and a note made. (A partnership does not receive credit for melds until it wins a trick).

The Play The player on dealer's left makes opening lead. A hand must follow suit to card lead if possible. When non-trump is led, that suit must be played or play trump if able. When trump is led, you must play a higher trump than any already played. A trick is won by highest trump or if no trump, by highest card played of the suit led. The winner of a trick leads to next.

Scoring Each side counts up what it has won in tricks and adds the value of its melds. Bidder's opponents add their total for accumulative score. If the Bidder's side won at least the amount of the bid, the number of points bid (not made) is added to their running

Object of Game. Goal is to win tricks, so as to score the value of counting cards taken on tricks, and to meld certain combinations of cards having point values.

Point Values

Each Ace	11 Pts.
Each 10	10 Pts.
Each King	4 Pts.
Each Queen	3 Pts.
Each Jack	2 Pts.
Last Trick	10 Pts.
Nines have no point value	

Value of Melds

Class A

A,K,Q,J,10 of trump suit (flush, or sequence).....	150
K,Q of trump (royal marriage).....	40

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winning a trick, for the trump card.

Scoring. Melds are scored when made. Scores for tricks are added after play is complete and cards counted. In this count, 7 points or more count as 10. Example: 87 points count as 90, 126 or 124 points count as 120.

Game. Every deal constitutes a game. Player with most points wins. A match can be played to 1,000 pts playing a series of deals.

Partnership Auction Pinochle

No. of Players. Four (partners sit opposite each other)

The Deal. Same as Two-Handed Pinochle.

Trump Card. A Trump card is not turned.

Bidding. Each player in turn, beginning on the dealer's left, may either bid or

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K,Q of any other suit (marriage)..... 20

9 of trump-(lowest trump) 10

(The dix is the 9 of trump)

Class B

A♠, A♥, A♦, A♣, (100 Aces).....100

K♠, K♥, K♦, K♣, (80 Kings).....80

Q♠, Q♥, Q♦, Q♣, (60 Queens).....60

J♠, J♥, J♦, J♣, (40 Jacks).....40

Class C

Q♠, J♦, (Pinochle)40

Nine of Trump (Dix).....10

Play. Each trick consists of a lead and a play. Non-Dealer leads; then winner of each trick leads. When trump is led, it wins the trick (unless a higher trump is played). When another suit is led, the card led wins (unless a higher card of same suit or a trump is played). Leader may lead any card and opponent may

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pass. The lowest bid is 100. When a player passes, he may no longer bid, however, until then he may bid each time as long as the bid is higher than the last previous bid. Bids are made in multiples of 10 points.

The highest bidder names any suit as trump for that deal.

Melding. All players meld. In addition to the basic melds, listed in Two-Handed Pinochle, the following is used to count double combinations.

Double Pinochle.....300

All 8 Jacks.....400

All 8 Queens.....600

All 8 Kings.....800

All 8 Aces.....1,000

Double Flush.....1,500

All players may meld. Partners meld

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score. If bid was defeated, amount is deducted from score. The non-bidding side always scores all the points it makes.

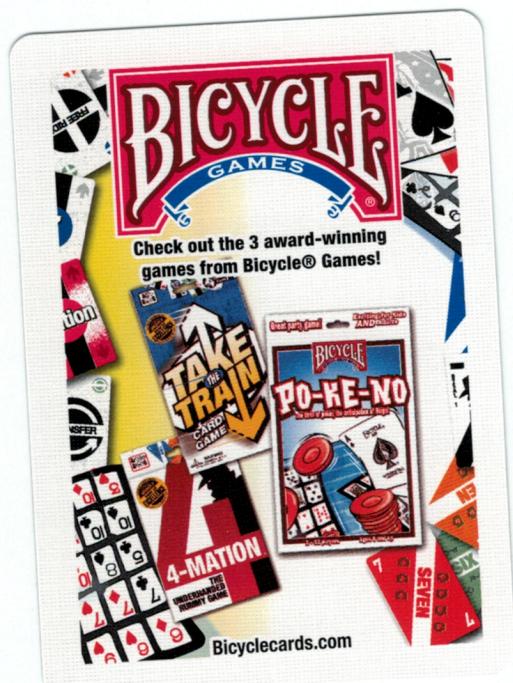
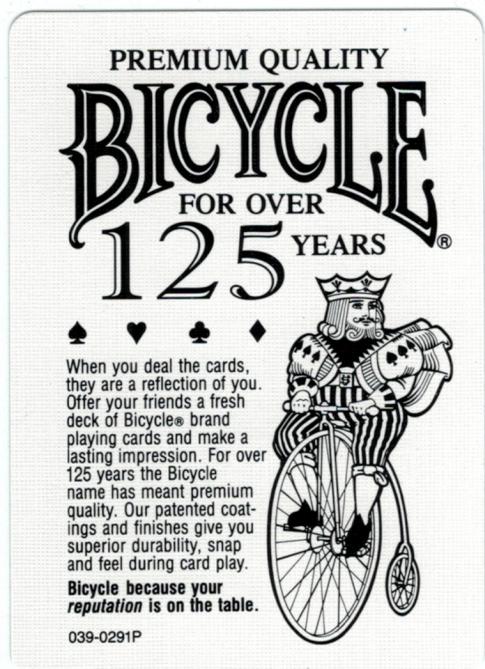
Game. First side to score 1,000 points in melds and cards, wins the game. There is no declaring out since the score of the bidding side is always counted first, and both sides cannot reach 1,000 on the same hand.

For more Pinochle Rules & Game Variations we recommend the **Bicycle Official Rule Book**.

For a complete list of books, playing cards and other items please write to:

The United States Playing Card Co.
300 Gap Way,
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Take the Train™ Takes players down the tracks of luck and strategy! It is a fast-moving sequencing card game where player with the most train fares at the end of the game wins!
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