

## NATIONAL EUCHRE RULES OF PLAY (21 August 2011)

### THE DEAL:

- 1 a) Cards may be dealt but the trump card is not to be turned over until after the start bell/whistle is sounded.
- 1 b) If the trump card is turned over prior to the start bell/whistle, the deal will be classed as a misdeal.
2. Five cards to be dealt : i.e. 3-2, or 2-3.
3. Trump card to be next card dealt after all hands are dealt.
4. A misdeal occurs when:
  - a) The wrong number of cards is discovered in any hand after the deal.
  - b) One or more cards are exposed during the deal.
5. If a second misdeal is made by the same dealer, the deal shall pass to the next dealer.
6. If the bell/whistle has sounded for the conclusion of play and the TRUMP CARD HAS BEEN DEALT, the hand will be played out. If a misdeal occurs at this time, play will continue until a hand is played to completion.

### PLAY:

1. Players shall announce their bids in sequence. Acceptable call for No Bid is "AWAY".
2. Games are up to eleven points or seven minutes, whichever occurs first.
3. Cards must be played individually face up in front of each player, including the LAST CARD. Failure to do so incurs a two-point penalty.
4. Any card exposed by a player must be left face up on the table and be played at the first legal opportunity.
5. Any play (including the play of the tabled card) resulting in a renege, shall award the opponents two points – four if going alone. (A player may correct their renege before the next card is led.)
6. Winning player is to turn their winning trick face down before playing the next card. Other Players (including winner's partner) leave their cards face up.
7. When a player deals 5 cards of the same suit in their hand and the turned up trump is of the same suit, they MUST retain the picked up trump in their hand.
8. a) The trump card cannot be ordered up or down without a trump in hand. If this occurs, it is an automatic loss of game.  
b) However, the dealer may pick up the trump card regardless of holding a trump in hand.
9. Sitting Players shall be identified at the start of play. Where a player is designated as a sitting player, the incoming player on the same side as the sitting player, plays one game and moves on (win or lose). On the opposite side, the incoming player takes the left seat, plays one game, moves to the right seat (win or lose), plays one game, then moves from the table (win or lose).

To decide who deals (after the first game), the sitting player and the opposition cut for deal. Highest card deals.

### SCORING:

- |    |                                       |          |
|----|---------------------------------------|----------|
| 1. | Achieving the make (taking 3 tricks ) | 1 point  |
| 2. | Euchre                                | 2 points |
| 3. | March (taking all 5 tricks)           | 2 points |
| 4. | Going alone (taking all 5 tricks)     | 4 points |

### CONCLUSION OF THE ROUND:

1. Scores for each game are:

2 points for a win
1 point for a draw
2. Score cards are to be marked before any player moves.
3. If the game has resulted in a draw, the last dealer and the player to the dealer's right will cut the pack to determine which pair of players will move on (highest to move on). The result of this cut will not affect the scoring for the game.
4. The two winners from each game will move in opposite directions, one table to their right.
5. The two losers from each game will cut the cards, the higher having first deal. Loser of the cut becomes the second dealer.