## PINOCHLE DICTIONARY

Pinochle deck/order - 48 cards, two each of 9 J Q K 10 A in

counters

Order of play:

deal (12 cards/player dealt in 3's)

bid (or pass)

call trump (winning bidder)

exchange cards (winning bidder team)

meld

put the meld back in your hand

play tricks (12 rounds)

count counters

scoring (sum of meld and counters for each team, or reconcile a set)

Meld - Specific combinations of cards with scoring value that are laid down by all players before play starts. Meld adds to your team's score.

 single/double

 Run in trump
 150/1500

 9 of trump
 10/20

 Pinochle
 40/300

 Common marriage
 20/40

 Royal marriage
 40/300

Extra Q or K of trump with a run 40

Round of J Q K or A's (sets around) 40/400 60/600 80/800 100/1000

Round of marriages (Round Robin) 240

Run - J Q K 10 A of trump (only), e.g.  $\spadesuit$ J  $\spadesuit$ Q  $\spadesuit$ K  $\spadesuit$ 10  $\spadesuit$ A

Pinochle - Queen of Spades, Jack of Diamonds, ♠Q ♦ J

Round (sets around) - One card type (J Q K A - no 10!) of every suit,

Common Marriage - Q K of any non-trump suit, e.g. Q K

Royal Marriage - Q K of trump

Trick - Four cards, one played by each player in turn. You must win the trick if you can by following suit or trumping a higher card than already played. All 12 tricks constitute a hand.

Counter - K 10 A of any suit, taken in a trick. Worth 10 points each. Total of 250 points in all the tricks (extra 10 for the last trick).

Score - Sum of your meld, your partner's meld, and counters taken in tricks by your team.

Bid - Guesstimate of your score at the end of a hand, **before** play starts. Winning bidder calls trump and gets to exchange 4 cards with their partner.

Going set - not making your bid at the end of a hand.

Not getting on - Not being able to make your bid after melding, given that there is a maximum of 250 points in tricks (i.e. your team's meld plus 250 is less than your bid).