

Pinochle Help And Features

1. About This Scorecard

This scorecard is for 4-player partnership Pinochle. It helps you record one completed hand at a time and keeps the running game total for both teams.

Topic	How This Scorecard Handles It
Players	4 players in 2 fixed teams
Game goal	First team to reach the winning score
Opening bid	User customizable per score sheet
Winning score	User customizable per score sheet
Trump	Entered for each hand
Meld	Enter one total meld value for each team
Playoff count	Enter the trick-counter total for each team
Total playoff count per hand	250 total points
Bid-to-win option	Optional and user customizable per score sheet

Use this scorecard only for the partnership version it was built for. It is not intended for cutthroat, 3-player, or other non-partnership Pinochle variants.

2. How To Use The Scorecard

This scorecard records the result after the hand is finished. It does not score trick by trick.

What To Enter

Field	What You Enter
Bidding Team	The team that won the bid
Bid Value	The final contract value
Trump	The suit named by the bidding team
Bidder Meld	The bidding team's total meld for the hand
Bidder Playoff Count	The bidding team's total counters from tricks
Non-Bidding Meld	The other team's total meld for the hand
Non-Bidding Playoff Count	The other team's total counters from tricks

Hand Entry Steps

Step	What You Do	What The Scorecard Does
1	Select the bidding team	Automatically fills the other row with the non-bidding team
2	Enter the bid value and trump suit	Stores the contract for the hand

Step	What You Do	What The Scorecard Does
3	Enter the bidding team's meld and playoff count	Calculates the bidder total preview
4	Enter the non-bidding team's meld and playoff count	Calculates the other team's total preview
5	Enter a playoff count on one row while the other playoff field is blank	Automatically fills the other team's playoff count to reach 250 total
6	Click 'Save Hand'	Saves the hand and updates the game totals

3. What The Scorecard Calculates

Calculation	What Happens
Team total preview	Meld plus playoff count
Bid made	If the bidding team's meld plus playoff count is at least the bid
Bid not met preview	The bidder preview shows '0' before save
Bid not possible preview	If bid minus bidder meld is more than 250, the scorecard shows 'Bid not possible' in red
Saved score for a made bid	The bidding team scores meld plus playoff count
Saved score for a missed bid	The bidding team loses the value of the bid
Saved score for the other team	The non-bidding team scores its own meld plus playoff count
Running totals	Updated automatically after every saved hand

Important note: the live bidder total preview is a quick hand check. If the bidder misses the contract, the saved hand result subtracts the bid from that team's game total.

4. Before You Can Save A Hand

Requirement	What Must Be True
Bidding team	A bidding team must be selected
Bid value	The bid must be valid and at least the opening bid
Trump	A trump suit must be selected
Meld values	Both teams must have valid meld entries
Playoff counts	Both teams must have valid playoff-count entries
Total playoff count	The two playoff-count values must add up to 250

If a required field is missing or invalid, the save button stays disabled and the scorecard keeps the hand from being saved.

5. Reading The Scorecard

On The Scorecard	Meaning
Deal order row	Shows table order and helps track the next dealer
Teams and players rows	Show the two partnerships
Game Total row	Shows the current running score for each team
`□` on the Game Total row	Prints a blank Pinochle score sheet
Label row above the entry area	Shows the field names for the two input rows
Bidding team row	Entry row for bidding team, bid, trump, meld, playoff count, and preview total
Non-bidding team row	Entry row for the other team, meld, playoff count, preview total, and `Save Hand`
`Bid not met`	The bidding team total is below the bid
`Bid not possible`	The bid cannot be made because bidder meld plus all 250 counters still would not reach the bid
Round Scores section	Shows saved hand history for the current game
Wins Summary section	Shows completed games and winners

6. Scorecard Features

Core Play Features

Feature	What It Does
Rename scorecard	Lets you change the scorecard name
Set table order	Lets you arrange players to match the table
Track live game totals	Keeps a running score for both teams
Save one hand at a time	Records each completed hand after play finishes
Manual meld entry	Lets each team enter one meld total
Playoff-count auto fill	Completes the opposite playoff field to 250 when possible
Contract status preview	Shows whether the bidder currently appears to have made the bid
Saved hand history	Shows bid, trump, and team results for each saved hand

Printing, Export, And History

Feature	What It Does
Print blank scorecard	Prints a blank Pinochle score sheet using the current setup
Print completed game history	Prints saved completed-game results
Download JSON export	Downloads completed game history as JSON
View completed games	Shows previously finished games and winners

Customization And Utility

Feature	What It Does
Customize winning score	Lets you change the score needed to win
Customize opening bid	Lets you change the minimum opening bid
Customize bid-to-win	Lets you require a team to win on its own successful bid
Restart current game	Clears the in-progress game and starts over
Show / hide notes	Opens this help PDF inside the scorecard
Resume saved game	Restores an in-progress game when reopened

7. Helpful Reminders

- Enter one meld total per team, not individual meld combinations.
- The two playoff-count fields must always add up to 250.
- If you enter one playoff count first and leave the other blank, the scorecard fills the other side automatically.
- A red `Bid not possible` message means the bidder cannot make the contract even with every remaining counter.
- If the bidder misses the contract, the saved result subtracts the bid rather than saving the preview total of `0`.