

Vereinigung Erzegebirge

Thursday Night Pinochle League

PLAY – 5 Games**RULES**

1. Single deck
2. First ace deals
3. Single BID – no kitty
4. Low bid 21, 20 if left to the dealer
5. Bids (suggested)

22 – 6 - 8 meld	Run Bids (Optional but not recommended)
23 – power	27 – Clubs
24 – 8 or more meld	28 - Diamonds
25 – aces	29 - Hearts
26 – aces and you want it	30 - Spades
27 & up – run	
6. Lead trump
7. Beat trump when it is lead
8. Game is 121
9. Bidder out wins
10. All hands must be played (no throw ins)
11. If a player, plays an incorrect card and calls it before it is covered, it can be withdrawn and a correct card played.
If an incorrect card is played and covered, it is a renege.
“ Covered” refers to the next card played after the incorrect card is played or the cards are turned over.”

The (team) that reneges goes up for the amount of the bid and the other team gets only their meld.

12. If a player calls a renege and no renege is proven – the hand resumes and there is no penalty.
13. There are no forfeits – all games must be played.
If you will be absent or have to leave early, please arrange for a sub. OR
Make up night will be on the following Monday.
14. If there is a tie for first place, the league voted to require a 3 game tie breaker.
It can be played that night or at the preference of the players.

MELD

marriage	2	kings	8
marriage in trump	4	double kings	16
nine of trump	1	aces	10
pinochle	4	double aces	20
double pinochle	8	run	15
jacks	4	run with nine	16
double jacks	8	round house	24
queens	6	round house w/ run	20
double queens	12		