

CITY OF McALLEN
PARKS AND RECREATION DEPARTMENT

GOLDEN AGE OLYMPICS
PINOCHLE – PARTNERS

Rules and Regulations

All rules governed by American Pinochle Association unless otherwise stated below

1. PARTNERS - MEN, WOMEN, OR MIXED.
2. TOTAL POINTS AFTER 5 ROUNDS OF 4 HANDS PER ROUND. AN EXTRA ROUND WILL BE PLAYED IN CASE OF TIES FOR MEDAL POSITIONS.
- 3.
4. CARDS -THE PACK OF 48 CARDS, WITH THE CARDS IN EACH SUIT RANKING:
A (HIGH), 10, K, Q, J, 9.
4. SHUFFLE: The cards are to be handled only by the dealer who is required to shuffle them. They are to be shuffled a minimum of three times. The cards are to be cut by the player to the dealer's right. The cards are only cut once; cards are lifted by the upper portion of the pack clear of the lower portion, leaving no less than four cards. The former lower portion is then replaced on top of the former upper portion. Exceptions to this rule will be made for handicapped players.
5. Dealing: There are only four (4) deals per table. Only three cards are to be dealt at a time. Each player deals once. There is no misdeal. After a deal is completed, it is the responsibility of each player to count twelve (12) cards before play begins. If at the end of a hand a player is without cards, the remaining cards will go with the last book turned. (See Penalty).
6. Bidding: Bidding begins to the dealer's left and continues clockwise. The starting bid is 15. If no one bids the minimum of 15, bid falls to the dealer. All players must bid in turn. Bidding out of turn will result in the offender's partner not being able to bid. The last player to bid names trumps. If the bid is dropped on the dealer and the team cannot make board, the dealer and his partner's hand must be shown to the opponents. If it is then discovered that the dealer's team has ten points, the hand must be played.
7. MELDING: It is the responsibility and legal right of all players to see and count the meld of all players. (SILENTLY) This legal right and responsibility also encompasses recording, adding and totaling on score sheets to be turned in to the scorekeeper. (1) No one will meld prior to trump being declared; (2) The first marriage or run melded by the bidder is trumps; (3) Meld remains on the table until the scorekeeper says it is OK to play; and (4) No meld will be counted after the first card is played.
8. THE PLAY - WHEN ALL MELDS HAVE BEEN SHOWN, EACH PLAYER RESTORES THE CARDS TO HIS HAND. THE HIGHEST BIDDER THEN LEADS THE FIRST TRICK; HE MAY LEAD ANY CARD. EACH PLAYER IN TURN THEREAFTER MUST PLAY A CARD TO THE TRICK, AND MUST OBSERVE THE FOLLOWING RULES: IF HOLDING A CARD OF THE SUIT LED, HE MUST FOLLOW SUIT; HAVING NO CARD OF THE SUIT LED, BUT HAVING A TRUMP, HE MUST PLAY A TRUMP BUT NEED NOT TRY TO WIN THE TRICK; IF THE CARD LED WAS A TRUMP, EACH PLAYER IN TURN MUST TRY TO WIN THE TRICK BY PLAYING A HIGHER TRUMP THAN ANY PREVIOUSLY PLAYED TO THAT TRICK, IF HE HAS ONE. IF UNABLE TO PLAY ACCORDING TO THESE RULES, A PLAYER MAY PLAY ANY CARD. THE FOUR CARDS SO PLAYED CONSTITUTE A TRICK. THE HIGHEST-RANKING CARD OF THE SUIT LED WINS A TRICK; OR, IF IT CONTAINS A TRUMP, BY THE HIGHEST TRUMP IT CONTAINS. A MEMBER OF THE SIDE WINNING THE TRICK GATHERS IT IN AND TURNS IT DOWN IN FRONT OF HIM.
9. SCORING - THE NON-BIDDING SIDE ALWAYS SCORES WHATEVER IT MAKES IN MELDS AND CARDS. THE BIDDING SIDE SCORES WHATEVER IT MAKES, PROVIDED THIS IS AT LEAST AS MUCH AS IT BID; IF IT MAKES LESS THAN IF BID, THE ENTIRE AMOUNT OF THE BID IS SUBTRACTED FROM ITS SCORE, WHICH MAY GIVE IT

A NET MINUS SCORE.

VALUES OF CARDS. WHEN THE PLAY IS COMPLETED, EACH SIDE COUNTS POINT FOR EACH ACE, TEN, AND KING IT WON IN A TRICK. QUEENS, JACKS AND NINES HAVE NO SCORING VALUE. THE SIDE WINNING THE LAST TRICK SCORES 1. THE TOTAL SCORE BY CARDS, INCLUDING LAST TRICK, IS 25.

10. IRREGULARITIES

- A. WRONG NUMBER OF CARDS. - IF ONE PLAYER HAS TOO MANY CARDS AND ANOTHER TOO FEW, AND IF IT IS DISCOVERED BEFORE THESE PLAYERS HAVE LOOKED AT THEIR HANDS, THE PLAYER WITH TOO FEW CARDS DRAWS THE EXTRA CARDS FROM THE PLAYER WITH TOO MANY.
- B. INSUFFICIENT BID OR BID OUT OF TURN COUNTS AS A PASS.
- C. RENEGE - IF A PLAYER FAILS TO FOLLOW SUIT, TRUMP, OR PLAY OVER ON A TRUMP LEAD, WHEN ABLE, HIS SIDE MAY NOT SCORE ANYTHING FOR CARDS IN THAT DEAL, BUT DOES NOT LOSE ITS MELDS.
- D. EXPOSED CARD - IF A PLAYER EXPOSES A CARD, HE MUST LEAVE IT ON THE TABLE AND PLAY IT AT HIS FIRST LEGAL OPPORTUNITY TO DO SO; AND EITHER OPPONENT MAY CALL A LEAD FROM THE OFFENDER'S PARTNER THE NEXT TIME IT IS HIS TURN TO LEAD.
- E. LEAD OF PLAY OUT OF TURN. THE PENALTY IS THE SAME AS FOR AN EXPOSED CARD.
- F. ERROR IN COUNT OR SCORING - A PLAYER IS ENTITLED TO THE FULL VALUE OF ANY MELD HE SHOWS ON THE TABLE, EVEN IF HE ANNOUNCES THEIR VALUE INCORRECTLY, BUT NO CORRECTION MAY BE MADE AFTER THE FINAL SCORE OF THE DEAL HAS BEEN AGREED UPON BY BOTH SIDES AND ENTERED ON THE SCORE SHEET. THE SAME RULE IS FOLLOWED WHEN A PLAYER OVERSTATES THE VALUE OF HIS MELD OR OF CARDS WON IN PLAY.

11. MELDING: It is the responsibility and legal right of all players to see and count the meld of all players.(SILENTLY) This legal right and responsibility also encompasses recording, adding and totaling on score sheets to be turned in to the scorekeeper. (1) No one will meld prior to trump being declared; (2) The first marriage or run melded by the bidder is trumps; (3) Meld remains on the table until the scorekeeper say it is OK to play ; and (4) No meld will be counted after the first card is played.

12. PROGRESSIVE GAME: The team that fails to complete the bid/contract, surrenders the amount of the bid/contract to the opponents. Fifteen (15) must be saved, in order to receive meld.

13. RENEGE: A player cannot be forced to renege, therefore, in order to avoid a renege, the player has the privilege of correcting the play before the next card is played. When the next legal card has been played, the book is closed. A renege occurs when a player:

- 1. Fails to follow suit,
- 2. Fails to beat the falling cards,
- 3. Fails to cut when out of a suit.
- 4. When all four cards have been played, and a renege has occurred, when the winning,, team does not turn the, book for closure Within 10 seconds, a renege will be enforced.

The penalty for a renege is that the opposing team gets the bid plus their meld. If a renege is called and not proved, the person calling the renege has committed a renege.

SEQUENCES

| | |
|----------------------------------|----|
| A-K-Q-J-10 of trump (run) | 15 |
| K-Q of all four suits | 24 |
| K-Q of trump (royal marriage) | 4 |
| K-Q of any other suit (marriage) | 2 |

GROUPS

| | |
|----------------------------|---------|
| A-A-A-A (10 ACES)(double) | 10(100) |
| K-K-K-K (8 KINGS)(double) | 8(80) |
| Q-Q-Q-Q (6 QUEENS)(double) | 6(60) |
| J-J-J-J (4 JACKS)(double) | 4(40) |

SPECIAL

| | |
|----------------------|----|
| Q(spades)-J(diamond) | 4 |
| 9 of trumps | 1 |
| Double Pinochle | 30 |

COURTESY OF GAME PLAY:

1. There shall be no communication between partners except by numerical bidding.
2. Cards are not be flashed. All cards must be played to the table one at a time. If a person lays down his hand and the opponent can beat any one card, the opponent receives all remaining cards.
3. Cards are not be slammed or played in an indicating manner.
4. Trumps are to be remembered. Declarer(s) have the privilege to announce trumps, however, the opponent(s) should not respond to the question, 'what are trumps?'
All players are expected to abide by these courtesies. Should any questions arise, the referee should be consulted.

THE REFEREE'S DECISION IS FINAL.
VALUE OF MELD

| HAND | SINGLE | DOUBLE |
|------------|--------|--------|
| RUN | 15 | 150 |
| PINOCHLE | 4 | 30 |
| A'S | 10 | 100 |
| K'S | 8 | 80 |
| Q'S | 6 | 60 |
| J'S | 4 | 40 |
| ROUNDHOUSE | 24 | 240 |

PENALTIES:

1. If at the end of a hand a player has more or less than 12 cards, the player/team will be charged with 20 point penalty each time.