

Euchre

The rules on one page

Players

4, in 2 teams of 2

You need

24 cards: the 9, 10, jack, queen, king and ace of each suit

Goal

Win at least 3 of the 5 tricks in each hand

Game ends

The first team to 10 points wins

Setup

1. Take the 9, 10, jack, queen, king and ace of each suit from a standard deck. Those 24 cards are the euchre deck. Set the rest aside.
2. Sit so that partners face each other across the table.
3. Draw cards to choose the first dealer. The lowest card deals, and an ace counts as low for the draw. After each hand the deal passes to the left.
4. Deal 5 cards to each player, going clockwise from the dealer's left. Deal them in two rounds, in batches of 2 and 3.
5. Put the 4 leftover cards face down in the middle and turn the top one face up. This is the turn-up card.

How to play

1. **Offer the turn-up card.** Starting on the dealer's left, each player in turn either passes or has the dealer pick up the turn-up card. The dealer speaks last and can pick it up too. Once it is picked up, its suit is trump. The dealer takes the card and discards one card face down.
2. **Name a suit if everyone passed.** If all four players pass, the dealer turns the card face down. Go around once more. Each player can pass or name a different suit as trump. If everyone passes again, throw the cards in and the next dealer deals.
3. **Know how the cards rank.** In the trump suit the jack is the highest card, called the right bower. The other jack of the same color is the second-highest trump, called the left bower. Then come the ace, king, queen, 10 and 9. In the other suits the order is ace, king, queen, jack, 10, 9.

4. Decide whether to go alone. The player who chose trump can go alone, and says so when trump is made. That player's partner puts their cards face down and sits the hand out. Going alone is a gamble for a bigger score.

5. Play 5 tricks. The player on the dealer's left leads any card. Going clockwise, each player plays one card and must follow the suit led if they can. A player who cannot may play any card, trump included. The highest trump wins the trick. If no trump was played, the highest card of the suit led wins. The winner leads next.

6. Score the hand. After 5 tricks, the team that chose trump, called the makers, scores if it won at least 3. If it won fewer, it is euchred, and the other team, the defenders, scores instead. The deal then passes to the left.

Scoring

Points for one hand

What happened	Points	Who scores
The makers win 3 or 4 tricks	1	Makers
The makers win all 5 tricks (a march)	2	Makers
A maker playing alone wins 3 or 4 tricks	1	Makers
A maker playing alone wins all 5 tricks	4	Makers
The makers win fewer than 3 tricks (euchred)	2	Defenders

The first team to reach 10 points wins the game.

