

Northern Michigan University

Euchre Tournament

Basics

1. Teams shall consist of 2 players. First round assignments will be determined by random draw.
2. Only 24 cards, each suit's nine (9) through ace, are in play.
3. All games will begin simultaneously.

Game Play

4. Teams score anywhere from zero to four (4) points per hand (see Section 6).
5. Each match consists of 12 hands.
6. To determine the first deal of the game, cards will be dealt face up until a player receives any Ace. That player then becomes the dealer. From there the deal rotates clockwise each hand.
7. 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 one at a time or in the alternate two's and three's/four's and one's pattern until each player has 5 cards.
8. After dealing five (5) cards to each player, the rest of the deck is placed in the center of the table and the top card is turned up. This is called the "upcard" and represents the initial choice for trump. Bidding commences clockwise around the table. Once trump is chosen, the hand is played out.
9. **Stick the dealer DOES apply.**
10. Play begins after a trump suit is declared.
11. A trick is won by the team that played the highest card of the suit that was led, unless a trump was played, and then the highest trump wins. The winner of each trick leads the next round.
12. The lead suit must be followed, if possible. If a player cannot follow suit, s/he may play any card they wish. Winner of previous trick leads the next trick. The Grand Order of Trump is as follows:
Jack of Trump → Jack of Sister Suit (same color as trump) → Ace, King, Queen, 10, 9 of trump in order → Ace, King, Queen, Jack, 10, 9 in all other suits
****Important: A card laid or exposed is a card played.***
13. Tricks taken must be raked in by each member of a team and arranged in a crisscross fashion (to facilitate reviews over discrepancies).
14. Table talk of any kind is strictly prohibited. Giving players any indication of what cards a player holds is grounds for disqualification.
15. The losing team from each table will rotate after each round.

Scoring

16. Scoring for each match will be as follows:
 - a. 1 point is awarded for winning 3 or 4 tricks as "maker"
 - b. 2 points are awarded for taking all of the tricks
 - c. 2 points are awarded for a Euchre (3 or more tricks by defenders)
 - d. 4 points for a declared "loner", winning all five tricks alone
17. Before rotating, teams must write down their scores on their scorecard and have their opponent sign it.
18. The top two scoring teams will face off for the championship. Same format will occur.
19. If a tie occurs, a four (4) hand playoff will take place between the two teams. If the game is still tied, a sudden death hand will occur.
20. If more than two (2) teams are tied at the end of 36 hands, a four (4) hand round robin playoff will occur.

Irregularities and Penalties

21. If a misdeal occurs, all cards will be returned to the dealer, who will shuffle and deal again. No penalties or loss of deal will occur. This will not count as a hand in the match.
22. A "Revoke" (or "Renege") occurs when a player fails to follow suit when possible. The penalty for a revoke is 2 points to the team it occurred against and the hand is immediately ended (4 pts will be awarded if on a loner). All revokes must be supported by evidence of cards played, hence, the crisscross of previous tricks in the hand.
23. If a player calls out of turn, the premature call is cancelled, and the bid reverts to the proper position.
24. If a player leads out of turn, the lead reverts to the proper seat.