

COMBINED EUCHRE CLUB ASSOCIATION

EUCHRE RULES

Effective from 13th February 2016

1. All games will be progressive.
2. All games will be timed by the king table and the scores will be as follows:

KING TABLE		REMAINDER	
3 Tricks	1 point	3 Tricks	1 point
March	1 point	March	2 points
Lone hand	2 points	Lone hand	4 points
Euchre	1 point	Euchre	2 points
Renegé	1 point against	Renegé	2 points against
Lone hand renegé	2 points against	Lone hand renegé	4 points against

The king table will play to 5(five) points. All king table hands are to be "fully played out". Winners to move from the king table and this table must be supervised at all times. All other tables will play to 11 (eleven) points.

3. Where there is a dispute to be adjudicated play will stop at the king table only.
4. When the bell is rung, even by accident, the game is finished regardless if you have reached 5 points or not. The bell certifies the end of the game. If a tied score, the players who reached the number first are the winners.
5. Score cards must be in the centre of the table at either end.
6. First game – first Jack to deal. All subsequent games – players remaining at the table cut the deal.
7. Where there is a stationary player, that player deals the cards and the first Jack gets the deal for each game played.
8. All winning players move to the right including the king table.
9. All tables are numbered and losers are to sit at the numbered end of the table.
10. Once the dealer has shuffled the cards, the preceding player must then cut the cards immediately prior to dealing.
11. If the wrong number of cards are dealt or noticed during the hand it is a misdeal, second misdeal the deal passes on to the next player.
12. One misdeal and the same player deals again. Second misdeal and the deal passes on to the next player.
13. If any card is exposed, cards must be re-dealt.
14. Each player must speak in turn or they will be considered as passed- to be confirmed by the dealer.
15. Once a card is tabled (e.g) placed on the table, it cannot be taken back.
16. If you named the turned down suit your call is null and void. Your partner is also then excluded from making a call.
17. It is the responsibility of the declarer of a lone hand to make sure his/her partner is aware of the call and does not play. If the partner does play a card, then no lone hand will be considered. If you turn your partner down but your partner then plays, it is to be considered a mis-deal.
18. All tricks must be turned face down as taken and stacked neatly in case of adjudication. All cards must be tabled up. All cards must be played out, otherwise maximum points will occur.
19. After the bell goes, players must have at least two trump cards to order trumps up or down and the two trump cards must be noticed in the course of play.
20. If you don't have the required trumps you will forfeit the game even if leading.
21. If the last card has been tabled prior to the bell ringing another hand may be played.
22. If the scores are level when the bell goes, the first team to that score will be the winners.
23. Please remain seated until your card has been marked. If you move prior to being marked it will be marked as a loss. Please check your ticket.
24. No "Table Talk" but allowed to ask what are trumps.
25. Any "Perfect Hand" ordered or called as a trump, can claim the perfect hand prize.
26. Only players at the table can call a renegé on that table.