

EUCHRE

DEAL:

Five (5) cards are dealt to each person in rounds of two (2), then three (3) or vice versa. The remaining cards are placed in the center with the top card turned up.

DETERMINING TRUMP:

Beginning with player to the left of the dealer, each player has the option of passing or declaring the turned up card as Trump – by saying “I order it up” or the dealer by saying “I take it up.” In either case, the dealer takes the card and exchanges it with one in his hand. If all players pass, the turned up card is turned over and the bidding continues in sequence with each player passing or naming another suit as trump. If all players pass the second round, the cards are re-shuffled and the deal moves to the left.

PLAY:

The player who names trump has the option of playing without his partner. He must declare “alone” at the time he accepts or names trump. In Euchre, the jack of the trump suit is the highest card (Right Bower) and the jack of the same color is also trump and is the second highest card (Left Bower).

WINNING THE GAME:

Object of the play is to win at least three (3) tricks. If you name trump and do not win three (3) tricks, you are “Euchred.” The trick is won by the highest card or highest trump. You must follow suit if able, but you do NOT have to trump.

SCORING:

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|------------------|---|--------------------------|
| 3 or 4 tricks | = | 1 point |
| 5 tricks | = | 2 points |
| Loner – 5 tricks | = | 4 points |
| Euchred | = | opponents score 2 points |