

# EUCHRE RULES

**The Game** Euchre is a card game, and is played with a deck of 24 cards (9 through Ace in each suit).

The game is played with four (4) people which make up two (2) teams (partners sit across from one another). The object of the game is for a team to be the first to score ten (10) points. One (1) game will be considered a match. The game consists of hands of five (5) cards per player, and points are awarded to the team which gets at least 3 out of 5 tricks. A hand consists of three (3) events:

## 1. **Bidding**

After dealing five (5) cards to each player, the 21st card is turned up and placed on the remaining three (3) cards. This is called the "upcard." This represents the initial choice for trump. At this point the bidding begins. Once a trump is chosen, the hand is played out. The team which takes at least three tricks scores points and a new hand is dealt.

The first round of bidding - in the order of the deal, players may select the "upcard" as trump or pass.

The second round the players may select any other suit as trump or pass. If no player elects the trump the second round, the dealer must choose trump. This is called "hanging the dealer."

If a player believes s/he can take all five (5) tricks without any aid from his/her partner, s/he may elect to 'play it alone'. If the player takes all five tricks, the team scores four (4) points instead of two (2). If only 3 or 4 tricks are taken, only 1 point is scored.

## 2. **The Play**

Once the trump has been chosen, play begins and the team that called the trump must take at least three tricks. If they do not, they have been Euchred and the opposing team is awarded two (2) points.

### **Rules of Play**

The lead suit must be followed, if possible. If a player cannot follow suit, s/he may trump the trick. Highest card played leads the next trick.

The Grand Order of Trump is as follows:

Jack of Trump

Jack of Sister Suit (same color as trump)

Ace, King,, Queen 10, 9 of trump in order

Ace, King, Queen, Jack, 10, 9 in allother suits

Trump takes any other suit.

## 3. **Scoring** In order to score points, a team must take at least three (3) tricks.

For the calling team:

3 - 4 tricks (1 point)

5 tricks (2 points) (0 points for 0 - 2 tricks)

For the Euchring team:

3 - 5 tricks (2 points)

(0 points for 0 - 2 tricks)

Player 'Alone':

5 tricks (4 points)

3 - 4 tricks (1 point)