



RULEBOOK



Thank you for purchasing our Euchre game. It brings us great pleasure to share our traditions of lumber camp, playing cards and making memories.

Please enjoy playing Euchre, have fun, and most of all, we hope you treasure the time you spend with friends.

Sincerely,
The Newberry Gang

← EUCHRE PLAYERS →

You need to have four players to play Euchre. It can be a combination of:

2 Lumberjacks and 2 Hunters,



2 Bears and 1 Hunter and 1 Lumberjack,



or maybe 1 Bear, 1 Raccoon, 1 Lumberjack and 1 Beaver.



You get the point. You need 4 people (or critters) to play Euchre.

Whomever sits across from you is your partner, so maybe like that person.

Also, when choosing seating, it might not be a good idea to put a bear across the table from a raccoon, especially if dinner has not yet been served. But, it's your call.

← EUCHRE GAME →

In Newberry, we only use 24 cards to play Euchre (using the 9, 10, J, Q, K and A in all four suits).

The rules that follow are how we play in Newberry. Alas, there's nothing in the rules to help you if fighting breaks out during the game. Actually, a fight almost always happened while playing Euchre, but it usually revolved around someone making an off-color remark about the size of my brother's nose, not the game itself...

With that, let the game begin.

←—WINNING EUCHRE—→

The team to score 10 points first are the winners. Unless you're my brother... then, you're still a loser. Just kidding. I love you man.

←—EUCHRE LINGO—→

Trump—(yeah, I know...but it's like the dog in Downton Abbey that they named Isis) It is what it is.

When the dealer deals the cards, you look at your hand and decide if you want to call what suit is 'Trump'. If you don't have crap in your hand, then you can pass and hope you're partner does better than you.

Tricks—there are five tricks in a hand (five round of cards laid). Take all the tricks, get two points. Take 3/5 tricks, get 1 point (more explanation later).

Bowers—the Jacks are called Bowers when they are part of the Trump suit.

Going Alone—what you say if you have the J♦, J♥, A♦, K♦, and Q♦ in your hand when the dealer turns up the 10♦ and it's your turn to call Trump. (meaning you have good cards and you think you can take all the tricks yourself).

Beware: if you fail, your teams loses two points.

Order It Up—On your turn, it's telling the dealer to pick up the face up card on the pile, calling Trump. It's the same thing if the dealer picks it up, too...he just ordered it up himself.



← EUCHRE CARDS →

As with most card games, the Ace is the highest card, then the King, the Queen...and so on. But in Euchre, there are two exceptions.



The Jack.

The Jack of the trump suit is the “right bower,” and it’s the most valuable card. The other Jack of the same color is the “left bower,” and it’s the second most valuable card. Both bowers are part of the trump suit, from here on out just called Trump.

For example, let’s say Clubs is called Trump: the Jack of Clubs becomes the right bower (highest card) and the Jack of Spades is the left bower (second highest card).

Or, let's say Hearts is called Trump:
the Jack of Hearts becomes the right
bower (highest card) and the Jack of
Diamonds is the left bower (second
highest card).

So, this is how each hand would rank
depending on what is called Trump:

Clubs Trump:

J♣, J♠, A♣, K♣, Q♣, 10♣, and 9♣.

Spades Trump:

J♠, J♣, A♠, K♠, Q♠, 10♠, and 9♠.

Hearts Trump:

J♥, J♦, A♥, K♥, Q♥, 10♥, and 9♥.

Diamonds Trump:

J♦, J♥, A♦, K♦, Q♦, 10♦, and 9♦.



Another example, if Hearts is called Trump, and Hearts is led, then you must play a Heart and follow suit. However, if Hearts is Trump, and someone leads with a Club and you don't have any Clubs in your hand, you can take that trick by Trumping it with a Heart. So, in this case, a 9♥ would beat the A♣.

← DEALING EUCHRE →

Partners should sit across from each other. Randomly choose a dealer, or pick the best looking person to deal. I get deal in my family (ha-ha).

Each player is dealt five cards. In Newberry, we deal by two's and three's: deal 2 cards to the player on your left, 3 to your partner, 2 to the player on your right, and 2 to yourself, then 3 to the left, 2 to your partner, 3 to the player on your right and 3 to yourself.

If you screw up and misdeal, your team loses a point and the deal is turned over to the player on your left. The remaining four cards are placed face down in the middle of the table. The top card is turned face up; this card initially sets the trump suit.

←BIDDING IN EUCHRE→

Players bid, starting to the left of the dealer and continuing clockwise, on whether or not to use card on top of the pile as the Trump suit. Players have the following choices:

The player to the left of the dealer may say 'Pass' or say "Pick it up." If they say "Pick it Up", the card on the top of the pile is picked up by the Dealer, and they must discard a card out of their hand face down on the pile. So, if the top card that was picked up was the 10♣, Clubs, Clubs is Trump.

And everyone knows the dealer has the 10♣ in his hand (lol).

If the first player passes, the player across from the dealer (the dealer's partner) may pass or "Pick it Up". If he does, no other player may bid.

If the second player passes, the player to the right of the dealer may pass or say "Pick it Up". If he does, no other player may bid. If the first three players all pass, the dealer may also pass or say simply pick up the card to indicate that's what they want to be Trump. If he picks it up, the Dealer must discard a card out of their hand face down on the pile. Play begins with the player to the left of the dealer.

In Newberry, if anyone orders the Dealer to "Pick it Up", you have to take the face-up card and discard one from your hand. Yep, it sucks. That's why we made it a rule.

← SECOND ROUND OF BIDDING →

(because everyone's hands suck)

If all four players pass in the first round of bidding, the face-up card is turned face down on the pile and you must go around again.

This time around, each player has the choice to call Trump, EXCEPT, you can't call what was just turned down. Example: Everyone passed on the the Club that was turned up. On the second round of bidding, you can't call Clubs...only Hearts, Diamonds or Spades can be chosen.

← SCREW THE DEALER →

In the second round of bidding, if the first three players decline to call Trump, the dealer has two choices:

- 1: Call Trump.
 - 2: Fold and give the other team 1 point.
- Hence, screw the dealer.

← GOING ALONE →

So you think you have a great hand of cards? When it's your turn to call Trump, tell the Dealer to "Pick it Up" and "I'm Going Alone". Yep, that means that you're taking on the other team All. By. Yourself. Your partner is required to discard their whole hand to the pile face-down when you say those magic words.

Here's the good news...if you go alone and get all five tricks, you get double points...so 4 instead of 2. If you get 3 out of 5, you still get 2 points.

Here's the bad news...if you fail to get 3 of the 5 tricks, you are considered Euchred and you lose 2 points.



← GAMEPLAY →

Once Trump has been called, the player to the left of the dealer leads first by playing any card from his hand.

EXCEPT: If a player goes alone, the player to that person's left leads first.

Players must play the suit of the card led if possible. If not, they may play any card. Don't forget that the Jacks are both Trump, so if Hearts is Trump, the Jack of Diamonds becomes a Trump card (the second highest).

For example, if Hearts is Trump, and someone leads a Club and you don't have any Clubs in your hand, you could play a Trump card to try to win the trick.

The highest card played in the lead suit wins the trick, unless one or more trumps were played, in which case the highest trump card wins the trick.

The player who wins the trick is the first to play a card in the next trick.

← SCORING →

If all four players play the hand, the team that calls Trump will score 1 point for taking three or four tricks. If a team calls Trump and gets all 5 tricks, they get 2 points.

If a team calls Trump and they fail to get at least 3 tricks, the other team gets 2 points.

You got Euchred.

If a player goes alone and gets all five tricks, the team scores 4 points. If a player goes alone and only gets three or four tricks, the team will only score 1 point.

If your team calls Trump, and the other team gets all five tricks, the other team scores 4 points.

You got Euchred.

← WINNING →

The first team to score 10 points wins. The bigger the obnoxious celebration, the better. Dance, point fingers, high five...it wasn't a true game of Euchre if cards don't go flying.

Life is short. Have fun!

← SCORING GUIDE →

+2 points:

If you order it up and you and your partner get all 5 tricks. If you order it up and go alone, but only get 3 out of the 5 tricks.

+1 point:

If you order it up, and you and your partner only get 3 of the 5 tricks. If you go alone, and only get 3 of the 5 tricks.

+4 points:

If you order it up and go alone, and get all 5 tricks.



← SCORING GUIDE →

-1 point:

If you misdeal the hand. If everyone keeps passing and you as the dealer decline to call Trump the second time.

-2 points:

If you or your partner order it up, and the other team gets the majority of the tricks (3 out of five).

In either of the two above scenerios, it is completely acceptable and encouraged to scream "You got Euchered" at the other team. This is usually about the time a fight breaks out...depending on how annoying you want to be about rubbing in the fact that you Euchered the other team.

Make memories, just don't leave scars.