OREGON GOOD SAM SINGLE DECK PINOCHLE TOURNAMENT ORDER OF PLAY

Each table will play four(4) hands. At the end of each hand, each player records their own score on the score sheet. At the end of four(4) hands each player records the total of their own score and records that total at the table they are playing (Table #1, #2, #3, #4, #5, #6).

After four(4) hands have been played, winners will stay at the same table, but change partners. Losers will move to the next table number and pair up with a winner at that table. (Example: Losers at table #1 will move to table #2, and so on...)

PLAYING RULES

- 1. Cards will be dealt clockwise, two(2) at a time.
- 2. Choose one person to deal. Rotate deal clockwise.
- 3. After the cards have been shuffled, the deck will be cut by the player on the dealers right.
- 4. Bidding starts at 250.
- 5. No throwing in hands.
- 6. Must play all hands so opponents can score their points.
- 7. If no bid, dealer is required to take the bid at 250.
- 8. If you don't make the bid, enter a negative bid amount on your score sheet for that hand. (xxxx)
- 9. Must follow suit and play a higher card if possible, or must play trump.
- 10. Must take a trick to save meld.
- 11. No Shooting of the Moon.
- 12. Pass four(4) cards.
- 13. A challenge on a reneged play will be made as soon as discovered. The reneging player will forfeit all meld and points taken that hand. If he is a partner to the winning bid hand, his partner is to retain their meld and points, if the bid was made.

SCORING

24 points (A, 10, K) plus one(1) for last trick per hand.

MELD NOTES: