

EUCHRE TOURNAMENT

Friday, August 14 • 5:30 p.m.

Registration: 4:15 p.m.

Oman Family Youth Inn

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DESCRIPTION: This contest involves a fast-paced, partner-style card competition where teams go through multiple quick matches to rack up points and advance.

RULES AND CONTEST INFORMATION

1. Each game consists of 8 hands and uses a total of 24 cards: nines through aces from a standard deck.
2. Table numbers and partner numbers are issued on individual scorecards in order of tournament registration. Scorecards designate each player's starting table, and partner assignments are determined by number: the two lowest numbers are partners, the two highest numbers are partners, and so on. Players may be paired with the same partner later in the tournament, but not in consecutive games.
3. The dealer is determined by dealing cards face up until the first jack appears. The dealer shuffles the cards and then offers a cut to the opponent sitting on the dealer's right. The dealer deals five cards to each player and the card is turned face-up from the four cards remaining.
4. The player to the dealer's left starts the bidding and can order the dealer to pick up the face-up card by calling trump (suit) or pass. If the face-up card is ordered up, that card becomes trump. The dealer may add the card to their hand and discard another card. Bidding continues clockwise until trump is determined. If all players pass during the first round of bidding, the top card is turned face down, and that suit may not be called as trump. If no suit is chosen during the second round of bidding, the dealer must call trump. After the hand is completed, the player to the dealer's left deals. This repeats until each player deals twice in each game.
5. Refer to the scoring scenarios below based on the number of tricks each team wins.
6. If a player declares that they are going alone, their partner does not play that hand. If the declarer wins three or four tricks, they receive one point (no set occurs). Refer to the scoring section below.
7. Each couple shall pay a quarter when set. A set occurs when the defenders (the opposing team of the bidders) win three or more tricks.
8. One person at each table will volunteer to keep score. The scorer writes down the score in cumulative format after each hand. All players at the table are responsible for reviewing the scorekeeper's math after each hand to ensure accuracy.
9. At the end of each game (8 hands), the individual player's scorecard shall be completed and signed by their teammate. Individual scorecards include a column for each game, as well as a cumulative total for all eight games.

10. If a game ends in a tie, the team that won the hand shall move to the next table in the direction of the lower-numbered tables (for example, winners at Table 10 move to Table 9). There is no head table (i.e., players must switch partners each consecutive game).
11. Table talk is prohibited. Partners are forbidden from giving any indication or clues as to what they hold in their hand or what should be played.
12. A farmer's hand (also known as "no ace, no face") is not permitted. Players are required to play the cards they are dealt.
13. Players are not required to pick up a turned-up jack.

SCORING

1. If bidding team wins 3 or 4 tricks, 1 point goes to the bidding team.
2. If bidding team wins all 5 tricks, 2 points go to the bidding team.
3. If bidding team wins 2 tricks a set occurs, 2 points for the defenders. Both bidding partners are now required to pay a quarter.
4. If bidding team goes alone and wins all 5 tricks, 4 points go to the bidding team.
5. If bidding team goes alone and wins 3 or 4 tricks, 1 point goes to the bidding team.
6. If bidding team goes alone and wins 2 tricks a set occurs, defenders receive 2 points. Both bidding partners are required to pay a quarter.
7. Failure to follow suit without player immediately correcting error results in an automatic set, 2 points.

