EUCHRE

4 PLAYERS | AGES: 10+
CONTENTS : 28 cards
(24 Euchre playing cards & 4 score cards)

OBJECTIVE

Players work in teams of 2 to win "***tricks***" and score points. Teams play multiple hands and the first team to reach ***10*** points wins the game!

SETUP

In this 4-player game, each player draws a card to determine teams. The 2 players with the lowest cards play as partners, as do the 2 players who draw the highest cards. Break any ties by re-drawing. Partners sit across the table from one another.

The player who drew the lowest value card shuffles the deck and deals first. Deal ***5*** cards to each player moving clockwise. Players look at their hands,

but **DO NOT** share what they have – even with their partner.

ESTABLISHING THE TRUMP SUIT

A ***trump*** is the highest-ranking suit that beats other suits when cards are played. ***For example***, if hearts are trump, then a heart will always beat a non-heart. Higher value trump cards beat lower value trump cards when played against each other.

After all players have received ***5*** cards, the ***4 remaining cards*** are placed in the center of the table, leaving the top card face-up. This card is offered as the ***trump suit*** for the round.

The player to the left of the dealer has the option to establish the flipped over card as the ***trump suit***.

If the player decides to pass on the option of making the flipped-up card the ***trump suit***, then the option moves to the player to their left. If they decide

to pass, then the next player to the left has the option. If they also pass, the option then moves to the dealer. If any player establishes the flipped-up card as the ***trump suit***, the dealer takes the flipped-up card and replaces it with any card in their hand - *yes, there is quite an advantage in being the dealer*! The cards in the center are now set aside and not used while playing this hand.

However, if all 4 players passed on making the flipped-up card as the ***trump suit***, the face-up card is then turned face-down, and those cards are set aside and not used while playing this hand. Now a player must choose a ***trump suit*** for the round and cannot name the suit that was already passed on. Again, the player to the left of the dealer is first and may either name a suit as trump or pass the option to the

player on their left. If three players end up passing, then the dealer must name a suit as trump. When a player names a trump at this stage, the dealer does not get to trade a card with the center pile since those cards were set aside.

Now that trump (the suit that beats the others) has been established, it's time to begin the round.

Important note: The team that determines the ***trump suit*** must win at least three of the five tricks in the hand to score points.

CARD RANKINGS & THE JACKS

The highest value card in the game is the ***Jack*** of the ***trump suit*** (***right bower***) followed by the ***Jack*** of the suit of the same color (***left bower***).

The remaining rankings follow typical card values, with ***Ace*** being the 3rd

CARD RANKINGS & THE JACKS

highest trump followed by *K, Q, 10, 9*.

For example, if ***Clubs*** are trump, the trump rankings are: Jack of Clubs (***right bower***), Jack ***of Spades*** (***left bower***), Ace of Clubs, King of Clubs, Queen of Clubs, 10 of Clubs, 9 of Clubs, then non-trump suits.

Non-trump card values rank in typical descending order beginning with the ***Ace*** on down: *A, K, Q, J, 10, 9*.

HOW TO PLAY

Each hand is played one card at a time in a series of rounds known as "***tricks***". The player to the left of the dealer begins the round by placing the lead card face-up in the center of the table.

Moving clockwise, each person plays a card and must follow suit if they can. For example, if hearts are led by the first player, the next player to the left must

play a heart, even if it's their only heart. If they cannot follow suit, the player may play any other card from their hand, including one from the trump suit.

Partners cannot share what cards they have, but they should watch what their teammate plays to best manage their hands to help win tricks.

Once everyone has played a card, the person who played the highest value card in the leading suit (or the highest trump if one is played) "takes the trick" and collects all the cards played. Each trick is placed face-down in separate score piles.

The winner of the trick begins the next round and plays the first card for others to follow.

Play continues until all 5 cards in the hand have been played. Teams count the number of tricks they won and add up their score.

After scoring, a new hand is dealt by the player to the left of the last dealer. Play continues until a team reaches 10 points.

GOING ALONE

If the player that determines the ***trump suit*** feels they can win the majority of the 5 tricks without the help of their partner's cards, they may decide to play the round alone and score even more points. They must declare they are ***going alone*** to the group after determining the trump. This player's partner then turns their cards face-down and does not participate in the play.

SCORING

After 5 rounds have been played, each hand is scored based on the number of tricks each team has won:

- Team that picked trump wins 3 tricks scores **1 point**.
- Team that picked trump wins all 5 tricks (aka a "march") scores **2 points**.

- Team that **DOES NOT** pick trump wins 3 or more tricks scores **2 points**.
- Player **GOING ALONE** wins 3 or 4 tricks scores **1 point**.
- Player **GOING ALONE** wins 5 tricks scores **4 points**.

Teams keep track of score using the score cards as seen below or by placing a coin or token over the point total.

WINNING

The first team to reach **10 points** wins!

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