

Athens Catholic Community Euchre Tournament 2018

- This is a double elimination tournament
- Each team will consist of two people who will be together for the duration of the tournament
- Entry fee is \$10.00 per person, \$20.00 per team
- Prizes for 1st, 2nd, and 3rd
- All proceeds will go to the Campus Ministry Fund

Rules

The Deal

- To determine the first deal of the game, cards are dealt face up until a player receives a Black Jack. That player becomes the dealer. Subsequently, the deal rotates clockwise (to the dealer's left) 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.
- 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.
- The "Kitty" should have 4 cards in it after all players have their cards. If the card is turned over and there are not four cards in the kitty, it is a misdeal, and the deal moves to the next player.

Bidding (Calling Trump)

- 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, each player in turn has the option to bid. If passed, the option to bid passes to next player (clockwise rotation). The only language which is allowed during the 1st round of bidding is: "Pass", "Pick it up", or "Alone".
- 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"). This speeds up game play.
- "Farmers Hands" (hands consisting of mostly 9's and 10's) are not to be re-dealt.

Trump

- Once trump is called, the Jack of that suit is the highest card for that hand. The Jack of the same color suit is the second highest card, followed by the Ace, King, Queen, 10, and 9.
 - If Spades is trump, the Jack of Spades is the highest card, followed by the Jack of Clubs, Ace of Spades, King of Spades, Queen of Spades, 10 of Spades, and 9 of Spades.

Going Alone (Loners)

- Any player declaring a Loner must clearly state this intention by saying "I'm Going Alone". 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.
- "Defending loners" are NOT allowed.

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, each player pushes 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" is not allowed. Cards must be played one at a time.
- 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.
- If bidding team fails to take 3 tricks (aka euchre) the opposing team scores 2 points. Same scoring if the bidding team was going Alone.
- The first team reaching a score of 10 points wins the round (game). A total of 13 points per game is possible.

IRREGULARITIES and PENALTIES

DO NOT make your own Rulings! Please call the Tournament Director (TD)

- **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.
- **Lead out of Turn** – The hand is over and the deal moves on to the next player.