

## PINOCHLE – BIDDING AND LEADBACK TIPS

It is important for bidders to get into a game as quickly as possible. In order to do that, they need to have a guide to dictate their play for consistency. This guide will put all the important bidding and lead back tips in one location. You can print this out and bring it to a game for reference while committing it to memory.

### ***Bidding***

<b>Combination</b>	<b>Know As</b>	<b>Meld Value Pts.</b>	<b>Bidding Jump</b>
<b>A 10 K Q J</b>	<b>Run</b>	<b>150</b>	<b>50 Jump over last bid</b>
<b>Ac Ah As Ad</b>	<b>Aces</b>	<b>100</b>	<b>30 Jump over last bid</b>
<b>A 10 K Q J &amp; Ac Ah As Ad</b>	<b>Run &amp; Aces</b>	<b>250</b>	<b>340 bid</b>
<b>Kc Kh Ks Kd</b>	<b>Kings</b>	<b>80</b>	<b>100 Pts = 20 Jump</b>
<b>Qc Qh Qs Qd</b>	<b>Queens</b>	<b>60</b>	
<b>Jc Jh Js Jd</b>	<b>Jacks</b>	<b>40</b>	
<b>Q K same suit</b>	<b>Marriage</b>	<b>20 (40 in Trump)</b>	
<b>Jd Qs</b>	<b>Pinochle</b>	<b>40</b>	

The flow chart details the correct logic to use for the bidding sequence. Have this with you during the training sessions and the playing of the games. This document and the flowchart will be enough for you to play a game.

- 1. Always open for your partner (200) if you have a 5 piece trump suit.**

Lead Backs	Indication
<p><b>Your partner plays and Ace:</b></p> <p>Playing a Q when you melded a marriage indicates you definitely have the other Ace. Playing the K means you do not. If you hold a 10 in that suit without the Ace accomplishes the same thing.</p>	<p><b><i>Definite Indication You Hold The Ace</i></b></p>
<p><b>Your partner plays and Ace:</b></p> <p>You play a 9 or Jack if you have the Ace</p> <p>If you melded another card in that suit and play a non-point card (9 or Jack)</p>	<p><b><i>Possible Indication You Hold The Ace</i></b></p> <p><b><i>Definite Indication You Hold The Ace</i></b></p>
<p><b>Your partner is playing winning trumps, the first card played when you are out of trump</b></p> <p>If you melded a marriage you play the Q of that marriage</p> <p>You play a 5 point card not part of a marriage</p> <p>You play a J or 9</p> <p>You play a 10</p> <p>You play an Ace</p>	<p><b><i>Definite Indication You Hold The Ace</i></b></p> <p><b><i>Possible Indication You Hold The Ace</i></b></p> <p><b><i>Definite Indication You Hold The Double Ace (or A-10 combination if the other Ace was played)</i></b></p> <p><b><i>Likely Indication You Do Not Hold The Ace</i></b></p> <p><b><i>Definite Indication You Hold The Ace – 10 combination</i></b></p>

If you cannot give a lead back indicated above then you purposely mislead your partner. For example, your partner is playing trump down and you have an A, J, 9. You cannot throw the J or 9 because you do not have the double Ace so you throw something else.

In other words you must not throw a card that may *mislead* your partner.

## ***Hand Evaluation***

You have to have an idea how much you can make on a hand. This game is extremely complex with many unknowns. So, a method to evaluate your hand is required. These guidelines will assist you in that task.

You will count 20 pts. For each card in trump provided you hold the Ace in that suit. If you do not hold the Ace you will count 15 pts. For each card.

Example:

A 10 J J 9 = 5 trump @ 20 each for 100 pts (out of the 240 in a deck).

10 K J J 9 = 5 trump @ 15 each for 75 pts.

Then you count each ace in the other suits as 20 pts each. The total of the two is what you can reasonably make in playing points with that hand +/- 20 pts.

The number you come up with added to the meld you hold is the total amount you will make. If that number is above the bid, you make the hand. If not you go bate (set).

This takes practice and should become second nature without any hesitation. You look at your hand and determine what you would make trump, if you hold the Ace count 20 each and add 20 for each additional Ace.

After you determine what you can make with this method, the next step is to count all you losers as 20. Let's say you hold A 10 K K J 9 trump and two other aces. This would total 160, 6 trump @ 20 = 120 and two aces at 20 for 40 = 160. You could reasonable lose 2 trump and 4 other cards in your hand for a total of 6 losers or 6 @ 20 pts or 120. This leaves 130. You will make somewhere between the low end 130 and the high end 160. You can always count both ways but when there are a lot of losers in a hand it is not as accurate as the first method. However, it is a good check.

Practice is the only way to get used to these counts and in fairness to the other players it is the beginner's responsibility to learn to do this quickly.

Special Cases:

The 5 – 4 split is when you hold 5 trump and four of another suit. The standard way of playing this hand is to play the Ace in the 4 piece suit as the first card you play. If you do not have the Ace in the four piece suit, then play a 5 point card in that suit. You are trying to accomplish two things. The first is to get someone to trump the losers in that 4 piece suit. You figured on losing them anyway and for each trump used trumping that suit, the stronger your 5 pieces in trump become. Once enough trump come out then you can play trump to try to make one of those original 4 good. A 5-4 split usually will get between 160 and 180 on average.

So, if you can get 160 on the low side and that is enough to win the hand, you play it that way. If that number is not enough to win the hand then you must lead trump and hope your partner has a lot of help

Another hand is when you are faced with a 4 - 4 split and so not know what to name trump. If one 4 piece suit contains an Ace and the other does not, you name trump in the one without the Ace. You then lead the Ace in the non-trump 4 piece suit. Then lead another card from that same suit. This is done with the hope of getting someone to trump it and make your trump stronger as before.

When you need a lot of points and do not figure you can make the game, your only choice is to use your strength in trump to control the game. If your partner has a strong suit you will transfer the game to their control. This is done with the use of the lead backs. An example is you are playing trump down and your partner gives you a signal of a double Ace in a suit. The standard play is continue to pull trump and your partner throw of their losers. You then play the card in your hand in the double Ace suit. This way your partner takes away your losers on their winners. If you hold trump you will trump your partners winners and still have losers in your hand.

There is a lot to go over here but read, re-read and become fluent in the meld and the hand evaluation first. Initially you will have a tutor behind you during the play and they will direct you on the proper card to play.