

TE EUCHRE

Play is on Monday and Friday evenings starting at 6:30 p.m.
You do not need to sign up to play (but it helps) and play cost 25¢
Please arrive by 6:15 p.m.

Early arrival allows coordination of number of players and tables

The Pack

Special Euchre decks are available, or the standard 52-card pack can be stripped to make a deck of 24 cards (A, K, Q, J, 10, 9 of each suit).

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."

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 trump, 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.

Card Values/Scoring

The following shows all scoring situations:

Partnership making trump wins 3 or 4 tricks - 1 point

Partnership making trump wins 5 tricks - 2 points

Lone hand (made trump) wins 3 or 4 tricks - 1 point

Lone hand (made trump) wins 5 tricks - 4 points

Opponents win 3 or more tricks (euchred) - 2 points

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. Even dealing one at a time is acceptable. After the first deal, the deal passes to the player on the dealer's left.

On completing the deal, the dealer places the rest of the pack to their left and turns the top card face up. Should the card turned up be accepted as trump by any player, the dealer has the right to exchange the turned up card for another card in his hand.

Making the Trump

Beginning with the player to the left of the dealer, each player passes or calls the turn-up as trump. An opponent of the dealer calls it by saying "I order it up." The partner of the dealer calls it by saying, "I assist." The dealer calls it by making his discard, called "taking it up."

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

NOTE: The player calling the turn-up as trump **MUST** have a natural in their hand. i.e. if the dealer has what would be the left bower & three aces and a 9; none of which matches the suite (hearts-♥) of the right bower turned up, they cannot call it as trump (J♦ A♦ A♠ A♣ 9♠). They must have an actual heart♥ in their hand before calling trump.

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."

Here at Trailer Estates, if the first three players pass in the second round, the dealer is required to call trump. Once the trump is fixed,

either by acceptance of the turn-up or by the naming of another suit, 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.

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.

Games

Each game consists of each dealer taking turns and together dealing 8 hands (each player will eventually deal twice). After 8 hands, that game's scores are totaled and players move to start a new game with a new partner (usually at a different table).

The night cost 25¢ and all money collected is awarded based on the number of tables. Play ends at 9:00 so we can be out of the hall by 9:00.