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## Tournament Rules (revised 2009)

### THE SHUFFLE

The cards are to be handled only by the player who is to deal the cards. The cards are to be shuffled a minimum of three (3) times. After the shuffle, the cards are to be cut by the player to the dealer's right. The cards are to be cut only one (1) time, by the upper portion of the deck being lifted clear of the lower portion, leaving no less than four (4) cards in the lower portion of the deck. The former lower portion is then replaced on top of the former upper portion. Exception to this rule will be made for handicapped players, whose partners may shuffle and deal for the handicap player. All players are to be at the table when the cards are shuffled. The cards are to be **"SHUFFLED" not "PATTED."**

**\*\*IF CARDS ARE NOT PROPERLY SHUFFLED, IT MUST BE CALLED BEFORE THE DEAL BEGINS.\*\***

### DEALING

Anyone may deal first. There are four (4) deals (hands) per table. Only four (4) or five (5) cards can be dealt at a time. Each player deals once. After a deal is completed, it is the responsibility of each player to count and ensure that she/he has twenty (20) cards before play begins. If a player must pull one (1) card to complete a hand, this is a misdeal, but, cannot be dealt over. If a player must pull two (2) or more cards to complete a hand, this is called an illegal deal and the cards must be dealt over. (Keep in mind, there is no **MISDEAL** in PINOCHLE.) If at the end of a hand a player is without a card or a player has too many cards, all remaining cards will go with the last legal book turned.

**PENALTY:** The player(s) having too few or too many cards at the end of a hand will be penalized fifty (50) points, which will be deducted from their total score.

### BIDDING

Bidding begins with the player to the dealer's left and continues clockwise. All players must bid in turn. If a player bids out of turn, their partner will be silenced.

There cannot be two (2) persons bidding out of turn. The first person that bids out of turn will cause his/her partner to be frozen (**PARTNER CANNOT BID**). The second person will still be in the bidding after the order starts over and bidding continues. If during the second/corrected round of bidding, there is someone else that bids out of turn, the Bidder will also cause his/her partner to be frozen and the bidding continues. The illegal bidder may continue to bid in turn.

**\*\*If a player bids out of turn, his/her bid remains unless an opponent bids 50 or more. In that case, the player bidding out of turn can change his/her bid. Players should remain attentive to the game, remember who dealt the cards and wait his/her turn to bid. If you are not sure who dealt, asks anyone at the table.\*\***

The lowest bid is **50** and continues in multiples of **1** or more until the bidding reaches **60**, then the bidding must continue in multiples of **5** or more until the bidding reached **100**. After the bidding reaches 100, the players may continue bidding in multiples of **10** or more.



All bids past 100 must end in 0. (A bid of **105** is not a legal bid.) The highest bidder names the trumps. If the highest bidder has no marriage, the bidding team goes set the amount of the bid. The opposing team receives the amount of the bid plus their natural meld. (No trump can be declared.) **BIDDING A DOUBLE RUN IS NOT NECESSARY.**

If a player wins a bid and the team's meld plus the 50 points in the deck is insufficient to make the bid, the hand cannot be played. The bidding team goes set the amount of the bid and the opposing team receives the amount of the bid plus their meld (if 20 or more). If a player wins the bid and has sufficient meld, but the team fails to accumulate 20 points (or more if necessary) during play, the team goes set the bid. The opposing team receives the bid plus their meld (if 20 or more) plus the points accumulated during play (if 20 or more is saved).

**BID WHEN DROPPED ON DEALER:** If no player bids, the dealer must automatically accept a bid of 50. If the dealer has no marriage, the dealer's hand must be shown to the opponents and the dealer and her/his partner must go set for the 50 points. No trumps can be named; the opposing team receives the 50 points plus their meld (if 20 or more). If the dealer has a marriage, a trump must be named. If the dealer and her/his partner cannot make board by melding 20 or more points between the team, both hands must be exposed and the team must go set the 50 points. The opposing team receives the 50 points plus their meld (if 20 or more).

## MELDING

The first marriage meld by the winning bidder is declared trump. **NO** player should place any meld on the table before the trump has been declared. No meld will be counted after player naming trump plays the first card. Cards melded should remain on the table until all players, including the scorekeeper, has had the opportunity to see and count the meld. It is the responsibility and right of both teams to check the recording and totaling of all scores to ensure accuracy. Aces are considered meld as well and **MUST** be melded on the board with the other meld.

A penalty of 50 points will be deducted from the round score against the player who exposed aces that cannot legally be declared. This penalty will be applied when: (1) a player exposes not enough aces to declare aces around, or (2) a player exposes more than 1 ace in a suit and cannot declare 1,000 aces

## THE PROGRESSIVE GAME

The team that fails to complete the bid/contract surrenders the amount of the bid/contract to the opponents. Twenty (**20**) points must be saved in order to receive meld.

## RENEGE

A renege occurs when a player:

1. Fails to follow suit.
2. Fails to beat the highest card played.
3. Fails to cut when void of a suit.
4. Fails to declare Aces before the first card is played.

A renege may be called after a book has been closed (turned over) and the next legal card has been played. A player cannot be forced to renege and has the privilege of correcting



a play before the next card is played. HOWEVER, a player cannot correct a play and a renege will be enforced, when:

1. All four cards have been played.
2. A player has reneged when the team winning the book fails to turn the book for closure within 10 seconds. If after 10 seconds, anyone at the table can close the book.

A renege cannot be assumed. The card must be played in order to constitute the renege. The **PENALTY** for a renege is that the opposing team gets the amount of the bid plus their meld. If a renege is called and not proven, the team calling the renege has committed a renege. The opposing team then receives the bid plus their meld.

### TARDINESS

Players are allowed a five (5) minute grace period following the start of play. After the grace period, the tournament director/referee will assess the tardy player a ten (10) point per minute penalty. After fifteen (15) minutes have elapsed, the tardy player will be replaced for the remainder of that round and receives **0** points for that round.

### BONUS POINTS

A **Pinochle** occurs when a team wins all **50** points in one hand. The team establishing the pinochle receives their meld, the **50** points, \*\*plus a bonus of **500** points.

A **Skunk** occurs when the opposing team is scoreless at the end of four (4) hands. The winning team receives a bonus of **200** points.

### COURTESY OF GAME PLAY

1. There shall be no communication between partners except by numerical bidding.
2. Cards not to be flashed. All cards must be played to the table one at a time. If a player lays down his hand and the opponent can beat any one card, the opponents receive all remaining cards.
3. Cards are not to be slammed on the table in any indicating manner.
4. **\*\*TRUMP CAN BE TOLD BY ANY PLAYER\*\***

All players are expected to abide by these rules. All questions, interpretations and disputes should be directed to the designated referees.

**THE REFEREE'S DECISION IS FINAL. THE NATIONAL TOURNAMENT DIRECTOR WILL SETTLE ALL CONTROVERSIES BETWEEN REFEREES.**

VALUE OF MELD	SINGLE	DOUBLE	TRIPLE	QUADRUPLE
RUN	25	250	450	500
PINOCHLE	15	30	90	500



ACES	10	100	300	500
KINGS	8	80	240	500
QUEENS	6	60	180	500
JACKS	4	40	120	500
ROUNDHOUSE	24	240		
ROUNDHOUSE + DOUBLE QUEENS = 84				
ROUNDHOUSE + DOUBLE KINGS = 104				

### **LIST OF PENALTIES**

Players having too few or too many cards at end of hand = 50 points  
 Card on the floor or in the stack = 50 points to the player.  
 Renege = meld plus bid

Players late returning to table = 10 pts per minute after 5 minute grace  
 0 pts for round after 15 minutes

Playing at wrong table = 100 point

A penalty of 50 points will be deducted from the round score against the player who exposed aces that cannot legally be declared. This penalty will be applied when: (1) a player exposes not enough aces to declare aces around, or (2) a player exposes more than 1 ace in a suit and cannot declare 1,000 aces

### **BONUSES**

Skunk = 200 points at end of round (not considered in hand count)

Pinochle = Meld + 50 points + 500 points (considered in hand played)