

EUCHRE

The rules listed in this section shall be the official rules for all ALBERTA 55 PLUS sanctioned events.

1. AGE GROUPS

55 plus open: two teams of 2 participants (four participants per zone)

2. PLAYERS

Two against two. Draw cards for partners and deal (unless partners pre-arranged). Two highs play two lows. Holder of lowest card deals.

3. CARDS

A pack of 24 cards, the 9 to A of each suit. The highest trump is the J of the suit that is trump, the right bower, and the next highest is the other J of the same colour, the left bower. Example: If spades are trump, the spade J is highest, the club J is second. The others are in order, A, K, Q, 10 and 9. In each non-trump suit the ranking is A, K, Q, J (if not left bower), 10 and 9.

4. THE DEAL

The dealer is determined as above, or with pre-arranged teams, by a player of one team cutting the deck with a player of the opposing team and the lowest card cut from A to 9 is the dealer. Each player receives 5 cards dealt in 2 rounds, batches of 2-3 or 3-2 in whatever combination he/she chooses. The last card is turned face up on the remainder of the pack (the turn-up). Turn to deal passes to the left.

5. MAKING THE TRUMP

The turn-up card proposes the trump suit for that deal, but it becomes trump only if one player accepts it. Beginning with the player at the left of the dealer, each in turn may pass or accept the suit of the turn-up card (if not accepted before him). An opponent accepts by telling the dealer to “pick it up” (which the dealer must do and then discards one other card from his/her hand, face down upon the pack). Should the dealer’s partner wish the turn-up card as his choice of trump, he orders his partner up but at this time he must play **alone**. Should the dealer wish to play the exposed suit as trump, he exchanges the turn-up for another card in his hand. Should he/she not take the turn up card, he/she turns it face down on the pack and that suit cannot be called for trump again.

The opponent to the left of the dealer then has the option of “passing” or “naming trump,” followed by the dealer’s partner, the last opponent and finally the dealer. Should no one wish to name trump, the cards are put together and passed to the left of the last dealer.

One must have a “natural” card in their hand to be able to pick up the exposed card. The left or the right bowers are not considered to be a bower until the suit is named.

6. PLAYING ALONE

Should the player making the trump suit feel capable of taking all 5 tricks, he says “alone” when he names the trump, and his partner lays away his cards.

7. THE PLAY

The opening lead is made by the player to the left of the dealer, or (should that hand have been laid down) the next player to the left in rotation. Each hand must follow suit to a lead if able; if unable, the hand may trump or discard at will. 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 to the next.

8. OBJECT OF PLAY

To win at least three tricks. If the side that made the trump fails to get three tricks, it is euchred (goes down). Winning all five tricks is called a march.

9. SCORING

Partners making trump win 3 or 4 tricks	-	1 point
Partners making trump win 5 tricks	-	2 points
Lone hand wins 3 or 4 tricks	-	1 point
Lone hand wins 5 tricks	-	4 points
Partners or lone hand euchred, opponents win	-	2 points

Scoring is normally done using the 5’s. Some centers now have a peg board to score 10 points. This is acceptable, at the discretion of the director in charge.

10. GAME

The games ends when one partnership wins 10 points, (may be modified to 5 or 7 due to time limitations or agreed upon total). A game, once players are experienced, should not take more than 30 minutes.

11. MARKERS

Two 5’s of the same colour make a good score board. One is placed face up, the other face down on it. When a side makes a point, the top card is moved diagonally to expose one pip. One more point, move the top card to expose two pips, and so on until all five are exposed. Then turn the top card over (which represents five points) covering the bottom card. On winning another point, move the top card to expose one pip, which now shows a count of six. Fully uncovering the bottom card will show a count of 10 and game won.

12. **IRREGULARITIES** - May occur with the following actions:

- a) **MISDEAL.** Deal again if a card is exposed in dealing, a card is faced in the pack, or if the pack is found to be imperfect. When a pack is found to be imperfect, scores of previous deals stand. Deal by the wrong player may be stopped before a card is turned up; if the error is not noticed until later, the deal stands.
- b) **BIDDING.** A partner who tells the dealer to take the **turn-up** or an opponent who tells the dealer to take the **turn-up** is deemed to have accepted the **turn-up** for trump. If a player names for trump the suit of the **turn-up** after it has been turned down, it is void and his side may not make trump.
- c) **DECLARATION OUT OF TURN.** If a player makes a declaration (or turn-down) other than a pass, out of turn, it is void and his side may not make trump.
- d) **INCORRECT NUMBER OF CARDS.** If any hand is found to have too many or too few cards, and the error is discovered before the first trick is quitted, there must be a new deal; if the error is not noticed until later, play continues and the side of the erroneous hand may not score for that deal. If the dealer has accepted the turn-up and plays to the first trick before discarding, he must play with the five cards dealt to him and the turn-up card is out of play.
- e) **LONE HAND.** A hand playing alone does not incur penalty for lead or play out of turn or exposing a card, but must correct the error on demand if it is noticed in time.
- f) **LEAD OUT OF TURN.** If a hand leads out of turn and all other hands play to the trick before the error is noticed, the trick stands. But if any hand has not played, the false lead must be taken back on demand of any player and becomes an exposed card. Any cards played to the incorrect lead may be retracted without penalty. An opponent of the incorrect leader may name the suit to be led at the first opportunity thereafter by the offender or his partner to lead; such call must be made by the hand that will play last to the trick.
- g) **EXPOSED CARD.** Is one led or played out or turn, dropped face up on the table except as a regular play in turn, played with another card intended to be played, or named by a player as being in his hand. An exposed card must be left face up on the table and played at the first legal opportunity.
- h) **QUITTED TRICKS.** Take a trick, turn it face down and keep separate. It may not be examined until end of play. If a player turns up a quitted trick, the opponents may call for a lead from his side.
- i) **REVOKE.** Failure to follow suit to a lead when able is a revoke. May be corrected before trick is quitted and any player following may take back his card and substitute another. If a player mixes the tricks and revoke cannot be proved, the claim must be considered proved. Upon proof, the non-revoking side can score the hand as played or take the penalty of 2 points, which may be added to the score of his side or taken from the points of the revoking side. If the revoke was made on a lone hand, the penalty is 4 points.

TOURNAMENT PLAY

1. Arrange the required number of tables in a circle with seating for four persons, two teams. Tables should be numbered from 1 up.
2. Place a stripped deck of cards on each table. (Or this can be done before play begins.) Stripping is removing all unneeded cards: 2,3,4,6,7 and 8's. Fives are kept aside for scoring. The deck left contains A, 9, 10, J, Q, K's (24 cards).
3. No scorecards are needed, 5's serve the purpose.
4. a) Play for unmatched contestants:
 - i) Four persons go to a marked table.
 - ii) The four cut the cards to obtain and expose a card.
 - iii) The two highs (A high) and the two lows become partners and are seated facing each other.
 - iv) The dealer for the first hand is the person who cut the lowest card.
 - v) This person's team becomes the **A** team, the other is **B**.
- b) Play for players entered as teams of two:
 - i) A draw at the registration table or a designation to go to the first available open space may be used to assign the teams for beginning play.
 - ii) One player from each team cuts the deck and exposes a card.
 - iii) The player with the lowest card is the first dealer.
5. A game is concluded by the winning of 10 points or number designated by the director of play before the contest begins. A game, once the players are experienced, should not take more than 30 minutes.
6. The suggested competition play is round robin. Here, **A** team from every table moves up one table at the conclusion of each game. If bottoms get tired from too much sitting, **B** teams could move one place down for a change. (At the discretion of the director.)
7. The score is recorded on a Master Score Card with both winner and loser points shown. (10 or whatever number set by the director for a win, loser actual points.)
8. Sometimes it pays to be daring if the opponents have few points, and you count on the partner for a trick!
9. Questions about play should be referred to the director of play with his decision final.
10. The winning team will have the greatest number of wins.

In the case of a two-way tie, go to **who beat who** between the two tied teams. If a tie still exists, the highest number of total points will win the tie.

In the case of a three-way tie, the team with the higher number of points will receive the higher ranking for all three teams.

If a three-way tie still exists, one player from each of the tied teams will flip coins until one person has the odd coin and receives a "bye". The other two teams will play an extra game with the winner of this game going on to play an additional game against the pair who received the "bye". The winner of this final game will receive the highest standing.