

500

(Bid Euchre)



4 Players / Trick Taking

Be the first player to reach 500 points through bidding & trick taking

The Deal

500 is a four-player game and players arrange into pairs, who sit opposite each other. The game is played with 42 cards (5 to high Ace and the Jokers.)

Each player is dealt 10 cards, and the remaining cards are placed into the centre of play to form the stockpile.

Bidding

The player to the left of the dealer opens the bidding. They declare the number of tricks they expect to make (a minimum of six), and the trump suit they need to achieve this (or, no trump suit). Scoring is as follows:

| | 6 | 7 | 8 | 9 | 10 |
|-----------|-----|-----|-----|-----|-----|
| ♠ | 40 | 140 | 240 | 340 | 440 |
| ♣ | 60 | 160 | 260 | 60 | 460 |
| ♦ | 80 | 180 | 280 | 380 | 480 |
| ♥ | 100 | 200 | 300 | 400 | 500 |
| No Trumps | 120 | 220 | 320 | 420 | 520 |

Depending on the bid, the ranking of cards differs. If a trump suit is bid, the Joker becomes the highest value card, the Jack the second highest, and the Jack of the same colour third highest. For example, if the suit was spades:

Joker J♠ J♣ A♠ K♠ Q♠ 10♠ 9♠ 8♠ 7♠ 6♠ 5♠

In the case of no trumps, conventional order is followed, with Joker being the highest card. Note

Gameplay

Before play starts, the declarer may switch cards from their hand with cards in the stockpile. The declarer leads on the first trick, and the winner of the previous trick leads on subsequent turns.

Scoring

If a pair gains the amount of tricks bid, they earn the number of points associated, otherwise they lose that amount of points.

Winning 10 tricks gives 250 points if less than 250 points were bid.