

# Euchre Rules

## Object of the Game

- The goal of Euchre is for your team to win at least three tricks out of five for each hand. You will keep track of your team's tricks using the two 5 cards from the deck. When the game is concluded, transfer your score to your personal scorecard. You will then draw a card from the Host's deck and move to that table. At the end of 8 rounds, turn in your scorecard to the Host. Highest score wins and so does the lowest score!

Euchre has many variations; here are the rules for today's games.

## Basics:

- 4 player Euchre is played with 24 cards; the 9, 10, Jack, Queen, King and Ace of each suit.
- To determine who deals first, shuffle deck and deal out one card at a time. The Player receiving the first Jack is the first Dealer.
- Cards are then reshuffled and the Player to the right of the Dealer is offered the cut. The Player may either cut or decline to cut.
- The Dealer then deals out 5 cards clockwise giving either 2 or 3 cards to each successive Player until each has 5 cards. The remaining 4 cards are the "kitty". The top card of the kitty is turned face up after the deal.
- Each Dealer deals a "Hand". A game (or round) is concluded after each Player has dealt twice, for a total of 8 deals.
- The deal rotates to the left after each hand.
- If the Dealer has a mis-deal (e.g. someone received too many or too few cards, and/or a card was exposed during dealing), there is no penalty. The Dealer collects the cards and redeals.

## Rank of Cards

- **TRUMP** – Trump is determined at the beginning of each hand. Trump is the name given to the most powerful suit for that hand. Any trump card will take any card of another suit. Within the trump suit the following applies:
  - o The highest trump card is the Jack of the trump suit (the "Right Bower")
  - o The second highest trump card is the Jack of the other suit of the same color ("Left Bower")
  - o The remaining trump cards in descending order are: Ace, King, Queen, 10, and 9.
- In non-trump suits, the cards in descending order are: from Ace, King, Queen, Jack, 10, and 9.
- The suit of the same color as trump will not have a Jack because that card is now the Left Bower.

## Making Trump (First and Second Pass Bidding)

After the cards are dealt, the top card of the Kitty is turned face-up. The Player to the Dealer's left has the option to accept the turned-up card as trump or to pass. If a Player accepts trump they say "Pick it up". The Dealer must then pick up the card and discard a different card from their hand. If all four Players pass, the turned-up card is placed face down, and each Player in order, has the opportunity to name a different suit as trump in the second round of bidding. Whoever calls trump is the "Maker" and the other team are the "Defenders."

**REMINDER – The exposed card goes into the DEALER'S hand.**

## Stick the Dealer

If all Players pass twice and no trump is chosen, the Dealer is required to call trump in the second bidding. This is known as "stick the dealer". The Dealer must call a different suit than what had been the turned-up card which was placed face down.

**Miscellaneous:** (A) Each table to decide before the round starts if a Player can ask for help during a hand. (B) Depending on the number of Players and speed of play, the number of Rounds may be less than the 8 on the Scorecard. (C) Questions about the rules are to be directed to the Hosts.

# Euchre Rules

## Playing Alone

If a Player feels confident in their hand and after trump has been made, they may choose to “go alone” and attempt to win all five tricks without the help of their Partner. The rules for playing alone are:

- The declaring Player’s partner must fold their hand and sit quietly until the hand is complete.
- The declaring Player must have at least one trump card in their hand to declare a loner.
- The Player must declare going alone before the first card is played.

## Game Play

- The Player to the left of the Dealer leads first by playing any card from their hand.
- All Players must follow suit.
- If a Player doesn’t have any of that suit in their hand, they may either trump or play any other card from their hand.
- The only time trump must be played, is when the lead card is from the trump suit.
- The highest played card takes the trick. See “Rank of Cards”. The Player who played the card which took the trick leads next.
- Once all 5 tricks have been played, the hand is scored. See “Scoring”.

## Scoring:

- If the Maker team fails to take 3 tricks, they are “Euchred”, and the opposing team scores points.
- RENEG – occurs when a Player fails to follow suit when they could have. The hand is stopped and the opposing team is awarded the maximum points allowed in the hand. Note: if a Player catches their mistake before another card is played, they may change their discard.

	MAKERS	Point Scenarios	DEFENDERS
Team vs. Team	1	Makers win 3 or 4 tricks	0
	2	Makers win all 5 tricks (a “March”)	0
	0	Makers are Euchred	2
	0	Reneg by Makers	2
	2	Reneg by Defenders	0
Alone vs. Team	4	Maker wins all 5 tricks	0
	1	Maker wins 3 or 4 tricks	0
	0	Maker is Euchred	2
	0	Reneg by Maker	4
	4	Reneg by Defenders	0

## Score Tracking

- Use the two 5 cards (Red team: 5 hearts (♥) & 5 diamonds (♦)) Black team: 5 spades (♠) & 5 clubs (♣), with one card being flipped over to expose pips as the game progresses. One pip equals one point.
- Each round will have 8 deals. Each Player will deal twice. Thus, it is possible that a Team may score more than 10 points in a given round. After 10 points you can get creative on how you track your points.
- REMINDER – Today is for fun and for charity! You do not have to turn in your scorecard.

**Miscellaneous:** (A) Each table to decide before the round starts if a Player can ask for help during a hand. (B) Depending on the number of Players and speed of play, the number of Rounds may be less than the 8 on the Scorecard. (C) Questions about the rules are to be directed to the Hosts.