

EST. 2013



TORONTO

EUCHRE HOUSE RULES

1. To determine who deals first, one person will flip a card in front of each person playing. The first person to get a Jack will be the first dealer.
2. If you order up your partner who is the dealer, you must go alone
3. 'Stick The Dealer' - If the up-card is not ordered up, or taken by the dealer, and no one calls trump before the dealer, the dealer **MUST** call trump
4. To order up, pick up, or call trump, you must already have at least 1 card of the same suit in your hand. The 'left' or off-suit bower does not count as trump in this instance.
5. Full points are awarded for scorekeeping purposes when total score goes beyond 10
Example: If a team has 8 points and a partner goes alone and wins all tricks, 4 points will be awarded, therefore the teams score would be 12
6. NO table talk. The hand is automatically ended if table talk occurs, no points will be awarded
7. The first team to reach 10 or more points wins OR the team with the highest amount of points after 20 minutes wins
8. If a game is tied after 20 minutes, ONE additional hand will be played to determine the winner
9. After each 20 minute round, there will be a 10 minute break, the perfect time to grab a beer!
10. Once the game is finished, ODD numbered teams will stay in their place and EVEN numbered teams will move to the next table. The EVEN numbered team at the last table moves to table #1 (for example, table #6 moves to table #1)
11. The team with the most wins after 5 games wins! If teams are tied with the same number of wins, the team with the highest number of points is the winner
12. Teams not fully present by the start of play must forfeit that round and the opposing team will be awarded 10 points.

SCORING

Partnership making trump wins 3 or 4 tricks – 1 point

Partnership making trump wins 5 tricks – 2 points

Lone hand wins 3 or 4 tricks – 1 point

Lone hand wins 5 tricks – 4 points

Partnership or lone hand is euchred, opponents score 2 points