

# Euchre

4 players

24 cards

Difficulty: Easy

Duration: Medium

Be the first team to reach 10 points by winning tricks.

## SETUP

- Use a 24-card deck (9 through Ace in each suit).
- 4 players in 2 partnerships; deal 5 cards each.
- Flip top card to propose trump suit.

## SCORING

- Makers win 3-4 tricks: 1 point; all 5 tricks: 2 points.
- Going alone and winning all 5: 4 points.
- Euchre (makers fail to win 3): defenders get 2 points.

*Tip: Only call trump when you have at least one Bower or multiple trump cards.*

## ON YOUR TURN

- Players accept or name a trump suit during bidding.
- Player to dealer's left leads; follow suit if possible.
- Right Bower (Jack of trump) is highest; Left Bower is second.

*Euchre is a classic trick-taking game that is widely played in various parts of the world. It is typically played by four players in partnerships.*

## Objective

The primary goal of Euchre is to be the first team to score a set number of points. Points are scored by winning tricks and successfully achieving the bid.

## Setup

1. **Players:** Euchre is played with four players in two partnerships.
2. **Deck:** Use a standard 24-card deck, consisting of the 9, 10, Jack, Queen, King, and Ace cards in each suit.
3. **Bidding:** Determine the number of points required to win the game.

## Dealing

- The dealer shuffles the deck, and the player to their right cuts the deck.
- Each player is dealt five cards.

## Naming Trump

1. **First Round:** After dealing, the top card of the remaining deck is turned face up. Starting with the player to the dealer's left, each player may accept this card's suit as trump or pass. If a player accepts, the dealer picks up the turned-up card and discards one card face down.
2. **Second Round:** If all players pass in the first round, the turned-up card is turned face down. Starting again to the dealer's left, each player may name any other suit as trump, or pass. If all pass again, the deal passes to the next player (or in "Stick the Dealer," the dealer must name trump).
3. **Going Alone:** The player who names trump may choose to "go alone," playing without their partner for a chance at bonus points.

## Card Rankings

- The **Right Bower** (Jack of the trump suit) is the highest card.
- The **Left Bower** (Jack of the same color as trump) is the second-highest card and is considered part of the trump suit.
- Remaining trump cards rank: A, K, Q, 10, 9.

## Gameplay

---

1. **Leading:** The player to the dealer's left leads the first trick (or the player to the left of the lone player if someone is going alone).
2. **Following Suit:** Players must follow suit if possible; otherwise, they can play any card. Note: the Left Bower belongs to the trump suit, not its printed suit.
3. **Winning Tricks:** The highest-ranking card of the leading suit or the highest trump card wins the trick.

## Scoring

---

1. **Makers win 3 or 4 tricks:** 1 point.
2. **Makers win all 5 tricks (march):** 2 points.
3. **Makers go alone and win all 5 tricks:** 4 points.
4. **Euchre (makers fail to win 3 tricks):** The defending team scores 2 points.
5. The game is typically played to **10 points**.

## Winning the Game

---

The game continues until one team reaches the predetermined point total and is declared the winner.

## Tips for Beginners

---

- Pay attention to the trump suit, as it greatly influences the game.
- Coordinate with your partner in bidding and gameplay.
- Keep track of cards played to anticipate the remaining cards.

## Variations

---

Explore variations like Stick the Dealer or variations with additional players.

### Tips & Strategy

---

Coordinate with your partner to win tricks and pay attention to the trump suit. Use strategic bidding to convey information about your hand.

Euchre involves teamwork and strategic play. Effective communication with your partner and careful consideration of the trump suit are crucial.