



Euchre Rules for CCC Tournament

(Rules adapted from the Bicycle Cards web site)

Number of Players

Four-participant tables, playing two against two as partners. Each table plays three games rotating partners so that each player plays with each of the three other players at the table. Each week players will be matched with different players. An attempt will be made to have every player play as many different players possible over the four weeks.

The Pack

24 cards (8s and below omitted). No jokers.

Rank of Cards

The highest trump is the jack of the trump suit, called the "right bower." The second-highest trump is the jack of the other suit of the same color called the "left bower." (Example: If diamonds are trumps, the right bower is J♦ and left bower is J♥.) The remaining trumps, and also the plain suits, rank as follows: A (high), K, Q, J, 10, 9.

The Draw, pivot, partners, and table pairings

From a shuffled pack a player deals face up cards to each player at the table. The first jack identifies the pivot and first dealer. The second jack identifies the partner of the pivot player. The pivot player keeps his/her seat while the other players rotate clockwise one chair after each game. Players can do a second rotation of games but only the first three games count for the tournament.

The Shuffle and Cut

The dealer has the right to shuffle last. The pack is cut by the player to the dealer's right. The cut must not leave less than four cards in each packet.

The Deal

The cards are dealt clockwise, to the left, beginning with the player to the left of the dealer. Each player receives five cards. The dealer may give a round of three at a time, then a round of two at a time, or may give two, then three; but the dealer must adhere to whichever distribution plan he begins with. After the first deal, the deal passes to the player on the dealer's left.

The Turn-up

On completing the deal, the dealer places the rest of the pack in the center of the table and turns the top card face up. Should the turn-up be accepted as trump by any player, the dealer has the right to exchange the turn-up for another card in his hand. In practice, the dealer does not take the turn-up into his hand, but leaves it on the pack until it is played; the dealer signifies this exchange by placing his discard face down underneath the pack.

Making the Trump

Beginning with the player to the left of the dealer, each player passes or accepts the turn-up as trump. An opponent of the dealer accepts by saying "I order it up." The partner of the dealer accepts by saying, "I assist." The dealer accepts by making his discard, called "taking it up." A player must have at least one trump or future left bower in their hand before naming trump.

The dealer signifies refusal of the turn-up by removing the card from the top and placing it (face up) partially underneath the pack; this is called "turning it down."

If all four players pass in the first round, each player in turn, starting with the player to the dealer's left, has the option of passing again or of naming the trump suit. The rejected suit may not be named. Declaring the other suit of the same color as the reject is called "making it next"; declaring a suit of opposite color is called "crossing it."

If all four players pass in the second round, the cards are gathered and shuffled, and the next dealer deals. Once the trump is fixed, either by acceptance of the turn-up or by the naming of another suit, the turn-up is rejected, the bidding ends and play begins.

Playing Alone

If the player who fixes the trump suit believes it will be to his side's advantage to play without the help of his partner's cards, the player exercises this option by declaring "alone" distinctly at the time of making the trump. This player's partner then turns his cards face down and does not participate in the play.

Object of the Game

The goal is to win at least three tricks. If the side that fixed the trump fails to get three tricks, it is said to be "euchred." Winning all five tricks is called a "march."

The Play

The opening lead is made by the player to the dealer's left, or if this player's partner is playing alone, it is made by the player across from the dealer. If he can, each player must follow suit to a lead. If unable to follow suit, the player may trump or discard any card. A trick is won by the highest card of the suit led, or, if it contains trumps, by the highest trump. The winner of a trick leads next. Renege results in loss of the hand and opposing team receives 2 points.

Scoring

The following shows all scoring situations:

Partnership making trump wins 3 or 4 tricks 1

Partnership making trump wins 5 tricks 2

Lone hand wins 3 or 4 tricks 1

Lone hand wins 5 tricks 4

Partnership or lone hand is euchred, opponents score 2

Renegé results in immediate loss of hand, opponents score 2

Playing with Dimes

For fun we will play for dimes.

- Everyone puts in a dime at the beginning of each game.
- If you get Euchred, you and your partner each put in a dime.
- If you fail to win all tricks when going alone you and your partner each put in a dime.
- If you win all five tricks your opponents each put in a dime.
- If you renege, you and your partner each put in a dime.
- At the end of the game, the losing partners each put in a dime and the winning pair splits the kitty.

Game

The first partnership to score 10 points wins the game. The winning team enters their score on the score card equal to their score plus the difference between their score and the losing team's score. The losing team's score is their points at the end of the game. The pivot player keeps the table scorecard.

Keeping Score with Low Card Markers. An elegant and widespread method of keeping score is with cards lower than those used in play. For a 10 point game, each side uses a three-spot and a two-spot as markers. To indicate a score of 1, the three is placed face down on the two, with one pip left exposed. For a score of 2, the three is placed face down beneath the two face up. For a score of 3, the three is placed face up over the face down two. For a score of 4, the three is placed face up on top with one spot of the two showing. For a score of 5 the three and two are crossed face down. Pips are shown as before with the cards crossed adding 5 to score to nine.

IF A PLAYER DOES NOT PROVIDE A SUB WHEN ABSENT

If a player does not show up and does not provide a sub the player receives a zero for the week. The tournament coordinator may be able to find a last-minute sub. If this is not possible the remaining players scheduled for that table will receive their average score for the other three weeks combined. They will not receive loner or Euchre credits.