Rules for Our Euchre Tournament:

**Choosing The Dealer**

The dealer is chosen by way of a person shuffling the cards offering a cut to the player on the left and dealing them one at a time to each individual until a BLACK JACK is turned up.  The player who receives the BLACK JACK is the leading dealer.

**The Deal**

The dealer deals clockwise, giving each player two cards, then three.  (obviously this pattern can be three, two) When all players have received their cards, the dealer will then turn the top card of the remaining cards face-up and place the pack on the table in front of him.  The left over cards are known as "The Kitty".

**Rank of Cards**

Once a suit is declared to be trump, it's Jack becomes the Right Bower, or the highest card of the suit.  Next is the Jack of the same color, or Left Bower; then the trumps run A, K, Q, 10, 9.  If Spades was made trump, the cards would rank as follows:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| J of spades | J of clubs | A of spades | K of spades | Q of spades | 10 of spades | 9 of spades |

Other suits would run A, K, Q, J, 10, 9 except for clubs which would have no Jack since it has become the "left bower".

**The Play**

Play begins with the player on the dealer's left, who leads a card.  The others follow suit in rotation, until all four have played, making a trick.  If unable to follow suit, a player may play any card he wishes.  The highest card of the suit led wins the trick, but trump takes all others.

Whoever wins the first trick gets the next lead; this continues until all tricks are taken.  The object of each team is to take three tricks, with an underlying goal of taking all five.

Immediately after the dealer has dealt every person 5 cards, he places the remaining cards in front of him, turning the top card face up on the pack.  Whatever its suit, each player now has the option of making that suit trump, beginning with the player on the dealer's left.  If he thinks his hand is strong enough for his partner and himself to win three tricks, he will tell the dealer to "pick it up", which means that the dealer picks up the trump card from the pack and discards another from his hand, face down.

**Passing**

If the first player does not like his hand, he will "pass", or choose not to make the showing suit trump, and the choice will then go to the next player.  If he wants the turned up card to be trump, he announces, "pick it up".  The turned up card becomes trump; the dealer picks it up and discards another.

The second player can pass if he wants to; the third player then has the same options of *ordering it up* or *passing*.  The latter choice leaves it up to the dealer, who can say, "I turn it down", or “pass”.  In that case, he takes the showing card and turns it face down and that suit is no longer a possible choice of trump.

The first player then may make another suit trump, but if his hand is weak, he can "pass".  If he passes, it goes onto the second player, then the third and finally the dealer.  If nobody wants to make trump, the Dealer is stuck calling any suit but the one that was turned down.

**Scoring**

Once trump is made, the play begins as described.  If the team that called trump takes 3 or 4 tricks, they score one point.  Taking all five is a *march* and scores two points.  If they take less than three tricks, they are *Euchred* and the opposing team scores two points.

**Going Alone**

During the preliminary of accepting or calling trump, each player may also announce, "I'll play alone".  This means he has a strong hand and does not need his partners help.  So his partner lays his hand down and the play proceeds.  Whoever is to the left of the dealer makes the first lead.

When playing alone, a player scores four points if he takes all five tricks; if he takes 3 or 4, he scores only one point; if he takes less than three, he is euchred and the opposing team scores the usual two points.

**Prizes**

1. $75.00 Visa Gift Card
2. $50.00 Visa Gift Card
3. $25.00 Visa Gift Card