

St Joe Church of Christ

Euchre Tournament Rules

THE DRAW - To determine the first deal of the game, cards are dealt face up until a player receives any Jack. That player becomes the dealer.

CUTTING THE DECK - The dealer must always ask the player to the right to cut the cards. The cut must not leave less than four cards in each packet. Once the cards are cut, the dealer will put the cards back together (placing the cut portion on top of the remaining cards).

THE DEAL - The cards are then dealt to the left of the dealer, clockwise. The dealer must deal out all of the cards in two successive rounds, and only two rounds. Always deal from the top of the deck. This can be done in several different ways, but the most common is to deal 2 cards to the player on the left, then 3 cards, then 2 cards, and then 3 to yourself. The second round would then be dealt 3 cards, 2 cards, 3 cards, and 2 cards.

THE KITTY - This will then leave four remaining cards. These cards are called the “kitty.” If you do not have four cards left, you have mis-dealt, and you must reshuffle. Once everyone has their five cards and the four remaining “kitty” cards are left, the top card from the “kitty” is turned over. The player to the left has the option to choose “trump” or pass based on top card in the “kitty”. Should the card turned up be accepted as trump by any player, the dealer exchanges the turned up card for another card in their hand.

If no one orders up the top card of the “kitty”, the dealer will turn it over. The player to left has the option to choose “trump” or pass. If the player decides to call “trump,” they **cannot** call the same suit of the card that was flipped over. Once trump is determined play can begin. If everyone passes the second time and it gets back to the dealer (called “stick the dealer”), the dealer is forced to choose “trump.”

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 possible, 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. The team took the most “tricks” will score points.

Whatever you are dealt is the hand you play with, unless there is a misdeal. No special rules like "Ace No Face," "Farmer's Hand," "Partner's Beats," etc. will apply in this tournament. No signaling to your partner will be tolerated (eg. hands, code words, etc.). This will result in point deductions, and will be considered for removal from the tournament. If any rules need updating, or clarification call Donny over to make a judgement.

GOING ALONE (LONERS) - Any player declaring a Loner must clearly state this intention by saying " Going Alone". When a player declares a Loner, his/her partner must drop their hand face down on the table, in the middle position. There will be **NO PARTNER'S BEST**

SCORE CARD – Each person will keep track of their on their score card.

- * The team who takes 3 or 4 tricks in a hand score 1 point. (Each person gets 1)
- * If the team takes all 5 tricks in a hand they score 2 points each.
- * If a team member goes alone and takes 3 or 4 tricks, that team scores 2 points each.
- * If a team member goes alone and takes all 5 tricks, the person making the lone scores 5 points, the partner scores 4 points.

GAME SCORING- The first team reaching a score of 10 points wins the round (game).

- * The team who takes 3 or 4 tricks in a hand score 1 point.
- * If the team takes all 5 tricks in a hand they score 2 points.
- * If a team member goes alone and takes 3 or 4 tricks, that team scores 2 points each.
- * If a team member goes alone and takes all 5 tricks the team scores 4 points.

RENEGE - There are no exceptions to the ruling for a Renege. The hand is over, the offending team loses the hand, the non-offending team scores two points. In the case of a renege during a Loner attempt, the non-offending team scores 4 points.

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 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. A trump card is higher than a not trump card. (Example: Diamonds is trump. A 9♦ is higher than an A♣.)

END OF GAME - The team that loses the game, will move to the next table. The winning team stays at the same table, but one player will move over to the next seat. This means the partners from one game will not be partners on the next one.