Settle it.

10-Point Pitch cheat sheet
Four players, two teams, first to 31

TRUMP, HIGH TO LOW, AND WHAT EACH IS WORTH



A	K	Q	J	J	H	L	10	9	8	7	6	5	4	3	2
1			1	1 Off-Jack	1 High Joker	1 Low Joker	1							3	1

Hearts are trump here. These 16 cards are the only trump, and only trump is played. Both Jokers are always trump.

Ten points in every hand. The Ace, Jack, Off-Jack, both Jokers, the 10 and the 2 of trump are worth 1 each. The 3 of trump is worth 3.

The Off-Jack, or Jick, is the other Jack of trump's color. It leaves its own suit and is trump all hand.

♥ trump **J♦** ♦ trump **J♥** ♠ trump **J♣** ♣ trump **J♠**

1 THE DEAL

54 cards: a standard deck and two Jokers, High and Low.

Four players in two teams. Partners sit across from each other.

Nine cards each, three at a time. The other 18 go face down: the **widow**.

Anyone dealt only 4s through 9s? The same dealer deals again.

The deal moves clockwise every hand.

2 BIDDING

Starts left of the dealer. **One chance each:** bid or pass.

Bids go 4 to 10, then **Shoot the Moon**. Each bid must beat the last.

Over a 10, only a Moon. **The dealer alone** may take a 10 or a Moon by matching it.

Everyone passed? **The dealer must bid.**

Your team can Shoot the Moon only with a score of 1 or more.

3 TRUMP AND THE WIDOW

The high bidder names trump.

Clockwise from the dealer's left, skipping the bidder: throw away your non-trump and **draw from the widow to six cards**. Keep whatever you draw.

The bidder goes last, takes the rest of the widow, and **keeps six**.

More than six trump? The extras go to the other team, points and all.

No trump at all? Sit this hand out.

4 PLAYING

The bidder leads. Only trump is played, and the **highest trump takes the trick**.

The winner leads next. Out of trump? The lead moves clockwise.

The 2 always goes back to whoever played it, with its point.

The 3 ranks 15th: any trump but the 2 takes it.

The hand ends when a team runs out of trump. The other team keeps the trump it still holds.

5 SCORING

Made your bid? Score everything you took, whatever you bid.

Missed it? Lose the full bid.

The other team always scores what it took.

Shoot the Moon: all ten points for +20, or −20.

A bid of 10 or a Moon is **set** the moment the other team gets a single point.

Scores can go below zero.

6 WINNING

First team to 31 wins. You don't need the bid to go out.

Both past 31 in one hand? The bidding team wins.

YOUR TABLE'S HOUSE RULES

Nobody around to play?
Pitch 31 on iPhone and iPad. Your partner's always ready.

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