

Wednesday Night Euchre 2017/18 // Rules According to Hoyle

THE DEAL

To determine the first deal of the game, cards will be dealt face up until a player receives any Jack. That player then becomes the dealer; from there, the deal rotates clockwise each hand. Cards must be properly shuffled. The deck is then offered for a "cut" to the player seated to the RIGHT. A cut card is provided and must be used to cover the bottom card of the deck during dealing. If four passes occur, a second round of bidding commences. If the second round of bidding is passed by everyone, then the "Stick the Dealer" rule does not apply! Hand is thrown in.

COUNT YOUR CARDS! Misdeals are re-dealt. Bidding starts with the Eldest hand (left of the dealer), after the dealing has ended.

BIDDING

The ONLY LANGUAGE which is during the bidding is: "PASS", "PICK IT UP", or ALONE. The bidder may not use descriptive phrases that give clues such as "Let's try clubs", "I think I can", "Oh I've got a partner and so on. On 2nd round bidding, the bidder is to name the suit only (The turned down suit cannot be called). Any player may (order) the dealer to pick up the up card without holding a "NATURAL TRUMP". The dealer's partner may order his partner to "Pick it up (order) if Alone is not stated then the dealers partner will play in an attempt to score 1 or 2 points. If the dealers partner wishes to go Alone, it must be stated in the order, "I'm going Alone" or simply saying "Alone". Lone hands must be declared when the up card is ordered up. In the dealers case If in the 2nd round of bidding lone hands are to be declared at the time suit was named, example "Spades Alone". If no declaration of a Lone Hand then all 4 players will play out that hand. If the "up card" is to be turned down place it at bottom of Kitty face up so the suit is not obscured. After trump has been called in 2nd round of bidding the up card is to be buried in the kitty and not visible at all. The kitty must be left untouched from this point on.

ALONE (LONERS)

A team declaring a Loner must clearly state this intention by saying "ALONE", "I'm going alone". Please do not use phrases such as "I'm trying it", or "Sit this one out, partner", "It's all mine," etc. When a player declares a Loner, his/her partner MUST drop their hand, face down on the table, in the MIDDLE position, (not to their left or right side). The partner is not allowed to look at the kitty during a loner attempt. Should a partner mistakenly play a card on the lone hand, the lone hand is forfeited and must be played out with all 4 players.

PLAY OF CARDS

Cards should NOT be tossed to the middle of the table! Instead, players should attempt to keep the card they play in front of themselves, to form a box. This makes it very easy to see who played what and who wins the trick. The person that wins the trick must retrieve the trick and store it in front of them. DO NOT push a trick that you have taken to your partner for storage so the tricks will be all together. Each player SHOULD take in their own tricks! This must be done to enable the director to prove or disprove a renege! The trick in front of you will be evidence to what tricks you won either by suit or trumped. If a team member bids alone, his partner may retrieve the tricks. TRAMMING (claiming multiple winning cards in your hand at once) is NOT allowed! Cards must be played out so all cards playable are on the table!

TRUMP CUBE you cannot ask "What is Trump"? The dealer will have a trump cube, and once trump is ordered or picked up the dealer will discard and turn the cube to the appropriate suit and place it on top of the kitty. If suit is named in 2nd round dealer will set cube to appropriate suit. When the hand is over, the cube is then passed to the next dealer.

SCORING - PROGRESSIVE

* If the bidding team takes at least 3 tricks in a hand they shall receive 1 point.

*If the bidding team takes all 5 tricks they will receive 2 points.

*only, the person making the successful lone hand (wins all 5 tricks) that player scores 5 points and his partner scores 4. A total of 8 hands are played, with everyone dealing twice.

*A player that goes alone and takes 3 or 4 tricks, that team shall receive 1 point.

*A Player being euchred on a Lone Hand, the opposing team receives 3 points.

At the completion of each game partners must state the score they have recorded on their score card if agreeable

then cards are passed to the opposition and initial as correct with both your initials and your card number. When signing watch for duplications in scoring (both teams have recorded points for the same hand). Any errors made on score sheet (Boxes 1 thru 8) that are corrected must be initialled by the opposition before leaving the table of play. **IRREGULARITIES and PENALTIES DO NOT** make your own Rulings! Please call the Tournament Director (TD)

WHAT EXACTLY IS A RENEGE. Also known as a revoke, Failure to follow suit when able to do so is a revoke. A player may correct his/her revoke before the trick is gathered (completed) and if corrected any opponent who played after the revoke may retract his card and substitute another without penalty. The player who initially caused the revoke must leave that card on the table face up and is considered an exposed card. It must be played at the 1st legal opportunity and partner may not lead the suit of the exposed card unless it is all he has in his/her hand. **Note:** If a player so mixes the tricks that a claim against his side cannot be proved, the claim must be considered proved.

RENEGE AGAINST a LONER: - Hand is over after renege occurs, renege by the side which declared the loner, will score 0 points, their opponents will score 3 points. If the team which is defending against the lone hand renege, the team that called the lone will score 5 and 4 points.

EXCEPTION to RENEGE: - There is one exception, When a lone hand is stopped legally and opposition later renege on the now defunct lone hand penalty will be, hand is now over and in this case the team calling the lone hand is awarded 2 points for the renege infraction.

EXPOSED CARD OR LEAD OUT OF TURN: - When any player leads out of turn the card lead is considered an exposed card. It must remain on table face up and played at the 1st legal opportunity. Partner of player who lead out of turn may not lead suit of exposed card unless it is the only suit they hold.. Other players who play after the out of turn lead may pick up their card and replace it without penalty. If all four players play on an out of turn lead, the trick will stand and the winner of the trick leads next. If the opposition leads the exposed suit of the card on the table. The exposed card must be played ir-regardless of any card in his/her hand that may be a higher card. An **Exposed Card** also applies to a Card inadvertently drops or falls from a players hand face up.

BID OUT OF TURN: - Loss of bid and the non offending team is awarded two points. Should the opposition wish to declare a lone hand, they must decline the 2 points and play out their lone hand. They must accept the risk in playing alone and accept points earned in the playing of their lone hand.

LEAD OUT OF TURN: - When any player leads out of turn the card lead is considered an exposed card. It must remain on table face up and played at the 1st legal opportunity. Partner of player who lead out of turn may not lead the suit of exposed card until it is played. Other players who play on the out of turn lead may pick up their card without penalty. If all four players play on an out of turn lead, the trick will stand and the winner of the trick leads next.

TOO MANY OR TOO FEW CARDS:- If any hand has either too many or too few cards and the error is found before 1st trick is quitted, there must be a new deal. If discovered later, play continues and the team that holds the erroneous hand, may not score for that deal.

GAME PLAY:- The player to the left of the dealer starts the hand by leading any card from his hand. Players must follow suit if possible. No leads until Dealer has discarded (unless calling trump) or not until trump is called in the 2nd round bidding. If an lead occurs before the discard or before calling trump card lead is now a Penalty Card and is treated as a lead out of turn as described (above). Player next to dealer may call "TRUMP" before dealer may have discarded. Leading of any of other suits is not permitted until dealer has discarded, in either 1st or 2nd round of bidding.