



# Bend Pinochle Club

## Double Deck

### Rules of Play & Scoring

*{Last Update: 05/19/24}*

#### 1. SET UP OF PLAY

- 1.1. Play shall consist of six (6) games with four (4) hands each game
- 1.2. Each table shall consist of either three (3) or four (4) players, depending on the number of players present.
- 1.3. Each player in a four (4) player game will receive 20 cards. Each player in a three (3) player game shall receive 25 cards. The dealer may select to deal in increments of either four (4) or five (5) cards at a time. The three (3) player games play with a five (5) card kitty.
- 1.4. In Double Deck all nine (9) cards are removed from play.

#### 2. BIDDING PROTOCOLS

- 2.1. A player will either bid or pass, comments such as “pass with help” or “I can open lightly” are not allowed.
- 2.2. The player to the left of the dealer starts the bidding, which opens at 500. Bidding increases by ten (10) point increments until reaching 600. After 600 bids advance by increments of 50. After 1,000 bids advance by increments of 100. Jump Bids are allowed, in which a player bids two (2) units above the last bid, indicating to their partner they have two or less in a suit.

***2.0 continued on next page...***

## **2. BIDDING PROTOCOLS - continued**

- 2.1. The winning bidder, in three hand only, must declare if any trump cards have been placed in the face down kitty discard pile prior to the start of Trick play.
- 2.2. In three (3) handed games, out of courtesy, the "kitty" must be left face down until the bidding is completed and the winning bidder turns the kitty cards over for all to see. Non-bidders may not preview the "kitty" as they may inadvertently imply the content because of a facial expression.

## **3. START OF PLAY**

- 3.1. Once bidder declares the trump suit, they may not change it, even if they accidentally named the wrong suit.
- 3.2. Three (3) handed play – winning bidder should look at the kitty cards prior to declaring trump, because as stated above in 3.1 declared trump may not be changed.
- 3.3. Four (4) handed play - opponents shall not lay down their meld cards until the bidder has passed cards back to their partner.

3.4. Three (3) handed play – opponents shall not lay down their meld cards until the bidder lays face down their five (5) discard Kitty cards. As noted in 2.3 the bidder must declare the number (if any) of trump cards that were placed in the discard Kitty.

3.5. A renege is called if a player fails to follow suit. You are allowed to correct a renege challenge prior to the end of the next trick. At the end of play a renege occurs if the bidder and bidder partner have less or more cards than their opponents. If this occurs the bidder loses their meld as well as tricks and goes set. The other team will keep their meld in addition to receiving the bid amount. In a three (3) handed game if a renege occurs or the winning bidder forgets to lay down five (5) discard kitty cards the other two (2) players keep their meld plus both players receive the bid amount.

3.6. A miss deal occurs when a card is exposed or when the card count comes out wrong once all cards are dealt. When this occurs, the hand must be redealt.

#### **4. SCORING: OVERVIEW**

4.1. A Trick must be taken, with or without a counter, to save a player(s) meld points.

4.2. Pay \$0.25 per set or renege.

4.3. If the bidding team goes set, the other team will receive their meld, trick points and the bid amount points. In three (3) handed, the non-bid winning players receive both their individual meld, trick points and the bid amount points.

#### **5. SCORING: BREAKDOWN**

<b>MELD</b>	<b>X 1</b>	<b>X 2</b>	<b>X 3</b>	<b>X 4</b>
Non Trump Marriage	20	40	60	80
Trump Marriage	40	80	120	240
Round Robin (Marriages all Suits)	240			

2 <sup>nd</sup> Round Robin (Queens)	600			
2 <sup>nd</sup> Round Robin (Kings)	800			
Run in Trump	150	1500	3000	6000
Trump Run with Extra King and Queen	40			
Aces	100	1000	2000	4000
Kings	80	800	1200	2400
Queens	60	600	900	1800
Jacks	40	400	600	1200
Pinochle	40	300	900	3000

## 6. TABLE ROTATION

**6.1** At the conclusion of each game the two (2) winners move up to the next table. The loser(s) remain at the same table. At table one (1) the two (2) winners stay and the loser(s) move to the lowest table number.

**6.2** At the new table partners will rotate so that each person has a new partner.