

The first deal is determined by dealing out the cards face up until one player receives a Jack

The dealer must shuffle the cards above the table, face down, and then must offer a cut to the opponent on the right. A cut is mandatory.

The cut must be more than 4 cards from either top or bottom. A cut card must be used.

Cards are dealt in groups of 2's and 3's starting with the 1st seat and going clockwise. Everyone is dealt a total of 5 cards. There will be 4 cards left. These are called the kitty and are placed face down in front of the dealer. The dealer then turns up the top card of the kitty.

If a card or cards are exposed while dealing, cards must be dealt over. The same person deals.

If the cards are dealt by the wrong player and discovered before the turn up, the deal goes back to the rightful dealer

If the cards are dealt by the wrong player and discovered after the first card is played, the deal stands

If an incorrect number of cards are found before the first lead, the hand is void and the same person deals.

Once the up card is turned, the deal is considered complete, and naming of trump may begin.

If an incorrect number of cards are found at any time during play, the hand is void and the deal is passed to the next player

If 1st seat leads a card before dealer discards, the card must remain in play. It can't be changed

Dealer must be giving reasonable time to discard, but cannot be reminded to

If the dealer fails to discard and the 2nd round of play has begun, the opposition scores 2 points (or 4 points if lone hand was called by opposition).

The naming of trump begins with the player in the 1st seat, who states his intention by saying;

- A) *"Pick it up" to accept the suit as trump*
- B) *"I pass", to decline the suit LHO also has the option of going alone by saying*
- C) *"I'm going alone". If that is their intention*
- D) *No other means of declaring trump or passing are acceptable.*
- E) *If so ordered, dealer must discard one card from his hand and the turn-card becomes trump.*

If three passes go by and bidding comes back to the dealer, he may signal that the turn up card is trump by leaving the card on top of the stack, and stating "that's trump" or by picking up the card and placing it in his hand.

Should the dealer decide to pass, he may state "pass" or simply turn the card face down on top of the kitty. The kitty is then set aside and no one is allowed to look it.

Bidding continues clockwise with each player having the opportunity to bid or pass by stating:

A) *The name of the suit they wish to bid in. (Hearts, Diamonds, Clubs, or Spades.)*

B) *"I pass"*

C) *"I'm going alone in ('name of suit') a lone call must be made at time of trump declaration"*

Should a player name the suit that has been turned down, it is considered to be the same as passing.

If at end of 2nd round of bidding, everyone passed the deal is passed to the next player on the right.

The pick-up card cannot be discarded

The bidder does not need to hold a suit in his hand to bid in that suit.

Once play had begun you may not ask what is trump. Use of a trump cube is recommended.

Play begins by 1st seat leading a card. If alone call is in progress and 1st is sitting out the lead then goes to next player.

Cards played must be placed in front of player and not thrown into center of table making it easy to determine who played which card. At end of hand cards are picked up by one member of each team and placed in front of them. Each hand must be kept in neatly staggered piles and not mixed with prior hands.

The player to the left of the dealer may lead any card by placing it face up on the table in front of him. Each player in turn going clockwise must follow suit if able, if unable, may play any card or trump.

A Card Laid is a Card Played and it cannot be retrieved

All hands must be played out.

If a player mistakenly plays on their partner's lone hand, the lone is forfeited and hand is played out with all 4 players,

If a card is played out of turn then the hand ends. The opposition is rewarded 2 points (4 points on a lone call)

If a renege is alleged the calling team member has the right to look back at previously played hand, he must however, wait until the hand in play is complete.

Scoring:

If the bidding takes at least 3 tricks in a hand they shall receive 1 point.

If the bidding team takes all 5 tricks they will receive 2 points.

If one team member goes alone and takes all 5 tricks that team shall receive 4 points

If team member goes alone and takes 3 or 4 tricks that team shall receive 1 point.

If bidding team fails to take 3 tricks (Euchred) the opposing team receives 2 points.

If bidding team is Euchred on a lone the opposing team receives 2 points.

The first team reaching a score of 10 points or more wins

Penalties and Irregularities:

Renegé: Failure to follow suit when possible constitutes a renege. The non-offending team will receive 2 points or on a lone 4 points. Hand ends and offending team receives no points. A card exposed or laid is a card played.

Penalty Card: Any card exposed prematurely during play is considered a penalty card. It must remain face up on the table and played at 1st legal opportunity. Because the card has been exposed it no longer has any value, it cannot win any trick.

Bid or declaration of trump Out Of Turn: Hand ends and the non-offending team will receive 2 points.

Lead Out Of Turn: Hand ends and the non-offending team will receive 2 points.

Asking who played a particular card or, whose trick: Hand ends and the non-offending team will receive 2 points.

Table talk: The non-offending team will receive 2 points.

Euchre Terminology:

Standard game: - Played with a deck of 24 cards played by 4 players in 2 partnerships sitting across from one another.

Euchre Deck: - The Euchre deck is a twenty-four card deck consisting of a 9, 10, J, Q, K, and A of each of the four suits.

1st seat: - The left hand opponent of the dealer (AKA LHO, eldest or west)

2nd seat: - The dealer's partner (AKA north)

3rd seat: - The right hand opponent of the dealer (AKA pone or east)

4th seat: - The dealer (AKA south)

Off suit: - Any suit but trump.

The kitty: - The stack of four cards left over after the deal is complete.

The Bowers: - The Jack of the called trump suit is known as the 'right' bower, and the Jack of the other suit that is the same color as the trump suit, is known as the 'left' bower. These two cards are, respectively, the highest and second highest cards in any given round.

Up-card: - The 21st card of the deal, aka the turn card,

Round: - The set of four cards played in succession. A round is won by the highest trump played in it or, if no trumps are played, by the highest card played in the suit that was led. The winner of each trick leads the first card of the next trick.

Hand: - A hand consists of five rounds, i.e. when all the cards from one deal have been played.

Cut card: - A card that is not used in play, but is used to cover the card on the bottom of the deck. A special cut card, or a joker can be used.

Void: - Not having holding any cards of one suit in your hand. ie; holding all hearts means you are void in clubs, spades, and diamonds.

Going alone: - Opting to play without your partner on a particular hand. 4 points awarded if you take all 5 tricks. One point if 3 or 4 tricks taken. 2 points to other team if less than 3 taken.

A Euchre: - Taking less than 3 tricks in a hand constitutes a euchre. The opposing team gets 2 points

Table talk: - Any remark made during the game designed to give your partner information or prevent him from making a possible mistake.