

~Euchre Rules~

	Event Points	M/F or CO- ED?	Point Distribution		Participation Points Total Distribution
20	CO-ED	20 points/# of games= points awarded for each game	1 winner in each game.	The winner will win the points will be for each game for their school.	10 % of Teams/ School

Euchre is a complicated game to explain, but an easy game to play. If you have never played Euchre before, have someone show you, and these rules will be much easier to understand!

Truncated rules for those who know Euchre: stick the dealer, play to 10 points, no bottoms.

Setup

- Four people play in teams of two, sitting across from their partner.
- Euchre uses the standard 52-card pack, but with 28 cards removed (everything below the 9).
- The rank of cards in each non-trump suit: ace (the highest), king, queen, jack, 10, 9 (the lowest).
- The rank of cards in trumps: the jack of the trump suit (the Right Bower) followed by the jack of the same color (the Left Bower). For example, if hearts are trumps, they would rank as follows: the jack of hearts, jack of diamonds, and then the rest of the hearts. The trump suit always has seven cards; the next suit (same color as the trump suit) has five; and the cross suits (opposite color as the trump) each have six.

Dealing

- To determine the deal someone shuffles the cards, and starts flipping cards to each player, and the first to get a jack wins the deal.
- The deal goes around the table clockwise.
- Five cards are dealt to each player, by twos and threes.
- The pack is placed face-down, with the top card turned face-up. This card determines the potential trump suit for the deal.

- The first player to the left of the dealer may either pass or “order up” the turned-up card, making that card trump. If the first player passes, the next player faces the same decision, and so on. As soon as a player orders up the turned-up card as trumps, the dealer discards a card. The turned-up card is then picked up by the dealer in place of the discard.
- If all players pass, the first player then has the right to name the trump suit, or to pass. (If the first player passes, the next player has an opportunity to name a trump suit, and so on.) The suit of the rejected card cannot be used for trumps.
- If everyone passes a second time around, electing not to name a suit for trump, the dealer *must* declare a suit.
- The player who declares the trump suit can “go alone.” Their partner then does not play any of their cards that hand.
- **TRICKS:** In play, players must follow suit of whatever card is lead (if able). A trick is won by the highest trump or by the highest card of the suit led. The winner of a trick leads the next card.
 - If a player “reneges,” or plays a card they should have during a previous round but did not, they get one warning. The second time will result in a 2 point penalty.
- **SCORING:** When your team orders up the card that is face up or declares the trump suit, your goal is to get at least 3 of the 5 tricks.
 - If you order up and get less than 3 tricks, the other team has “set” aka “bumped” aka “euchred” your team, and they get 2 points.
 - If your team gets all 5 tricks, you get 2 points
 - If you go alone, the same points apply except if you get all 5 tricks – that is a “loaner” worth 4 points. If you go alone and get 3 or 4 tricks, you get 1 point.
- Play is over when one team reaches 10 points. You do not need to win by two.
- Each group of 4 people (2 law, 2 med) will play the best 2 out of 3 hands. Whichever team wins the best 2 out of 3 will get the points for the game based on the number of matchups (20 points/# of games). For example, if there are 10 groups of 4 people, there will be 2 points awarded to whichever school wins best 2 out of 3.

MISCELLANEOUS

- Score is usually kept with the 4 and 6 of hearts for one team and spades for the other
- Tricks, once played, should be kept face-down. every player may keep their own tricks in front of them or one person on the team may collect them for that hand. There is a certain flow of the game that occasionally dictates this arrangement.
 - Only the player who just won the last trick may look back at the last trick’s cards, and they may only do this before they have led the next card.
 - exception: to settle a dispute whether a player reneged, the players may go back through the tricks and reenact them
- Players are encouraged, for time sake, to throw in their cards when the outcome of a hand is obvious to them. This is an advanced technique and if you do not know what

this means, ignore it. If you know what this means, you probably didn't need to read it to do it anyway.

- Example: you hold Js Jc As Ks Qs, and the suit is spades. Throw your cards in. You've already won all 5 tricks!