

Euchre

OF PLAYERS

4

THE PACK

Special Euchre decks are available, or the standard 52-card pack can be stripped to make a deck of thirty two cards (A, K, Q, J, 10, 9, 8, 7 of each suit), or 28 cards (7s omitted), or 24 cards (7s and 8s omitted). In some games, a joker is added.

OBJECT OF THE GAME

The goal is to win at least three tricks per round. 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."

CARD VALUES/SCORING

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." (Ex: 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, 8, 7. If a joker has been added to the pack, it acts as the highest trump.

The following shows all scoring situations:

Partnership making trump wins 3 or 4 tricks – 1pt

Partnership making trump wins 5 tricks – 2pts

Lone hand wins 3 or 4 tricks – 1pt

Lone hand wins 5 tricks – 4pts

Partnership or lone hand is euchred, opponents score – 2pts

THE DEAL

Beginning 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. After the first deal, the deal continues to pass to the player on the dealer's left for each following round.

THE PLAY

The Turn-up - After dealing place the rest of the pack in the center of the table and turn the top card face up. If turn-up is accepted as trump by any player, the dealer has the right to exchange the turn-up for another card in his hand.

Making the Trump - Starting to the left of the dealer, each player passes or accepts the turn-up as 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 starting 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. Note: Some people play that if all players pass in the second round, the dealer **MUST** select the trump suit.

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. When a face card or an Ace is played, the next person in the sequence must play another face card or an Ace in order for play to continue.

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.