

THE WHITE HOUSE
WASHINGTON

OFFICE OF SPEECHWRITING

Fax: (202)456-5709
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TO: Mrs. Clinton

Fax: _____ Phone: _____

FROM: Tune Smith

Comments: _____

Date: _____
Number of pages (including cover): 3

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Fax: (202)456-5709
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TO: Mrs. Clinton

Fax: 508-627-6444 Phone: _____

FROM: Tune Shih

Comments: _____

Date: _____
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MEMORANDUM

To: HRC
Fr: June *JS*
Re: Column
Da: August 26, 1997

Creators' minor changes are incorporated in this draft. They re-cast the lead graph a little bit and left the rest of the column alone.

I was wondering if you could you supply a few more details -- what kind of car did you take on vacation? How long was the drive? And where is Lake Winola?

I need to thank George Klemic, David Sedgwick, David Dailey, Monte Benson, and Richard Dunlap for the contributions they have made to the rules below.

Pinochle

Number of Players: 4 playing as partners

Object of game: To score 150 points.

Deck: A 48 card deck made up of 2 each of all cards 9 and above (including Aces).

Rank of Cards: A, 10, K, Q, J, 9 in all suits.

Preliminaries: The players are seated so that partners are non-adjacent. Deal progresses clockwise.

The Deal: All the cards are dealt out so that each player receives 12 cards.

Bidding: The person to the left of the dealer starts the bidding and the bidding proceeds clockwise. The minimum bid is 15. Each player may bid an amount higher than the previous highest bid or pass. Once a player passes they may not bid again during that hand. When everyone but one player has passed, the highest bidder is the Declarer.

Note: If the first three bidders all pass, the dealer is the declarer with a mandatory bid of 15.

The Meld: When bidding is finished, the Declarer names a trump suit. Each player then places face up on the table any meld that they have. Combinations that a player may meld and their point values are:

Run: A,K,Q,J,10 in trumps - 15 points (2 runs - 150 points)

Royal Marriage: K, Q in trumps - 4 points (2 RM's - 8 points)

Marriage: K, Q not in trumps - 2 points (2 Marriages - 4 points)

Aces around: 1 ace in each suit - 10 points (2 Aces around - 100 points)

Kings around - 8 points (Double - 80 points)

Queens around - 6 points (Double - 60 points)

Jacks around - 4 points (Double - 40 points)

Pinochle: Jack of Diamonds and Queen of Spades - 4 points (2 Pinochles are worth 30 points)

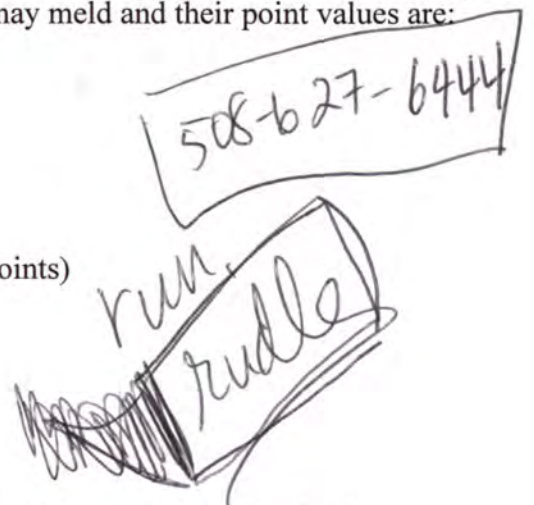
Dix: 9 of trumps - 1 point (Both 9 of trumps - 2 points)

Note: A run is 15 points. Do not count an additional 4 points for the Royal Marriage it contains.

A "round house" or a "round robin" is a marriage in every suit. It is worth 24 points, which is the total you get if you add up all the marriages, kings around, and queens around. Some people do play, however, that if you have a round house and a run, they are worth a total of 39 points instead of 35.

A card may be used in more than one meld, but may not be used in more than one meld of the same type (e.g. A single Jack of Diamonds could be used in a Pinochle and Jacks around but a single Jack of Diamonds could not be paired with 2 Queen of Spades for 2 pinochles).

After all meld has been laid down, count each players meld points, adding the two players on a team's points together. Write this total below each teams score on the scoresheet. Each player then picks up their meld and places it back in their hand.



The Play of the Hand: The Declarer leads to the table any card they choose from their hand. Each player in turn clockwise then plays a card to the trick. The player who plays the highest trump (or if no trumps are played, then the highest card of the suit led) places the cards in the trick face down in front of them and then leads to the next trick. Play continues until all cards have been played. When playing to a trick there are very strict rules as to what cards may be played. These rules are listed below in order of precedence (highest precedence first).

A player must play a card of the suit led if possible.

A player must play a card that will beat the highest card played if possible.

If a player does not have any cards in the suit led, they must play trumps if possible.

If a player plays trumps, they must play a card higher than the highest trump played if possible.

If a player has no cards in the suit led and no trumps, they may play any card.

(Clarification: If a player has a higher card of the suit led, but trumps have already been played, they may play any card of the suit led.)

Scoring: The last trick taken counts one point for the team taking it. Each Ace, King, and Ten counts one point for the team that captured it in play. The number of points the Declarer's team takes in play plus the amount of their meld must be greater than or equal to the amount of their final bid. If it is not (called "going set"), the amount of their meld (and the points they took during the hand) are disregarded and their score is reduced by the amount of their bid. If their meld was more than the amount of their bid, they only need to take one trick to keep from going set. If the Declaring team does not go set, the amount of their meld plus the points they took in play are added to their score. If the non-Declaring team took a trick, the amount of their meld plus the points they took in play are added to their score. If a team exceeds 150 points at the end of a hand they win the game. If both teams exceed 150 points, the Declaring team on the final hand wins the game regardless of which team had the most points.

Note: In some cases, a player's bid may be more than 25 points greater than the teams meld (e.g. Player bids 40, team has 12 meld). In this case it is impossible for the declaring team to make their bid. The hand is still played, though, to determine the amount of points the defending team gets.

General Variations:

Some people play with everything counting 10 times what I have given the value as (e.g. Pinochle is 40, Double pinochle is 300, Run is 150, etc.). In this case, the Ace, Ten, and King are each 10 points and the last trick is 10 points. Game is 1500 points. This is the original scoring system because it was once commonly played that Aces counted 11 points, Tens 10, Kings 4, Queens 3, and Jacks 2. (Does anyone still play this way?)

After the bid has been decided, but before melding the declaring team (or both teams) may pass from 1 to 4 cards (exact number to be decided before game starts) to each other face down. A player may not look at the cards they have been passed until the passing is complete. (If only the declaring team is passing, it may be played that the declarer's partner passes cards, the declarer puts these in their hand, then passes back an equal number of cards.)

A player who is dealt 5 or more nines may ask for a redeal (by the same dealer).

Specific Variations:

Iowa State Bidding Conventions This game is played with the same rules as above except for a couple. There is a special meaning to the bidding however:

A bid of 15 opens the bidding.

A bid of 17 or 2 above the current bid means you have 1 leg of a Pinochle (J of Diamond or Q of Spades).

A bid of 19 means you have 2 legs of Pinochle (doesn't have to be a matched set).

A bid of 24, 26, or 28 means you need one card to have a run.

A bid of 25 or 27 means you have a run.

A bid of 29 means you have 3 legs of Pinochle.

A bid of 30 means you have Double Pinochle.

A bid of 45 means you have Double Pinochle and a run.

A bid of 1 above the current bid means you like one ace having aces around.

A bid of "by me" (meaning pass) means you have aces around.

Here is an example of bidding:

Player 1 has one leg of a pinochle, so he bids 17.

Player 2 needs one card for a run, so he bids 24.

Player 3 has all the other legs of pinochles, so he bids 30 (since team definitely has Double Pinochle).

Player 4 has aces around, so he passes by saying "by me".

Player 1 also has a run, so he bids 45 (since team has double pinochle).

Player 2 and 3 pass letting player 1 call trump.

After trump has been called the team that took the bid pass three cards to each other. They may not look at the passed cards until they have passed themselves. After the pass the melding takes place.

If a player is dealt 5 nines without any meld, or 6 nines with meld they may call a misdeal. A misdeal may be called anytime before that players first bid (even after other players have bid). The player may ask their partner if they can call a misdeal.

Race Horse: Race Horse is played as the regular game above with the following differences:

The scoring used is the "Ten times as much" scoring described in the general variations above.

Bidding starts at 250. If no one bids, person left of the dealer must bid 250.

A player may meld an extra king or queen of trumps with a run and count it as an extra trump marriage. (Bigamist marriage)

The team that takes the bid passes 4 cards to each other. They may not look at the cards they have been passed until after they have passed. This is done before melding.

A player may declare a "sweep" when bidding. This is a declaration that their team will win all the tricks. Nobody melds. If the sweep is made the team scores 1000 pts plus the 25 points taken in play. If the sweep fails, the defending team scores 1000 pts plus the points they took during the play of the hand.

Optional scoring method: IF the bidding team goes set, the defending team takes the bidding teams meld and bid in points.

Another variation for which I have no specific name:

This variation differs from the basic rules above as follows:

Game is to 100 points.

The minimum bid is 20. If no one bids, dealer must take bid at 19.

A double run only counts 30 (not 150). Also, double aces around only count 20, kings 16, queens, 12, jacks 8.

Pass Pinochle:

Pass pinochle is played the same as the general game above with the following differences:

Minimum bid is 25.

If a player bid more than 25 points more than the team melds, they may choose not to play the hand. The defending team simply gets to add the meld they had to their score but do not get any points from the play of the hand.

The declaring team passes each other 3 cards face down before melding. They may not look at the cards they have been passed until passing is complete.

3 player pinochle: Pinochle may be played by 3 players by making the following modifications to any of the rules above (except there will be no passing).

Each player plays for themselves (no partners).

Each player is dealt 15 cards. 3 cards are dealt to the center of the table. These cards are called the "kitty" or "widow".

Minimum bid is 25. If no one bids, dealer must bid 25 (or optionally 24).

The declarer takes the 3 cards in the kitty and places them in their hand. They then discard three cards from their hand to their discard pile. The cards are counted towards points for the declarer at the end of the hand, but declarer must still take a trick to save their bid. Cards discarded may not be used for melds.

These options may be played with the 3-player game:

Minimum bid of 20, if no one bids the dealer must take bid at 15.

After player picks up the widow, they may choose to go set without hand being played. Defending team gets to count their meld, but they get no score from playing the hand.

Bidding may be limited to going around the table twice. If a player passed the first time around, they may not bid the second time around.

Pinochle Glossary

This glossary of Pinochle terms was contributed by David Dailey.

Aces Around

a piece of meld consisting of one Ace from each of the four suits; worth 100 points. Same as 100 Aces. See also arounds, 1000 Aces.

arounds

pieces of meld consisting of one of a particular rank from each of the four suits. Tens Around and Nines Around are not valid pieces of meld.

bare run

a run without an extra King or Queen. See also run.

bid

to offer a point value as the target to be reached, combining points from melding and pulling counters in tricks; also, the amount offered.

(to) bid up [or "to run up the bid"]

to continue bidding against an opponent even though your hand is not worth the amount you're bidding, generally for the sole purpose of inflating the bid in an effort to make the other team go set. Caution: use of this tactic can result in the bid being dropped on you. See also drop.

common marriage

a piece of meld consisting of one King and one Queen of a single suit other than trump; worth 20 points. See also marriage, royal marriage.

counters

the cards which score points when pulled during the trick-taking phase of the round (Aces, Tens, and Kings). See also non-counters.

deal

the process by which the 48 cards are evenly distributed to the 4 players. May be done three cards at a time or, alternatively, one card at a time. Deal passes to the left with subsequent rounds.

declarer

the person who makes the highest bid. Declarer, by winning the bid, earns the right to name trump, to receive cards from his or her partner, and to lead to the first trick.

deece

a Nine of Trump, so called because each one is worth ten points in meld (from the French "dix," ten).

drop (the bid)

to cease bidding when there are only two people who are still bidding. The bid is said to be "dropped on" the unfortunate soul who has taken the bid. Generally used only when the aforementioned person appears unable to make the bid. ("It was dropped on me!")

double run

a piece of meld consisting of both Aces, both Tens, both Kings, both Queens, and both Jacks of Trump; worth 1500 points (very rare). Same as 1500 Trump. See also run.

dump

to give the dealer the bid because all other players passed. The bid is said to have been "dumped on" the dealer. Generally used either as an excuse ("It was dumped on me, so what could I do?") or as an obstacle which was overcome ("It was dumped on me, but I took all the tricks anyway.")

800 Kings ("eight hundred Kings")

a piece of meld consisting of all eight Kings; worth 800 points. See also arounds, 80 Kings.

80 Kings ("eighty Kings")

a piece of meld consisting of one King from each of the four suits; worth 80 points. Same as Kings Around. See also arounds, 800 Kings

1500 Trump ("fifteen hundred Trump")

a piece of meld consisting of both Aces, both Tens, both Kings, both Queens, and both Jacks of Trump; worth 1500 points (very rare). Same as double run. See also run.

(to) follow suit

to play a card of the suit led to the trick. Each player is required to do this if able.

40 Jacks ("forty Jacks")

a piece of meld consisting of one Jack from each of the four suits; worth 40 points. Same as Jacks

Around. See also arounds, 400 Jacks.

40 Pinochle ("forty Pinochle")

a piece of meld consisting of one Jack of Diamonds and one Queen of Spades; worth 40 points.
See also 300 Pinochle.

400 Jacks ("four hundred Jacks")

a piece of meld consisting of all eight Jacks; worth 400 points. See also arounds, 40 Jacks.

(to) go set

(for the declaring team) to fail to earn enough points to meet the bid made by the declarer. Going set results in loss of points and should generally be avoided.

hand

the twelve cards dealt to an individual player.

100 Aces ("a hundred Aces")

a piece of meld consisting of one Ace from each of the four suits; worth 100 points. Same as Aces Around. See also arounds, 1000 Aces.

Jacks Around

a piece of meld consisting of one Jack from each of the four suits; worth 40 points. Same as 40 Jacks. See also arounds, 400 Jacks.

jump bid

a bid more than 10 higher than the previous amount bid. Generally, a jump bid indicates to your (still-bidding) partner that there is at least one suit for which you cannot supply a card needed for the run. Don't use a jump bid if your partner has already passed (unless you're just trying to confuse your opponent) because you may unnecessarily reveal information about your hand.

Kings Around

a piece of meld consisting of one King from each of the four suits; worth 80 points. Same as 80 Kings. See also arounds, 800 Kings

lead

to play the first card to a trick. Also, the first card played to a trick, or the right to play that card (as in "Whose lead is it?").

lone Ace

an Ace in a hand which contains no other cards of the same suit; such a card is susceptible to being pulled if the other Ace of that suit is led. See also pull.

loser

a card which is not likely to win a trick. Generally, a non-Ace outside of Trump is a loser.

make the bid

(for the declaring team) to earn enough combined points, from melding combinations of cards and from pulling counters in tricks, to meet or exceed the amount bid by the declarer.

marriage

a King and a Queen of the same suit. See common marriage, royal marriage.

meld

the combinations of cards which score points after the deal and before trick-taking has begun.
Also used as a verb, meaning "to lay down meld."

minimum bid

the amount the first bidder must offer to make, or else pass; also, the amount the dealer receives the bid for if everyone else passes.

non-counters

the cards which do not score points during the trick-taking phase of the round (Queens, Jacks, and Nines). See also counters.

(to be) on the board

(for the declaring team) to have sufficient meld that it is mathematically possible to make their bid. Because there are 250 points available in the trick-taking phase, the declaring team must meld to within 250 or fewer points of their bid in order to be on the board.

pass

a bidding phrase that removes you from the bidding for the current round.
also, the set of four cards sent back and forth across the table from declarer's partner to declarer.

pass with help

a bidding phrase that removes you from the bidding for the current round, but indicates to your (still-bidding) partner that you can provide four good cards regardless of the suit named trump. Don't use this phrase if your partner has already passed because you will unnecessarily reveal

AKQJ10 9 same suits

information about your hand.

pinochle

the combination of a Jack of Diamonds and a Queen of Spades, from which the game gets its name. See also 40 Pinochle, 300 Pinochle.

pull

to remove a trick from the table after it is played.

also, to force a particular card to be played. ("My Ace of Trump pulled Pat's Ten [because Pat had to follow suit].")

Queens Around

a piece of meld consisting of one Queen from each of the four suits; worth 60 points. Same as 60 Queens. See also arounds, 600 Queens.

round

the sequence of events from one deal through to the next; frequently called a "hand" but distinct here for clarity.

round robin

a piece of meld consisting of a marriage in each of the four suits; worth 240 points (Kings Around [80], Queens Around [60], one royal marriage [40] and three common marriages [60 points total]). See also common marriage, Kings Around, Queens Around, royal marriage.

royal marriage

a piece of meld consisting of one King and one Queen of Trump; worth 40 points. The King and Queen of Trump found in a bare run is counted as part of the run. See also bare run, common marriage, marriage, run.

run

a piece of meld consisting of one Ace, Ten, King, Queen, and Jack of Trump; worth 150 points. An extra King or Queen of Trump (or both) increases the value. See also bare run, double run, 1500 Trump.

(to) set

(for the non-declaring team) to pull enough points in tricks that insufficient points are available for the declaring team to make their bid. ("We set them when we pulled their lone Ace.") See also go set, pull

600 Queens ("six hundred Queens")

a piece of meld consisting of all eight Queens; worth 600 points. See also arounds, 60 Queens.

60 Queens ("sixty Queens")

a piece of meld consisting of one Queen from each of the four suits; worth 60 points. Same as Queens Around. See also arounds, 600 Queens.

(to) slough [pronounced "sluff"]

to play a card to a trick that is neither of the suit led nor of Trump (you must have no cards in either suit); this card cannot win the trick. Generally, the declarer's partner will slough counters onto declarer's first few trump leads, until his or her counters are exhausted.

1000 Aces ("a thousand Aces")

a piece of meld consisting of all eight Aces; worth 1000 points. See also arounds, 100 Aces.

300 Pinochle ("three hundred Pinochle")

a piece of meld consisting of both Jacks of Diamonds and both Queens of Spades; worth 300 points. See also 40 Pinochle, pinochle.

(to) throw it in

(for the declaring team) to decide, after melding, not to play the rest of the round because it is either mathematically impossible or perceived to be impossible for the declaring team to make their bid.

trick

a set of four cards played to the table, one from each hand, led by the winner of the previous trick (the declarer leads to the first trick). Each player plays a card to the trick in order, to the left of the leader. The winner of the trick is the person who played the highest-ranking card of the suit led, or if the trick contains trump, the highest-ranking trump played on the trick.

trump

the suit named by the declarer after winning the bid. This suit then has special properties during the trick-taking phase and also affects points earned in meld. See also declarer, meld.

also, to play a card of the trump suit onto a trick with a non-trump lead. ("Chris trumped my Ace of Hearts!")

void

lacking cards in a particular suit. With the pass back to the partner, the declarer will usually make his or her hand void in one or more suits to increase its potency.

walk (as in "will it walk?" or "make it walk")

to win a trick with a card that would normally be considered a loser.

winner

a card that is very likely to win a trick. The Ace of Trump is a winner (unless it is the second one played on the trick). Generally, Aces and Trump are winners. See also losers.

[Return to Rules of Pinochle](#)

[Return to General Index of Card Games site](#)

This page is maintained by John McLeod (john@pagat.demon.co.uk).

Last updated 11 February 1996

& Candy Land

**FIRST LADY HILLARY RODHAM CLINTON
COLUMN FOR RELEASE AUGUST 27, 1997
TALKING IT OVER/CREATORS SYNDICATE**

For me, vacations have always meant pulling out the cards, board games, and jigsaw puzzles and getting together with family and friends for long relaxing days and evenings of game playing. I'm happy to report that the tradition is alive and well during this year's vacation on Martha's Vineyard. In our first week here, we have played Scrabble, Boggle and a great word game we learned from the Kennedys called Bartlett's, which challenges you to make up quotations.

When I was a child, games filled my days during the summer break from school. Outdoor games occupied most of my time, but rainy days meant gathering in our den or somebody else's basement for marathon matches of Monopoly or Clue. Four decks of cards were combined for championship bouts of War or Concentration.

But the peak of the summer game season began the moment my father backed the car [what kind of car was it?] out of the garage in the pre-dawn darkness in early August and we all headed east for our annual summer vacation.

My brothers and I played games we already knew and made up new ones to amuse ourselves and while away the time in the car [How long was the drive?] Counting the mile markers along the Indiana, Ohio and Pennsylvania turnpikes became a game. Playing Old Maid,

To: Katherine & Anita

Fr: June

202 456-5640

Go Fish or blackjack carried big stakes as the winner got to lie down alone in the back seat for a while, relegating the two siblings to the floor. My mother used word games like twenty questions, car license tag, or alphabet challenge to divert us from fighting or whining for thirty or forty minutes -- an eternity of calm for two adults trapped with three rambunctious kids.

When we finally arrived at my father's family cottage on Lake Winola, [Pennsylvania?] the serious games began. The game of choice for my grandfather, father, uncles and other male relatives and neighbors was pinochle. The sound of shuffling cards on the front porch began soon after breakfast. As a little girl, I stood by the big card table, watching the men sort their cards and asking to be taught this grownup game.

When I was around ten, my father taught me a related game called Hassenpepper. Once I understood that, I moved on to pinochle and became a player. Just as now, I loved sitting at the table watching the cards being dealt, picking them up one-by-one, hoping for a "rudle" or "a hundred aces" or, if the pinochle gods were appeased, a twenty-four point "round house."

I also learned a lot listening to the chatter and kidding or seeing the occasional outburst of anger or frustration at one's luck or stupidity.

Old Pete, a 90-year old man who lived up the road, would show up about once a week, and leaning on his cane, hobble up the steps to the porch to join our ongoing game or yell for somebody to come play with him. We always made room but knew it was only a matter of time

before he started cussing at someone -- usually my father -- over the cards he was dealt. He'd throw them down in disgust and limp off yelling profanities as he went.

My grandfather, a gentle soul who never raised his voice, would shake his head and wonder whether a man who couldn't play games could really enjoy life.

When I met my husband, I discovered a kindred game-playing spirit. I taught him pinochle, a game he loves; he taught me hearts, one I have never liked. Over the years, we have played countless hours of Trivial Pursuit and charades. And when Chelsea came along, we learned a new generation of children's games like Candyland and Chutes and Ladders and introduced her to checkers, dominoes, Parcheesi and, of course, pinochle.

For the next two weeks, the three of us have a few hard jigsaw puzzles to put together and many hands of pinochle to play. Each of us will win some, lose some, smack our foreheads with frustration and even yell a bit. And maybe, like my grandfather, we'll learn something about ourselves and life from all our fun and games.

###

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unfortunately I don't
Whenever I'm on vacation, I play all sorts of games, most of which I ~~neither think about~~

~~or have time for during the rest of the year. Vacation time has always meant fun and games~~

When I was that's what we game filled our days during summer
occupied because that's what I did as a child during the summer break from school. Outdoor games filled

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basement for marathon matches of Monopoly or Clue. Four decks of cards were combined for

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→ Pennsylvania?
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①

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My brothers and I played games we already knew and made up new ones to amuse ourselves and while away the time in the car [How long was the drive?] Counting the mile markers along the Indiana, Ohio and Pennsylvania turnpikes became a game. Playing Old Maid, Go Fish or blackjack carried big stakes as the winner got to lie down alone in the back seat for a

*a big old
Lincoln
that
we called
'The Barge'*

while, relegating the two siblings to the floor. My mother used word games like twenty questions, car license tag, or alphabet challenge to divert us from fighting or whining for thirty or forty minutes -- an eternity of calm for two adults trapped with three rambunctious kids.

near Scranton

When we finally arrived at my father's family cottage on Lake Winola, [Pennsylvania?] the serious games began. The game of choice for my grandfather, father, uncles and other male relatives and neighbors was pinochle. The sound of shuffling cards on the front porch began soon after breakfast. As a little girl, I stood by the big card table, watching the men sort their cards and asking to be taught this grownup game.

When I was around ten, my father taught me a related game called Hassenpepper. Once I understood that, I moved on to pinochle and became a player. Just as now, I loved sitting at the table watching the cards being dealt, picking them up one-by-one, hoping for a "rudle" or "a hundred aces" or, if the pinochle gods were appeased, a twenty-four point "round house."

I also learned a lot listening to the chatter and kidding or seeing the occasional outburst of anger or frustration at one's luck or stupidity.

Old Pete, a 90-year old man who lived up the road, would show up about once a week, and leaning on his cane, hobble up the steps to the porch to join our ongoing game or yell for somebody to come play with him. We always made room but knew it was only a matter of time before he started cussing at someone -- usually my father -- over the cards he was dealt. He'd

throw them down in disgust and limp off yelling profanities as he went.

My grandfather, a gentle soul who never raised his voice, would shake his head and wonder whether a man who couldn't play games could really enjoy life.

When I met my husband, I discovered a kindred game-playing spirit. I taught him pinochle, a game he loves; he taught me hearts, one I have never liked. Over the years, we have played countless hours of Trivial Pursuit and charades. And when Chelsea came along, we learned a new generation of children's games like Candyland and Chutes and Ladders and introduced her to checkers, dominoes, Parcheesi and, of course, pinochle.

For the next two weeks, the three of us have a few hard jigsaw puzzles to put together and many hands of pinochle to play. Each of us will win some, lose some, smack our foreheads with frustration and even yell a bit. And maybe, like my grandfather, we'll learn something about ourselves and life from all our fun and games.

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THE WHITE HOUSE
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FROM: June Shih (456-5640)

Comments: _____

Date: _____
Number of pages (including cover): 4

①

Whenever I'm on vacation, I play all sorts of games, most of which I neither think about or have time for during the rest of the year. Vacation time has always meant fun and games because that's what I did as a child during the summer break. Outdoor games filled most of my time, but from school. Rainy summer days meant gathering in our den or somebody else's basement for marathon matches of Monopoly or Clue. ~~For~~ four decks of cards were combined for championship bouts of War or Concentration.

But, the height of the summer game season started from the moment our

(2)

Annual family vacation began as we pulled away from our house in the pre dawn darkness early in August. We played games we already knew, learned others and made up new ones to amuse ourselves.

Counting the mile markers along the Indiana, Ohio and Pennsylvania turnpikes became a game. Playing Old man, Go fish, or blackjack carried big stakes as the winner got to lie down ^{alone} on the back seat, ^{for a while,} relegating two siblings to the floor. My mother used word games like ^{can} twenty questions, license tag or alphabet challenge

(3)

to divert us from fighting or whining for thirty or forty minutes - an eternity of calm for two adults trapped with three rambunctious kids.

When we finally arrived at my father's family's cottage on Lake Winola, serious games began. The game of choice for my grandfather, father, uncle and other male relatives and neighbors was Pinochle. The ^{sound of} shuffling ~~of~~ cards on the ^{front} big porch began after breakfast. As a little girl, I stood by the big card table, watching the men sort their cards, and asking to be taught this game.

(4)

game.

When I was around ten, my father taught me a related game called Hausenpepper^(?) which I ~~can't~~^{don't} find^{is} played anymore. ~~From there~~ Once I ~~had~~ understood that, I moved on to Pinochle and became a player. Just as now, I loved sitting at the table watching the cards being dealt, picking them up one-by-one, hoping for a "riddle" or "a hundred aces" or, if the pinochle gods were appeased, a twenty-five point "Roundhouse."

I also learned a lot listening to the chatter and kidding or seeing the

(5)

Occasional outburst of anger or frustration at one's luck or stupidity.

Old Pete, a ninety-year old man who lived up the road, would show up about once a week, and, leaning on his cane, ~~he~~ hobbled up the steps to the porch to join an ongoing game or yell for somebody to come play with him. We always made room but knew it was only a matter of time before he started crossing someone - usually my father - over the cards he was dealt. He'd throw them down in disgust and limp off yelling profanities as he went.

(6)

My grand father, a gentle soul who never raised his voice, would shake his head and wonder whether a man who couldn't play games could really enjoy life.

Shortly after I met my husband, I discovered ~~that~~ a divided game-playing spirit. I taught him Pinochle, a game he loves; he taught me hearts, one I never have liked. We played ^{him on} Trivial Pursuit and charades. When Chelsea came along we learned a new generation of children's games like Chutes and Ladders and introduced her to Checkers, Dominoes, Parchesi and, of course, Pinochle.

(7)

In this first week of our vacation,
we ~~have~~ have played Scrabble and
Boggle, and a great word game we
learned from the Kennedys called Bartlett's,
which challenges you to make up quotations.

For the next two weeks, we have a
hand
few jigsaw puzzles to put together and
many hands of pinochle to play.
Each of us will

~~lose~~ win some, lose some, make our
furches with frustration and even
yell a bit. ~~as we take this respite~~

~~from our busy lives~~ And, like my grandfather,
learn something about ^{ourselves and} life from ^{all} our fun
and games.

**FIRST LADY HILLARY RODHAM CLINTON
COLUMN FOR RELEASE AUGUST 27, 1997
TALKING IT OVER/CREATORS SYNDICATE**

For me, vacations have always meant pulling out the cards, board games, and jigsaw puzzles and getting together with family and friends for long relaxing days and evenings of game playing. Happily, that tradition is alive and well during this year's vacation on Martha's Vineyard. In our first week here, we have played Scrabble, Boggle and a great word game we learned from the Kennedys called Bartlett's, which challenges you to make up quotations.

When I was a child, games filled my days during the summer break from school. Outdoor games occupied most of my time, but rainy days meant gathering in our den or somebody else's basement for marathon matches of Monopoly or Clue. Four decks of cards were combined for championship bouts of War or Concentration.

But the peak of the summer game season began the moment my father backed the car -- a big old Lincoln that we called "the barge" -- out of the garage in the pre-dawn darkness in early August and we all headed east for our annual summer vacation.

My brothers and I played games we already knew and made up new ones to amuse ourselves on the two-day trip from Chicago to Pennsylvania. Counting the mile markers along the Indiana, Ohio and Pennsylvania turnpikes became a game. Playing Old Maid, Go Fish or blackjack carried big stakes as the winner got to lie down alone in the back seat for a while,

relegating the two siblings to the floor. My mother used word games like twenty questions, car license tag, or alphabet challenge to divert us from fighting or whining for thirty or forty minutes -- an eternity of calm for two adults trapped with three rambunctious kids.

When we finally arrived at my father's family cottage on Lake Winola, the serious games began. The game of choice for my grandfather, father, uncles and other male relatives and neighbors was pinochle. The sound of shuffling cards on the front porch began soon after breakfast. As a little girl, I stood by the big card table, watching the men sort their cards and asking to be taught this grownup game.

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