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[Introduction](#)

This help file is divided into two sections and should be read in that order.

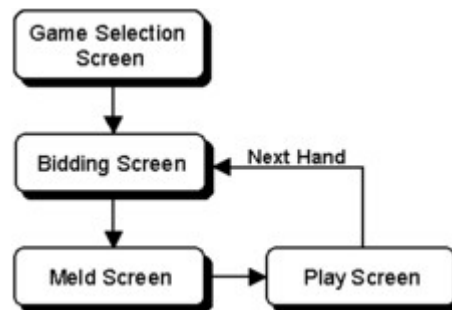
The first section “Rules of Pinochle” is where you begin your reading. It is recommended that you print Topics 1 through 4 in this section, especially if you are new to Pinochle. The second section “Game Play” guides you through the various Pinochle Screens, Game Selections and mechanics of this software.

Game Play Overview

In Double-Deck Auction Pinochle you as Player 1 along with your Computer Partner Player 3, Bid, Meld, and Play against your Computer Opponents, Players 2 and 4. There are two types of Game Play available to you.

In **Regular Play**, you can specify the number of points in a game (default 500), and victory is declared when the first partnership reaches or exceeds that value.

In **Tournament Play**, you can invite as many people as you like to compete against one another by playing a specified number of hands. The strength of Multi-Player Tournaments is in its match play where you match your skills against your friends as each player plays the same series of hands with the same dealer rotation. Upon completion of those hands by all players, victory is declared by the player with the highest score in either Play Points or the Total Points Category. You can also select Single Player Tournament Play to test your own ability by replaying the same set of hands.



Pinochle97 starts with the Game Selection Screen. Select between Regular or Tournament Play, and proceed to the Bidding Screen where you and your computer partner, through “informational bidding”, bid against the other partnership. The winner of the bid declares the Trump Suit for that hand. Now proceed to the Meld Screen where each players’ meld is displayed, scored, and recorded for their respective partnerships. Next move to the Play Screen where it is time to play the game. It is here where you try to win as many tricks as possible acquiring point cards along the way. After finishing the hand, the Score Pad provides you with that hands’ scoring statistics. If neither partnership has acquired sufficient points to win the game, return to the Bid Screen for the next hand.

Game Selection Screen

The Game Selection Screen is where the game play begins with the selection of either Regular Play or Tournament Play.

For **Regular Play**, select the total number of points to win the game, or accept the default value of 500. If this is a new game, click on “Start New Game”. If this is a previously saved game, click on the name of the game which you saved, then click on “Open Saved Game”. To delete any saved game, click on the name of the game, then click on the “Delete Game Button”.

In **Tournament Play**, you must specify the number of hands comprising the tournament. To start a new Tournament, select the number of hands for the tournament. Next click on “Create Tournament”. You will notice that the number of hands you selected is attached to the tournament name. Now click on “Add a Player” and add your name as well as any other names you want, to compete in the tournament. Again the number of hands you selected is attached to each players’ name. New players can be added at any time. Now click on “Start Game”. If you are continuing an existing tournament, select the tournament name, then select the player’s name, then click on “Start Game”.

Before proceeding to the Bidding Screen, you may wish to customize any Options, view the Score Pad or Tournament Results Screen. These screens are always available to you throughout the game.

Bidding Screen

After selecting Regular or Tournament Play from the Game Selection Screen, the Pinochle Bidding Screen appears and the cards are dealt. Your hand is displayed at the bottom of the screen. The bidding starts with the first player to the dealers left. To Bid, click on the Bid Arrows and select the amount of your bid, then click the BID Button. Should you decide to Pass then click on the PASS Button. Selecting the Meld Chart lets you review the meld values. A bidding history is displayed in the upper right corner, with the first player to bid in the first row. Should you win the bid, a Trump Selection Menu will appear. In the upper-left corner is the Winning Bid Summary which lists the Winning Bidder, Bid Amount, and the Trump Suit.

At the bottom of the screen is a game summary which lists the your Game Selection and both partnership scores. Complete scores are also available at any time by selecting the "Score Pad."

After the winning bidder has been selected, proceed to the Meld Screen by clicking on the Meld Screen menu item, at the top of the screen.

[Meld Screen](#)

After the bidding process has been concluded and a Trump Suit selected, the Meld Screen appears. The Meld Screen is where each players' meld (see Rules Section) is displayed, scored, and recorded for each partnership. Selecting the [Meld Chart](#) allows you review of meld values. Each players' meld appears on the right-hand side of the screen, while at the bottom of the screen is a game summary which lists the your Game Selection and both partnership scores. Complete scores are also available at any time by selecting the [Score Pad](#).

After each players' meld is displayed and recorded, proceed to the [Play Screen](#) by clicking on the Play Screen Menu Item.

[Play Screen](#)

After each players' meld is recorded, the Play Screen is displayed. Your hand is shown at the bottom of the screen. The Winning Bid Summary is displayed in the upper-left corner, while the Game Statistics listing the meld, tricks and points won for each player is displayed in the upper-right corner. Click on the [Last Trick](#) Menu Item to display the previously played round. Click on any of the cards displayed in the frame to remove it.

The [Options Screen](#) is available to you at any time, and at the bottom of the screen is a game summary which lists your [Game Selection](#) as well as partnership scores.

Play proceeds in a clockwise fashion. When it is your turn, move the cursor to the desired card from your hand and click. Your card selection card must follow the Rules of Pinochle.

At the end of each hand, the [Score Pad](#) will appear and the message "click on [Next Hand](#) to Continue", directs you to another hand and back to the [Bidding Screen](#). In Regular Play, you can also [replay](#) the last hand.

[Score Pad](#)

The Score Pad provides you with a summary of each hands' scoring including the number of Tricks won, the Bid, the Meld, Set Bids, and Game Totals for each partnership.

In Regular Play, you have the option of saving your game should you not wish to finish in one sitting. In Tournament Play, each hand is automatically saved as the Tournament Player Name you selected at the beginning of the game.

You may print your Score Pad at any time by clicking on the Print Menu Item.

Should you ever decide to view and print a saved game, click the View Score Pad Menu Item, then choose Regular or Tournament Game, then the name of the Saved Game. **Note: The View Score Pad Menu Item is only available to you prior to starting any game.**

Tournament Results

This screen displays tournament results for both Single Player and Multi-Player Tournaments. There are two grids on the screen. For multi-player, the upper grid shows each tournament players statistics, while each partnerships statistics are shown for single player.

The second grid in the middle of the screen, lists four statistic categories and the winning player and amount for each one. You can use whichever category (Play Points or Total Points) you want to determine your Tournament's winner. The Play Points Category excludes the Meld and is probably more indicative of each players ability, while the Total Points Category includes Play Points, Meld Points, and any Set Bids.

For Multi-Player Tournament Display

1. Select a Tournament
2. click on Multi-Player
3. click Show Results

For Single Player Tournament Display

1. Select a tournament
2. click on Single-Player
3. click on a players name
4. click Show Results

You may print the Tournament Results by clicking the Print Menu Item.

Note: If you go Set during Tournament Play, you will receive credit for completing the hand, however no values will be awarded for Meld or Play Points, as well as the number of Bids or Tricks won.

Options Screen

The Options Screen allows you to customize the play of the computer players, change the background screen colors or alter the games' environment of timers and sound. Options are said to be True if an "x" appears in their checkbox.

Colors Menu Item

Enables you to change the background screen colors of the Bid, Meld and Play Screens.

Game Play Options

Transmit Point Card Lead Backs - if True, a point card lead by you, requests your partner to lead back with that suit if and when possible.

Receive Point Card Lead Backs - if True, informs your partner (Player 3) that you will respond to any point card lead backs, if and when possible.

Impose Card Rank Priority (non-trump suit only) - if True, all players must play the next higher ranked card in the lead suit, otherwise a player can play any rank of card in the lead suit.

Aggressive Play - if True,

1. Computer players evaluate their card selection on: cards melded, each players "play methodology", and statistical analysis.
2. Computer players use trump point cards whenever and wherever possible.

By changing these four Game Play Options, there are 16 possible play combinations for each computer player. However, for best play, each of these four items should be set to True.

Play Timer (Play Screen)

For easier viewing, there is a time delay prior to each computer player selecting their card. You may adjust this timer to increase or decrease the viewing time.

Bid Timer (Bidding Screen)

For easier viewing, there is a time delay prior to each computer player's bid. You may adjust this timer to increase or decrease the speed of the bidding process.

Set Bid

The minimum amount of Play Points required for the bidding team to save their meld. The default is the standard 20 minimum points, and is recommended for tournament play.

Restore Options

Restores all background screen colors and each option on this menu to their native settings.

Sound Options

If you have a sound card, there are voice bids and announcements used throughout this game to enhance the play. Should you find any of these distracting, click on the offending phrases.

Show Point Totals (Play Screen)

As each trick is won, the point totals are recorded. If you prefer not to have these totals in view, turn this option off.

Last Trick Viewing (Play Screen)

Determines whether to allow Last Trick Viewing. Forces players to pay closer attention to the play.

Exit prompts you when exiting the program. You can also exit by clicking the Close Button at the top of any of the four major screens: Game Selection Screen, Bid Screen, Meld Screen, and the Play Screen.

The Meld Chart lists all meld values as defined in the “Rules of Pinochle”.

The Close Menu Item allows you to exit a screen without leaving the game.

Last Trick displays the previously played trick.

Next Hand returns you to the Bid Screen for the next deal and a new hand.

Replay (Regular Play only) allows you to replay the same hand, starting at the Play Screen.

Print sends the Score Pad or Tournament Results Data to your printer.

The Save Game Menu Item lets you save your current game. Tournament Games are automatically saved.

The Colors Menu Item enables you to change the background screen colors of the Bid, Meld and Play Screens.

The View Score Pad permits you to view previously saved Regular and Tournament Games.
Note: This Menu Item is only available to you prior to starting any game.

Point Cards are Aces, Tens and Kings from each suit. There are a total of 48 Point Cards in the deck.

In Regular Play, you specify the number of points in a game (default is 500), and victory is declared when the first partnership reaches or exceeds that value.

Tournament Play allows you to play against your friends. You specify the number of hands you want in the tournament. All players play the same hands with the same dealer rotation. After you have completed those hands or at any time along the way, view your play on the Tournament Results Screen. Four categories are totaled, namely: Total Play Points, Total Game Points (includes Play Points and Meld Points), Bids and Tricks Won. The winning criteria can be based on Total Play Points or Total Game Points. You can also select Tournament Play for your partnership against Players 2 and 4.

Total Points includes Play Points, Meld Points, and any Set Bids.

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Technical Support

Should you have difficulty with installation or running Pinochle97, please contact me at:

Larry W. Nicholas
2619 Quail Valley Road
Solvang, Ca 93463
805.688.7255

Hours: 9:00 a.m to 5:00 p.m. (PDT) Monday through Friday

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[Quick Start](#)

It is strongly recommended that you read through the entire document before playing Pinochle97. If you are already familiar with Double-Deck Auction Pinochle, then read the Section on Game Play.

After you open Pinochle97, the Game Selection Menu will appear. Simply click on the Start New Game Button under Regular Play.

Requirements

Video: SVGA 800x600 or VESA 1024x768

Audio: (Optional) Sound Blaster or compatible card

O/S: Windows 95

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To order Pinochle97, complete this order form and include your check or money order
(in U.S. Dollars Only) payable to Larry W. Nicholas at the following address:

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which you may have for future updates.

Quantity	Description	Price	Amount
	Pinochle97	@ \$20.00 each	
	Sales Tax 7.75% (CA Residents Only)	\$1.55 / unit	
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	Shipping (International Orders)	\$5.00	
	Total Amount Enclosed		

Requires: Minimum 800x600 SVGA or 1024x768 VESA, Windows 95, Sound Card Optional
Software is shipped on 3½ inch HD Diskettes

Larry W. Nicholas, 2619 Quail Valley Road, Solvang, CA 93463-9629 U.S.A., Tel: 805.688.7255

Installation

If you received Pinochle97 on diskette, follow the instructions on the diskette label.
If you received the software through an online service, run the setup program.

Rules Introduction

The following Topics comprise the Rules Section, and should be read in the following order:

1. Definitions
2. The Bid
3. The Meld
4. The Play
5. Scoring
6. Strategy

There are three phases to Double-Deck Auction Pinochle, namely The Bid, The Meld, and The Play. Four players forming two partnerships bid against one another to select the Trump Suit. Following the Bid, the players Meld their hands and acquire points based on certain card combinations they display. Next, the players begin the Play Phase of the game where each player wins "Play Points". The first partnership to score 500 points through the accumulation of Meld and Play points wins the game.

Definitions

Bid	Begins with the first player to the left of the dealer and proceeds in a clockwise fashion. Bidding starts at 50 points and progresses in increments of 1 or more points to 60, thereafter in 5 point increments (i.e. 50,51,53..,60,65,..). The highest bidder Selects the Trump Suit for that hand and leads the first round of Play.
Deal	Rotated clockwise after each hand.
Deck	Double-Deck Auction Pinochle uses 80 cards made up of two standard pinochle decks, with the nine's removed: four cards of each rank (Ace, Ten, King, Queen, and Jack) per suit, with each player receiving 20 cards.
Hand	The sequence of events: Shuffle, Deal, Bid, Meld, and Play.
Informational Bidding	The act of communicating with your partner, your bidding intentions through four different Types of Bid: Inquiry Bid, Meld Bid, Jump Bid, and Pass Bid.
Inquiry Bid	A bid of 50 or the next available bid, requests a Meld Bid from your partner if possible.
Jump Bid	A strong Bid which informs your partner of your hand strength and to cease bidding, are defined as follows: <ol style="list-style-type: none">1. A 60 Bid with a 5+ point differential from the last bid2. A Bid of 2 points greater than the last Bid (usually 2nd Round bidding)
Lead	Player who starts a trick, and establishes the lead suit for that round of four cards.
Marriage	King and Queen of the same suit.
Meld	Meld is the term used for points which you acquire from certain card combinations found in your hand (see the Meld Topic for a chart of meld values). After bidding and the trump suit has been selected, all players place their melds face-up on the table to be recorded by the score keeper. Melds are entered on the score sheet under the partnership to which they belong, then placed back in each player's hand. No player may use his partner's cards to help form a meld of his own.
Meld Bid	Reserved for the <u>first round</u> of bidding, informs your partner that you have the following meld: Players' Bid is 2 points greater than the previous bid indicates approximately 20 Meld Players' Bid is 3 points greater than the previous bid indicates approximately 30 Meld Players' Bid is 4 points greater than the previous bid indicates approximately 40 Meld Player Bids of 51 as the first Bid, indicates Single Aces

Player Bids of 59 which is at least 2 points greater than the previous bid, indicates Double Aces

- Partnership You and your computer partner comprise a partnership, combining individual melds and play points for a combined partnership score.
- Pass Bid When you no longer wish to participate in the bidding process.
- Players Four, in two partnerships; the players sitting opposite each other play as partners.
- Play Points Point Cards or Trick Points won during the “Play Phase of the Game.”
- Point Card The name given to the Ace, Ten and King, each worth one point during the Play Phase of the game. There are a total of 48 point cards (16 Aces, 16 Tens, and 16 Kings), with the winner of the last trick receiving an additional 2 points for a total of 50 possible points.
- Rank Order of Superiority: Ace (highest), Ten, King, Queen, Jack (lowest). Trump Suit, Non-Trump Suit.
- Round The act of bidding or card selection by each player in turn.
- Save Meld To preserve your meld as a non bid-winning partnership, you must win at least one trick. Otherwise only your play points are included in your score for that hand. To preserve your meld as a bid-winning partnership, you must not go “Set” or “Set the Bid”.
- Set In order for the Bid-winning Partnership to “Save their Meld”, they must score in “Play Points”, either the difference between their Bid and Meld, or 20 play points, whichever is the greater. The following table shows two examples which illustrate this point.

Example 1		Example 2	
Player 1 Bid	60	Player 1 Bid	60
Partnership Meld	45	Partnership Meld	35
Points required to Save Meld	20	Points required to Save Meld	25

If the bid-winning partnership fails to get the Play Points required to Save their Meld, they receive no credit for their Play and Meld points and the amount of their Bid is deducted from their Game Score. This is the penalty for over-bidding.

- Suit There are four suits in a deck of cards: Hearts, Clubs, Diamonds, and Spades; all are of equal rank except for the Trump Suit.
- Trick A round of four cards, one card from each player.
- Trump Suit One of the four suits (Hearts, Clubs, Diamonds, Spades) where every card in

this suit ranks higher than any non-trump card in the Play Phase.

THE BID

A player must have at least one marriage in their hand prior to bidding. To calculate any Bid you might give, calculate the amount of Meld in your hand, in your partner's hand (through Informational Bidding discussed below), and potential trick points you think you can win.

Bidding (see example in Table 1) begins with the first player to the left of the dealer and proceeds in a clockwise fashion. Each player in turn has the option of bidding or passing. The bidding starts with a minimum of 50 or greater, and progresses in one or more points until a bid of 60 or greater is reached whereupon Bids are given in 5 point increments (i.e. 50,51,53...,60,65,...).

If all non-dealing players pass on the first round, then the minimum bid of 50 is “dumped” on the dealer provided they have a marriage, otherwise the hand is redealt. The bid winner selects the Trump Suit and displays their marriage in that suit during the Meld Phase of the game.

Informational Bidding

The bidding process is “informational” in that you and your partner communicate with one-another through four different “Types of Bids”.

Inquiry Bid: A bid of 50 or the next available bid, requests a Meld Bid from your partner if possible.

Meld Bid: Reserved for the first round of bidding, informs your partner that you have the following meld:

Players' Bid is 2 points greater than the previous bid indicates approximately 20
Meld

Players' Bid is 3 points greater than the previous bid indicates approximately 30
Meld

Players' Bid is 4 points greater than the previous bid indicates approximately 40
Meld

Player Bids of 51 as the first Bid, indicates Single Aces (one Ace from each suit)

Player Bids of 59 which is at least 2 points greater than the previous bid,
indicates Double Aces (two Aces from each suit)

Jump Bid: A strong Bid which informs your partner of your hand strength and to cease bidding as described:

1. A 60 Bid with a 5+ point differential from the last bid
2. A Bid of 2 points greater than the last Bid (usually 2nd Round bidding)

Pass Bid: When you no longer wish to participate in the bidding process.

As a typical bidding example, consider the following table. Player 4 deals 20 cards to each player. Player 1 opens with an Inquiry Bid of 50 (the minimum bid allowed). Player 2 follows with an Inquiry Bid of 51. Player 3, responding to his partners inquiry, was able to give a Meld Bid of 53 (approximately 20 points in Meld). Player 4 does not have sufficient meld for a Meld Bid, nor does he have a strong hand, therefore he Pass Bids. The bidding proceeds to the next

round where player 1, with the aid of his partners' 20 Meld Points, Jump Bids to 60. This strategy forces the remaining bidders to bid in 5 point increments and informs his partner that he will take over the bidding. Player 2 continues with a Jump Bid of 65 while Player 3 Passes. Player 1 next bids 70, whereupon Player 2 realizing he does not have sufficient meld nor potential play points to bid any higher, Passes. Player 2 wins the Bid, and selects the Trump Suit.

Player	Bid	Bid Type and Interpretation
Player 1	Bid 50	Inquiry Bid - requests a Meld Bid from partner
Player 2	Bid 51	Inquiry Bid - requests a Meld Bid from partner
Player 3	Bid 53	Meld Bid - informs his partner that he has approximately 20 Meld Points
Player 4	Passes	Pass Bid - either insufficient Meld or lack of playing strength
Player 1	Bid 60	Jump Bid - with the aid of his partners meld and strength of hand
Player 2	Bid 65	Jump Bid - feels he has sufficient strength and meld to compete
Player 3	Passes	Pass Bid - weak hand, only had the 20 Meld Points
Player 4	N/A	
Player 1	Bid 70	Feels he still has sufficient strength and meld to support a 70 Bid
Player 2	Passes	Meld and hand strength will not support a 75 Bid

Table 1

The Meld

Meld is the term used for points you acquire from certain card combinations found in your hand as shown below:

	Single	Double	Triple
Runs in Trump (Ace, Ten, King, Queen, Jack)	15	30	45
Ace in each Suit	10	100	150
King in each Suit	8	80	120
Queen in each Suit	6	60	90
Jack in each Suit	4	40	60
Pinochles (Jack of Diamonds and Queen of Spades)	4	30	45
Royal Marriages (King and Queen of Trump not included in a Run)	4 for each marriage		
Common Marriages (King and Queen of non-trump suits)	2 for each marriage		

Note: Single, Double, and Triple refers to the number of sets in your hand. For example, Double Aces implies two Aces in each suit.

After bidding and the trump suit has been selected, all players place their melds face-up on the table to be recorded by the score keeper. Melds are entered on the score sheet under the partnership to which they belong, then placed back in each player's hand. No player may use his partner's cards to help form a meld of his own.

The Play

Cards in Pinochle rank in the following order: Ace (highest), Ten, King, Queen, and Jack (lowest). All suits have identical value, except for the Trump Suit, which outranks the other three suits. When two cards of the same suit and rank are played, the first played is said to have the higher rank.

Play starts with the Bid Winner who leads off the first trick, establishing the lead suit. Play rotates clockwise, from player to player. After the first card of each round has been played, each player in turn must obey the following rules:

1. Each player must play a card in the lead suit, if they have one.
2. If a player can play a higher card in the lead suit, then they must do so, provided that suit has not been trumped (optional).
3. If the lead suit has been trumped, a player may play any card from the lead suit.
4. If a player does not have a card in the lead suit, then they must play a card from the Trump Suit if available, otherwise play any card from any suit.
5. If the lead suit has been trumped, and you do not have a lead suit card, you must play a higher Trump Card if available.
6. The winner of the trick becomes the leader of the next round.

Scoring

At the end of each hand, both partnerships' Meld and Play Points are totaled and added to their respective Game Scores, less any adjustments for Set Bids.

Strategy

Play Point Cards if possible on your partners' leads, when you are sure he will win the trick.

Play non-point cards if possible on your opponents' leads when you are sure they will win the trick.

Play any non-Trump Aces which you feel are in jeopardy of being trumped.

Decide how to play your Trump Suit based on the strength of your hand. You need not become a passive player if your partnership doesn't win the bid.

When you give your partner a meld bid, don't assume he will continue the bidding process. He may not have a marriage or the strength to carry forward the bidding process, which may leave you with the Bid.

Hand

The sequence of events: Shuffle, Deal, Bid, Meld, and Play.

Deck

Double-Deck Auction Pinochle uses 80 cards made up of two standard pinochle decks, with the nine's removed: four cards of each rank (Ace, Ten, King, Queen, Jack) per suit, with each player receiving 20 cards.

Partnership

You and your computer partner comprise a partnership, combining individual melds and play points for a combined partnership score.

Rank

Order of Superiority: Ace (highest), Ten, King, Queen, Jack (lowest).

Trick

A round of four cards, one card from each player.

Play Points

Point Cards or Trick Points

Point Card

The name given to the Ace, Ten and King, each worth one point during the Play Phase. There are a total of 48 point cards(16 Aces, 16 Tens, and 16 Kings), with the winner of the last trick receiving an additional 2 points for a total of 50 possible trick points.

Lead

Player who starts a trick, and establishes the lead suit for that round of four cards.

Save Meld

To preserve your meld as a non bid-winning partnership, you must win at least one trick. Otherwise only your play points are included in your score for that hand. To preserve your meld as a bid-winning partnership, you must not go “Set”.

Set

In order for the Bid-winning Partnership to “Save their Meld”, they must score in “Play Points”, either the difference between their Bid and Meld, or 20 play points, whichever is greater. If the bid-winning partnership fails to get the Play Points required to Save their Meld, they lose not only their Play and Meld points for that hand, but their Bid is deducted from their Game Score (Set the Bid). This is the penalty for over-bidding.

Players

Four, in two partnerships; the players sitting opposite each other play as partners.

Marriage

King and Queen in the same suit

Informational Bidding

The act of communicating with your partner, your bidding intentions through four different Types of Bid: Inquiry Bid, Meld Bid, Jump Bid, and Pass Bid.

Trump Suit

One of the four suits (Hearts, Clubs, Diamonds, Spades) where every card in this suit ranks higher than any non-trump card in the Play Phase.

Round

One card played by each player in turn.

Suit

There are four suits in a deck of cards: Hearts, Clubs, Diamonds, and Spades; all are of equal rank except for the Trump Suit.

Bid

Begins with the first player to the left of the dealer and proceeds in a clockwise fashion.

Bidding starts at 50 points and progresses in increments of 1 or more points to 60, thereafter in 5 point increments (i.e. 50,51,53..,60,65,..). The highest bidder Selects the Trump Suit for that hand and leads the first round of Play.

Meld

The term used for points which you acquire from certain card combinations found in your hand (see the Meld Topic for a chart of meld values). After bidding and the trump suit has been selected, all players place their melds face-up on the table to be recorded by the score keeper. Melds are entered on the score sheet under the partnership to which they belong, then placed back in each player's hand. No player may use his partner's cards to help form a meld of his own.

