

Euchre Rules

Activity Format: This will be a 3 week league followed by a single elimination playoff.

Policy Information: For additional information please review the Intramural Sports Handbook online at: www.butler.edu/intramurals

Equipment

Internet Access: Participants will virtually compete against others using the [Trickster Cards](#) web browser or app.

Format:

1. Players will have three weeks to play at least 6 games. **The date and time of the match listed on IMLeagues.com/butler is the deadline by which the match must be played, not the time when the match is scheduled to be played.**
2. A screenshot of the results of each match are to be emailed by both participants to imsports@butler.edu upon completion. Make sure that the winner's name, loser's name, and the scores are all listed in the email if not clearly displayed in the screenshot. **The results must be submitted no later than 11:59 PM on the day of the deadline.** All match results will be posted on IMLeagues.com.
3. Because players have 3 weeks to play 6 games, deadline extensions will not be permitted.
 - a. If a match is not played by the deadline, or the results of the match are not submitted on time, the result will be a double forfeit. If this occurs during playoffs, both teams will be eliminated from the tournament. Make sure that you schedule and play your matches well before the deadline to avoid last minute conflicts.

Game Regulations

Players: Two (2) people make a team.

Game Length: First team to score 10 points. No time limit given.

Officials: This is a "self-officiated" sport. It is up to the players to make sure everyone is playing by the Intramural rules.

Playing Area: This event will occur virtually via [Trickster Cards](#).

Sport Specific Rules



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RECREATION

1. All games will be best of 3 matches.
2. The assigned home team will Create the game and send the invitation to the Away team
 - a. [Go to Tricker Cards](#)
 - b. Click Join
 - c. Select More Games/Rules
 - i. When: Put the specific date and time of your agreed upon match time
 - ii. Play to: 10
 - iii. Deck: 9-Ace
 - iv. Joker: No
 - v. Stick the Dealer: Yes
 - vi. Go under: No
 - vii. No Trump bid: No
 - viii. Dealer forces alone: No
 - ix. Defend alone: No
 - x. Alone must take 5: No
 - xi. Alone Leads left: N0
 - xii. Call for Best: No
 - xiii. Super Euchre: No
 - xiv. Must be invited: Yes
 - xv. Allow Suggestions: No
 - xvi. Allow Watching: No
 - xvii. Chat during Game: Text
 - xviii. Time to bid: Off
 - xix. Time to play: Off
 - d. Click Create
 - e. Share the Invite Code or plug in the emails of your teammate and opponents to send the game invitation.
 - f. Move participants accordingly so you are across from your partner on the screen.
 - g. You also have the ability add video or just use audio to connect and talk with others while playing.

Quick Summary:

- Each team will play a best of 3 matches.
- The first team to get 10 points wins the match.
- After a match, the winning team must screenshot the game to include in their email to imsports@butler.edu to report the score.

Scoring: Points are distributed as follows:

- The computer will automatically reward points.
 - 4 points for a lone hand (1 person winning all tricks)
 - 2 points for all the tricks (both players win all tricks)
 - 2 points for euchring your opponents (getting 3 tricks when the opposing team calls)

- 1 point for three or four tricks (1 person or both)

The Game:

- A very popular game, Euchre is best suited to four-handed play, with two teams of partners. A 24-card pack, running from Aces down to Nines is used in this game, which is played as follows:

Choosing The Dealer:

- The dealer will be chosen by the computer

The Deal:

- The cards will be dealt by the computer.

Rank of Cards:

- Once a suit is declared to be trump, it's Jack becomes the Right Bower, or the highest card of the suit. Next is the Jack of the same color, or Left Bower; then the trumps run A,K,Q,10,9. If Hearts was made trump, the cards would rank as follows....



- Other suits would run A, K, Q, J, 10, 9 except for diamonds which would have no Jack since it has become the "left bower".

The Play:

- Play normally begins with the player on the dealer's left, who leads a card. The others follow suit in rotation, until all four have played, making a trick. If unable to follow suit, a player may play any card he wishes. The highest card of the suit led wins the trick; but trump takes all others.
- Whoever wins the first trick leads to the next; this continues until all tricks are taken. The object of each team is to take three tricks; with an underlying goal of taking all five.
- Immediately after the dealer has dealt every person 5 cards, he places the remaining cards in front of him, turning the top card face up on the pack. Whatever its suit, each player now has the option of making that suit trump, beginning with the player on the dealer's left. If he thinks his hand is strong enough for his partner and himself to win three tricks, he will tell the dealer to "pick it up", which means that the dealer picks up the trump card from the pack and discards another from his hand, face down.

Passing:

- If the first player does not like his hand, he will "pass", or choose not to make the showing suit trump, and the choice will then go to the next player. If he

wants the turned up card to be trump, he announces, "I assist" or "pick it up", because the dealer is his partner. The result is the same. The turned up card becomes trump; the dealer picks it up and discards another.

- The second player can pass if he wants to; the third player then has the same options of ordering it up or passing. The latter choice leaves it up to the dealer, who can say, "I turn it down". In that case, he takes the showing card and turns it face down and that suit is no longer a possible choice of trump.
- The first player may then make another suit trump, but if his hand is weak, he can "pass". If he passes, it goes onto the second player, then the third and finally the dealer who **MUST** pick a suit. This is called sticking the dealer and speeds up game play.

Scoring:

- Once trump is made, the play begins as described. If the team that called trump takes 3 or 4 tricks, they score one point. Taking all five is a march and scores two points. If they take less than three tricks, they are Euchred and the opposing team scores two points.
- Scoring will automatically be calculated by the computer

Going Alone:

- During the preliminary of accepting or calling trump, each player may also announce, "I'll play alone". This means he has a strong hand and does not need his partners help. So his partner lays his hand down and the play proceeds. Whoever is to the left of the dealer makes the first lead.
- When playing alone, a player scores four points if he takes all five tricks; if he takes 3 or 4, he scores only one point; if he takes less than three, he is euchred and the opposing team scores the usual two points.
- Scoring will automatically be calculated by the computer

Reneging: Players will be required to follow suit if they have the suit in their hand.

Helpful Hints:

- **Lead Trump.** If your partner calls trump, and you have the left or right bower, and it's your lead, lead it.....he'll appreciate knowing where it is.
- **Make it Next.** If the person sitting to your right is the dealer and he/she turns down a card that everybody has passed on, then the "rule of thumb" is to make it next, or the same color suit. (i.e. if Diamonds was the suit turned down, then make it Hearts, etc)
- **Make it for your Partner.** If your partner is the dealer and he turns down a suit due to everybody

passing and the next player doesn't make it next for his partner, then make it the opposite color suit. If you don't, then chances are that your opponent sitting to your left will call trump for his partner, so that your partner (the dealer) doesn't get the chance to call trump.

- **Never trump your partners Ace.** There does come a time when trumping your partners Ace is appropriate, like when all you have in your hand is trump or if you know that the person sitting behind you does not have any of the suit that your partner has led.
- **Always lead trump.** If you called trump and it's your lead, then lead it. Try to draw out the trump from the oppositions hands. This also gives you the opportunity to see what your partner has. If you lead trump and your partner doesn't throw trump out, then start to pray! Leading trump can also make your Aces good if you have some. NOTE: if you called it "light" or "on a prayer", then leading trump may not be wise. Try leading an ace. Also, if your partner called trump and he/she calls it light, then leading an ace if possible would be great. It may not take a trick, but it will draw out trump, hopefully making the few trump you do have good.