

CITY OF McALLEN  
PARKS AND RECREATION DEPARTMENT

GOLDEN AGE OLYMPICS  
EUCHRE

Rules and Regulations

All play governed by Hoyle's Rules of Games unless otherwise stated below.

1. Doubles: Men's, Women's or Mixed. Medals to top 3.
2. Games will be 8 hands. Total points for 5 games.
3. CARDS. A pack of 24 cards: from a regular pack of 52 discard twos to eights inclusive. The highest trump is the jack, called *right bower*. The second highest is the other jack of the same color, called the *left bower*. For example, if spades are trumps, the ♠ Jack is *right bower* and the ♣ Jack is the *left bower*. The rest of the trump suit ranks: A (third best), K, Q, 10, 9, 8, 7. In each non-trump suit the rank is A (high), K, Q, J, (if not the *left bower*), 10, 9, 8, 7.
4. Cut for deal with low card dealing.
5. DEALER HAS THE RIGHT TO SHUFFLE LAST. THE PLAYER AT THE DEALERS RIGHT CUTS THE PACK. THE CUT MUST LEAVE AT LEAST FOUR CARDS IN EACH PACKET. ALTERNATELY, DEALER=S PARTNER SHUFFLING THE STILL PACK DURING THE DEAL.
6. DEALING. FIVE CARDS ARE DEALT TO EACH PLAYER, IN TWO ROUNDS OF 3- 2 OR 2-3, AS DEALER CHOOSES. THE CARDS ARE DEALT IN ROTATION TO THE LEFT, BEGINNING WITH THE ELDEST HAND.

AFTER DEALING THE LAST PACKET TO SELF, DEALER PLACES THE REST OF THE PACK FACE-DOWN ON THE TABLE, AND TURNS THE TOP CARD FACE UP. THIS TURN-UP PROPOSES THE TRUMP SUIT FOR THE DEAL.

NO RE-DEALING, IF NO SUCCESSFUL BID IS MADE, CARDS ARE THROWN IN AND EVERYONE TAKES A ZERO FOR THAT ROUND.

NEXT PERSON IN ORDER DEALS.

7. MAKING. ELDEST HAND MAY PASS OR MAY ACCEPT THE TURN-UP FOR TRUMP (THE FIRST PERSON DEALT A CARD HAS THE ELDEST HAND). THE LATTER CHOICE IS SIGNIFIED BY SAYING "I ORDER IT UP" (SINCE DEALER ALONE HAS THE RIGHT TO TAKE THE TURN-UP INTO HIS/HER HAND).

IF ELDEST HAND PASSES, THE NEXT PLAYER HAS THE SAME OPTION, AND SO ON. IF PARTNER OF THE DEALER WISHES TO ACCEPT THE TURN-UP SUIT, HE/SHE SAYS "I ASSIST." OPPONENT AT RIGHT OF DEALER ACCEPTS IN THE SAME WORDS AS ELDEST HAND, BY ORDERING IT UP.

SHOULD ANY PLAYER, INCLUDING DEALER, ACCEPT THE TURN-UP, DEALER AT ONCE DISCARDS ONE CARD. THE DISCARD IS PLACED CROSSWISE UNDER THE UNDEALT CARDS. THE TURN-UP BELONGS TO DEALER IN PLACE OF THE DISCARD. THE TURN-UP IS NOT PLACED IN DEALER=S HAND, BUT IS LEFT ON THE PACK UNTIL DULY PLAYED.

8. PLAYING ALONE. THE HAND THAT MAKES THE TRUMP, WHETHER IN THE FIRST OR SECOND

ROUND, HAS THE RIGHT TO DECLARE "I PLAY ALONE." THE PARTNER OF THE LONE PLAYER THEN LAYS HIS/HER CARDS FACE DOWN ON THE TABLE AND DOES NOT PARTICIPATE IN THE PLAY.

9. THE PLAY. IF THE MAKER PLAYS ALONE, THE OPENING LEAD IS MADE BY THE OPPONENT AT HIS/HER LEFT; EVEN IF IT IS THE DEALER, OTHERWISE, THE OPENING LEAD IS MADE BY ELDEST HAND REGARDLESS OF THE POSITION OF THE MAKER.

A LEAD CALLS UPON EACH OTHER HAND TO FOLLOW SUIT IF ABLE; IF UNABLE TO FOLLOW SUIT, THE HAND MAY PLAY ANY CARD. A TRICK IS WON BY THE HIGHEST TRUMP, OR BY THE HIGHEST CARD OF THE SUIT LED. THE WINNER OF A TRICK LEADS THE NEXT.

10. THE OBJECT OF PLAY IS TO WIN AT LEAST THREE TRICKS. IF THE MAKING SIDE FAILS TO WIN THREE IT IS EUCHRED. THE WINNING OF ALL FIVE TRICKS BY ONE SIDE IS CALLED MARCH.
11. SCORING. MAKER OF TRUMP, IF PLAYING WITH PARTNER, WINS: FOR MAKING 3 OR 4 TRICKS, 1 POINT; FOR MARCH, 2 POINTS. MAKER PLAYING ALONE WINS: FOR 3 OR 4 TRICKS, 1 POINT; FOR MARCH, 4 POINTS. IN ANY CASE, IF MAKING SIDE IS EUCHRED, OPPONENTS WIN 2 POINTS.

TIE BREAKER - DETERMINED BY PLAYOFF.