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## 10 point pitch shoot the moon

Pitch is also known as Regression or High-Low-Jack. There is also a set of very similar games known as Smear, which are described on a separate page. Introduction Pitch is a North American game, derived from the old English game of the All Fours (which was also known in America as Seven Up or Old Sledge). Pitch is all four with bidding added. Some of the newer versions of Pitch include other features such as extra points and a chance to improve one's hand by taking extra cards and discarding. There are two main types of Pitch game: Co-op Stadium (played with partners, obviously) and Cutthroat Pitch (in which everyone plays for themselves). Whereas card game books tend to focus on Cutthroat Pitch, most of the emails I get are for the Pitch partnership, and this preference is reflected in the balance of information on this page. I get the impression that Cutthroat Pitch is played more often on the coast, and usually for money. The various types of Partners Pitch are more popular in the middle of the west and are family or social games played on a score. There are many variations of the step, mainly involving increasing the number of points from four to five, ten or more by introducing additional trump scoring. Cooperation Field This description is based on a contribution from Brian Gordon. Players and cards The deck is a typical American deck with fifty-two cards, ace height. The game is usually for four players in two teams, partners sitting opposite each other. The game is played clockwise. Deal Each player receives six cards, sharing three at a time. The turn to the tackle rotates clockwise after each hand. Bidding There is a bidding round. The possible offers are two, three, four and smudge (smudge is really an offer of five). Each player in turn either passes or bids higher than the previous offer, if any, except for the dealer, who, having the last offer, can steal the offer by submitting the same offer as the highest bid. The final bidder becomes the pitcher, and he has the right to name Trump and lead the first trick. If the first three players pass, the dealer must bid at least the minimum bid of the two. That's called a power supply. The bids represent how many of the following four items will be won when the tricks of the game are played: High awarded to the team that holds the highest card in the trump card in the game, i.e. the ace if it has been shared. Low awarded to the team wins the trick that contains the lowest trump in the game, i.e. the two, if it is shared. If the two are not shared in the game, the three may be low. If the three had not been treated either, the four, and so on; Jack is awarded to the team that wins the trick containing trump cricket. If the Trump cricket wasn't dealt with no one gets that point; Game awarded to the team which has the highest total value of cards in its tricks. The values of the sheet are as follows: each ace 4 each king 3 each queen 2 each slot slot every ten 10 The total value of all cards on deck is 80, and whichever side has the highest total in its tricks gets the point for the game. In the event of a tie, no one gets that point. The offer of smudge requires all six tricks to be won by the staling side, in addition to the four items mentioned above. (Sometimes a team can win all the tricks, but if trump cricket wasn't tackled, that's not enough to win a smudge bid.) The pitcher's game leads a lead to the first trick, and the suit of this card becomes the trump suit. The winner of each trick leads the next, and can lead any card. A player who has a sheet of suit led must either follow his example or trump. Players can play trump in any trick, even if they can follow suit. A player who does not have cards of color driven can play anything - either a trump card or a card of another color. Every trick is won by the highest trump played, or if there are no trumps in it then the highest card in the suit is led. Rating Each of the elements High, Low, Jack and the game is worth a point. If you bid and submit your bid, you will receive the number of points you make (in other words, if you bid two and make four, your team scores four points). However, to score five points (smudge), you have to really bid smudge - if you bid four, and really win all the tricks, including the host of trump, you can still only score four. The opposing team does what number of points they earn. For example, if the manifesters team bid in two, but opponents occupy 2 of trump, opponents score one for Low. If a group fails to make its bid it is said to be set. It loses (or is set back) the value of the offer, while the other team again scores whatever points it makes. Note that if a side that offers smudge loses a trick, the offer has failed and should be set back 5 points no matter what happens after that. However, the game must continue until the end to give the other side a chance to score points. A cumulative score is maintained for each group. A team's score can be negative. By winning the Game To win, a team needs at least 21 points, but they can only win at the end of a hand in which they made their offer. A team that reaches 21 or more in a hand where they are against the declarator - nor win if they bid and lose contract, but still have 21 or more points. It is therefore possible for the winning team to have fewer points than the losing team. For example, let's say we have 18 points and they have 24, but they haven't won yet because they got their last 4 points playing against our offers. If we now bid 3 and do it, and they get 1 point, we win, although we have just 21 points while they have 25. Draw Partnership After trump is declare, players deplet any cards thet want face down, and the assert demittes thes hands to six cards from the undealt esit. It is illegal to Trump, and normally, players will reject all their non-Trump cards in the hope of replacing them with Trump. This makes it more likely that the ace, two, and Jack will end up in the game. Pitching A player can drive (or pitch) an indented bid card. Pitching in this way is equivalent to an offer of four with the LED suit as trump. If someone throws, none of the other players can bid, except the dealer, who still has the option to take the offer by throwing or announcing a smudge. If the dealer receives the offer in this way, the original bidder must get back the card he threw. Some play that if the dealer does that and is set, the loss doubles. Six players The six-player game is two against two versus two, all sitting opposite their partners. Instead of six cards, each is dealt eight. There is no tie, but everyone rejects two cards after Trump's announcement. No trump in the first trick. In this variant, the declarator is allowed to make a non-trump candidate. In this case it is illegal for any player to play a trump card for the first trick. Usually the declarator will use this opportunity to drive the ace of another suit so that the partner can drop the ten (for game points) below it. Smear There is a group of Pitch variations that go by the name of Smear. These are described on the Smear page of this site. Five Point Set Back On his former set back page, Brad Wilson described a partnership version with five points: high, low, right, left, game. The right bower is the Trump jack and the left bower is the off jack, ranking just below it. Note that these two cards rank between the queen and ten trumps, not at the top of the color, as in Euchre. This game is played with a package of 28 cards: the cards from 3 to 8 from a pack of 52 cards are removed, leaving A, K, Q, J, 10, 9, 2 in each color. Six cards are dealt to each player, in threes, and the remaining cards are not used. You can bid for any number from 1 to 5, and bidding can be moved several times if necessary, but you can no longer bid after the parentheses. When everyone has passed except the highest bidder, or someone has an offer of five, the offer ends. The highest bidder nominates Trump and leads any card in the first trick. Players must follow suit, except that a lead that is not trump can be overcome even if you have a sheet of color driven. As usual, the bid team scores the points if it fulfills the offer and the amount of the offer if it doesn't. The highest bidder's opponents always score the points they make. The first team to reach 12 or more points wins. Arizona 29-card Pitch This is another game that uses an abbreviated deck: A-K-Q-J-10-9-6 in each suit plus a joker, ranking between cricket and ten trumps. There are points for high, low, jack, joker and game. Here is a file copy of the rules from blakeware.com. Oklahoma Ten Point Pitch This variation from Oklahoma was contributed by Al Connor. Connor is very closely related to Minnesota Smear. 1. Players and Cards. The game is played by either four or six people in groups two, using a standard American 52 deck with two distinct jokers, set high and low. Jack of the same color as the Trump Jack is known as Off-Jack (for example, if the sticks are trumps, the Jack of Spades is the Off-Jack). The Off-Jack and High and Low Jokers are part of the Trump suit and the ranking of trumps from high to low is: Ace, King, Queen, Jack, Off-Jack, High Joker, Low Joker, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two. 2. Deal If there are four players, each shares nine cards. If there are six players, each one shares eight cards. The remaining undealt cards are placed face down to form a widow's hand.3. Points There are extra points for Off-Jack and Jokers, and optionally for the three trumps. This makes a total of ten or seven points to bid for. The points are: High: Scored by the team holding the highest trump in the game. Low: Scored by the team that holds the lowest trump in the game (not by the team that wins on a trick). Jack: Scored by the team (if any) that win the cricket of trumps in a trick. Off-Jack: Awarded to the team (if any) which wins a trick containing the Off-Jack. High Joker: Awarded to the winning team the trick that contains the High Joker, if they are in the game. Low Joker: Awarded to the winning team the trick that contains the Low Joker, if they are in the game. Trump Trey: Three points are awarded to the team that wins the trump trick. Note: The 3-point score for the three trumps is optional. If not used, then there will only be seven points available for bidding. Game: Either as in the main game, or some players award the point to the team that wins the trick containing the Trumps' Ten. 4. Bidding There is only one bidding round. The minimum offer is two, the maximum is the total number of points available - either ten or seven, depending on whether you calculate the trump Trey. The dealer is not allowed to steal the offer.5. The Rejection If you play six hands, the winner of the offer takes the six cards from the widow and declares the trump suit. All players then discard up to six game cards. The winner of the promotion then starts the project. If it plays with four hands, the highest bidder declares the trump card and then all players are allowed to discard from 0 to 3 cards and receive an equal number of replacement cards from the deck (if sufficient), bringing their hands back to nine cards. All players then down to six sheets. Some play without the rejection and draw feature - players simply each discard three cards. The winner of the promotion then starts the project. 6. The game Some play that the first lead of the highest bidder must be a trump; others play that anything can be driven. There are three options to follow your example, depending on the rules of the house: Players can follow his example must either do so or trump; players who cannot follow suit can play anything. Players who can follow suit should always do so. players who cannot follow suit can play anything. Players must either follow suit or trump unless they can't do either, so they can play anything. 7. Rating The score and the conditions for winning the game are the same as in the main game, except that there is no smudge. Dave Coleman-Reese mentions a variation of this game without the Off-Jack and scoreless for the Trump Three, so there are 6 points on offer. On his website, Larry Charbonneau describes another version of Ten Point Step. Each of the four players shares nine cards, the minimum bid is four and the dealer must take the offer for four if everyone else passes. After the highest bidder has named Trump the players discard all their non-Trump cards and refill their hands in six cards. Cards remaining in stock are given to the highest bidder, who can take them or give them to a partner without first looking at them. A player with more than six trumps must reject any excessive trumps from the game. In the play, only Trump games are legal. A player who doesn't have trump left falls out of the game. If they won a trick with their last trump card, the lead goes to the left. The point of the game goes to the side that wins ten of the trumps in a trick. The bid side wins the points they bid if successful and loses the same amount otherwise. The first team with 52 points or more wins the game. A player can bid to shoot the moon, for which their team must rake in all ten points; if they manage to win the whole game if their previous score was zero or above, or advance to zero, if their score was below zero; if they fail, they lose the whole game. Variations are given on pitch with other points numbers, omitting some of the ten, or by adding other off-trump (Off-Ace, Off-Ten, Off-Three, Off-Two) ranking just below their actual counterparts. There's also Dirty Pitch in which the point about Low goes to the side that wins the two instead of owning it, and Reverse Pitch in which the ranking of trumps is reversed (both high and ace low). Here's a file copy of Maggie Stauffer's former Page Ten-Point Pitch, which describes a similar game in which only Trump can play. There are versions four and five players. Pawnee Ten Point Call Your Partner Pitch This version was contributed by James Adams, whose brothers learned it while working on Boeing aircraft in Wichita, Kansas in the 1950s. A copy of the rules file can be found on Pawnee's Ten Point Call partner pitch website. The game is usually played by five players using a 54-card package, including two jokers. Points are one each for high, jack, off-jack, high joker, low joker, ten, low and three points for the three. The low point is scored by the team of the player who was the lowest trump? the other points from the players who win the game. Ten cards each are dealt, leaving four to the kiten. The minimum bid is five and the dealer must bid five if everyone else passes. The highest bid, for ten points, is called shoot the moon and is worth 42 points if successful. The highest bidder is asking for a trump card, and the holder of that trump card is the partner of the highest bidder. The highest bidder takes the kiten and everyone rejects it down to six cards. Points outweigh (jacks, jokers and three) and the trump caller cannot be rejected. Only Trump can be played. Players who are out of trump are leaving the game. The highest bidder leads to the first trick, in which the so-called trump must be played. The bid team each wins the number of points they made, if that's enough to fulfill the offer, otherwise they lose the amount of the offer. Each member of the opposing team scores the points that this team made. If the so-called Trump is held by the high bidder (for example if he was in the kitty), the highest bidder plays alone against a group of four opponents. The game is 42 points. If more than one player reaches or exceeds 42 in the same hand and the highest bidder is one of them, the highest bidder wins, if none of them, the highest bidder wins, further hands are played until a player has 42 or more points after a successful bid. Nine Card Pitch Like normal pitch this is for four players, two vs. two, with partners facing each other, but as the name suggests, nine cards are dealt to each player. In addition to highs, lows, and jacks in the game, there are two more points available: Five - scored by a team that wins five by Trump in a trick; High shovel - the highest shovel in the game, scored by the winning team in a trick. The possible bids are three, four, five and six. After the pitcher declares trump, each player can discard up to four cards, which will be replaced by cards from the non-significant portion of the deck. The game is like on the regular Pitch, except that the pitcher is not required to lead a trump in the first trick. Each team starts with a score of 21, and their score for a hand is deducted from it if successful. If they fail in their bid, they are said to go up, and their offer is added to their score. Winners are the first team whose score reaches zero or less, but it is only possible to win in one hand where you succeed in a bid, or opponents fail in their bid. If the points of a team that won the game will to reach or go to zero while playing against a successful bid, the score of this team becomes one. Fish Pitch This variation was contributed by Judd A. Schorr Each of the four players shares 12 cards from a 52-card pack: 6 for their hand and 6 kept face down in front of them. The offer is like the regular Pitch. In the first trick everyone has to play out of their hand, but from then on, players can either play by their hand or fish fish card from the unknown 6 in front of them. There are 12 tricks played in all but 4 cards are out, so both Jack and Jack of Trump are usually in the game. You can try to get a trick that you really, really want by fishing a card on it, and sometimes you can do it. However, sometimes, you give the opposing team a low or an extra ten to the game. In this variation, even if you share a poor visible hand, you're still in action as no one knows what you'll throw next. It also makes it difficult (and fun) to count cards for two reasons - all the cards are out, and you can seemingly break after your example by fishing for a card. (You can't say for sure if a person is out of Trump altogether, only that they are out of Trump in their hand!) This variant is really a lot of fun, and should be tested. Pitch with Fias, Pedro, Cinch, Catch Five The version of Contribute which five is an extra trump score worth 5 points (making 9 points in total) is now described on Pedro's page, along with Pedro's double or Cinch's, in which the other five of the same color are also a Trump score of 5 (for a total of 14 points). Cutthroat Pitch can also be played by two or more players, each playing for themselves. The rules of supply and play are the same as for the partnership game. In the game with more than two players, opponents will tend to gang up against the highest bidder to try to prevent the offer being made. Money game Ben Butzer reports that at UCLA, instead of playing up to 21 points for the game, they will play for 10 minutes per point. The game is played without partners. The score is like in the collaboration game, except that each player scores separately the points they make. If you are the highest bidder, you are behind if the points you make are less than your offer. Players can participate or leave the game after any hand. When the staff changes, the game is settled: each player's score is compared to the average - winners receive 10 cents for each point above average and losers lose 10 cents for each point below. The smudge offer in this version is called shooting the moon or mooning. Mooning has no effect on your scoring points. If you shoot the moon successfully you earn \$1 from the other player (recorded on the scoresheet with a star). If you shoot and lose, you pay \$1 each. Moon can only bid over 4 Tom Price references a version in which Moon can only bid for a 4 bid from another player. The only person can bid over the Moon is the dealer, who can still steal the offer. If you bid Moon and make it win 4 points, as if you had an offer of 4, if you lose your score goes to 4 in the hole (i.e. minus 4), regardless of what score you were before. In this game players in addition to the final winner must pay the winner an extra bet for each time they were set (as in the Money Version of Smear). A player who Moon and fails is charged for two sets. Racehorse Patrick Mathews describes a version of the money game above, called Racehorse. This is usually played by 5 or more people, each game for themselves. If the pitcher's offer succeeds, the pitcher receives \$1.00 for each point offer from each of the other players. A pitcher whose bid fails pays \$1.00 per point offer to each opponent. In any case, other players receive nothing for the points they make. The game of hand ends as soon as it is clear if the offer has succeeded, since further points won by each side do not affect the payment. A pitcher whose bid fails is said to be upped. Probably this term comes from the practice of scoring inversely on some pitch variations - see for example nine card pitch above. A winning pitcher deals with the next hand. If the pitcher is upped, the player to the right of the pitcher deals with the next hand, so the upped pitcher has the first offer. 14 point Tunkhannock Pitch This game from Pennsylvania is somewhat related to the first version of the 10-point Pitch partnership described above. It is usually played by four people, but can also be played as a collaboration game. A 54-card package including two jokers - the off-jack, the high joker and the low joker ranked in this order as trumps just below the slot - is used. There is a six-card deal and after bidding three cards are discarded and hands are replenished. The minimum offer is 3, the maximum is smudge (equivalent to 15), which is an offer to take all 14 points and six tricks. The dealer can steal the offer with an equal offer and must bid in three if everyone else is through. Points are high, low, jacks, away, tall jokers, low joker, game, last trick, high spade (worth one point each) and five (5 points). Points go to the player who wins the card in a trick. The point of the game is scored by the player who gets the most points. Trumps don't have to lead at first. It may trump even when you've led the suit, but you can only reject it from a different non-trump suit when you can't follow suit. Detailed rules can be found on this file copy of Bill and Joe Tunkhannock's 14 Point Pitch page. Umesh Shankar's regression page has rules, variations and basic strategy tips. Here is a file copy of Brad Wilson's former Set Back page, which described a five-point version. Larry Charbonneau's Pitch Point and Bill and Joe Tunkhannock's 14-point Pitch page describe further variations. Pitch Software The HOYLE Card Games collection for Windows or Mac OS X includes a Pitch program, along with many other popular card games. You can download Matt Reckletis' Nine Cards Pitch program. Scott Olson has written a Pitch program in which you can play several variations of Pitch against computer opponents or live over a LAN or over the Internet. You can play Pitch online against live opponents on Trickster Cards. Cards. Cards.