



BOLIVAR LIONS CLUB Euchre Tournament Rules

THE DEAL

To determine the first deal of the game, cards are dealt face up until a player receives any Jack. That player becomes the dealer. Subsequently, the deal rotates clockwise each hand.

Cards must be properly shuffled. The deck is then offered for a "cut" to the player seated to the right of the dealer. A cut card is provided and must be used to cover the bottom card of the deck during dealing.

Cards may be dealt in groups of 2's and 3's, or 1 at a time. It is always the dealer's choice as to the preference of deal style; however, that person's deal style must be maintained during the entire round.

BIDDING

Once the 21st card has been turned up, the deal is considered finished, and bidding may commence.

Starting with the player to the left of the dealer (Eldest hand), each player in turn has the option to bid. If passed, the option to bid passes to next player (clockwise rotation). The only language that is allowed during the 1st round of bidding is "Pass", "Pick it up", or "Alone". The bidder may not use descriptive phrases that give clues such as "Let's try clubs", "I think I can", and so on. A warning is given for the first offense. For subsequent offenses, the offending team loses its right to bid and the opposing team is awarded two points. Exceptionally, the dealer may simply pick up the card to indicate they declare that suit as trump, or simply turn over the card to indicate they pass, with no verbal comment.

Another player may request (order) the dealer to pick up the up card with any holding in that suit, even if void. If the dealer's partner tells the dealer to "Pick it up" the partner is not required to go alone (aka Canadian Loner).

If all players pass, the up card is turned face down in the kitty and a second round of bidding commences. In this second bidding round the bidder must state their intentions by saying the name of the trump suit (the turned down suit cannot be called).

If in the second round of bidding the first 3 players pass, the dealer is obligated to declare trump from the remaining 3 suits (aka "Stick the Dealer").

GOING ALONE (LONERS)

Any player declaring a Loner must clearly state this intention by saying "Alone". They may NOT use phrases such as "I'm trying it," "Sit this one out, partner," "It's all mine," etc. When a player declares a Loner, his/her partner must drop their hand face down on the table, in the middle position (not to their left or right side). The partner is not allowed to look at the kitty during a loner attempt.

PLAY OF CARDS

Cards are not to be tossed into the middle of the table. Instead, each player makes their play by placing a card in front of them on the table (forming a "square"). At the end of the hand, players push their card to the winner of each trick. The person winning the trick neatly puts it face down in their area. The person that takes the trick must retrieve the trick and store it in front of them, keeping each trick separate. Do not push a trick you have taken to your partner for storage so the tricks will be all together; each player must rake in their own trick. This is done to enable the tournament director to prove a renege. (The trick in front of you will be evidence as to what suit you trumped).

If a team member bids alone, his partner may retrieve the tricks.

"Tramming" (tossing in face-down cards) is not allowed. Cards must be played completely out.

A CARD LAID, IS A CARD PLAYED



SCORING

- * If the bidding team takes 3 or 4 tricks in a hand they score 1 point.
- * If the bidding 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 1 point.
- * If a team member goes alone and takes all 5 tricks, that team scores 4 points
- * Loners- the person making the loner scores 4 points and his partner scores 4 points.
- * "Euchred" - If bidding team fails to take 3 tricks (aka "Euchred") the opposing team scores 2 points
even when one player was attempting a Loner. (see monetary penalty below)

IRREGULARITIES and PENALTIES

MONETARY EUCHRE PENALTY: When a team is "Euchred" (see above) Each player on the "Euchred" team will put twenty-five cents (a quarter) in the cup marked "Euchred" on the table they are currently playing.

RENEGE: There are no exceptions to the ruling for a Renege: The hand is over, the offending team loses their bid and the non-offending team scores two points even in the case of a renege during a Loner attempt, the non-offending team scores 2 points.

* If a renege is alleged but ultimately not proven, the team falsely accused by their opponent's scores 2 points.

BID OUT OF TURN: All play stops for that hand and the non-offending team scores two points.

Note: The non-offending team may void the out of turn bid and be allowed to call alone (the offending team will score no penalty points), but do so at their own risk as standard scoring will apply.

LEAD OUT OF TURN: All play stops for that hand and the non-offending team scores two points, even on a Loner call).

MISC

- 1) No "Farmer's Hand" AKA "Ace No Face"
- 2) "Stick The Dealer"- Dealer Must Name Trump When All Other Players Pass Twice
- 3) Eight (8) hands are played each game regardless of score- 8 Loners could a 32 points
- 4) "Defending Alone" is not allowed.

TOURNAMENT FORMAT

Teams play a total of 8 hands per game. At the end of each game, teams changes partners- the team with less points moves. No two players should be partners for more than one game. Tournament winners are decided by the total number of points won at the end of the event. The maximum number of games played in the tournament will be 10 games. Only hands where a team scores points is considered played.

WINNERS and PRIZES

First Place/Top Score: \$60.00 (three tables) or \$75.00 (four+ tables)

Second Place: \$40.00 (three tables) or \$50.00 (four+ tables)

Third Place: \$20.00 (three tables) or \$35.00 (four+ tables)

"Euchred" Cup Pot: The player with the fewest points receives all cup money