

Basic Policies

Activity Format: In order to participate in this event, all participants must come to the playing area before the scheduled time of play.

Cancellation: N/A.

Forfeit: N/A

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: The Intramural Sports staff will be responsible for cancelling the event due to inclement weather. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: N/A

Jerseys: N/A

Cards: Cards will be provided by the Intramural Sports staff.

Game Regulations

Players: Two (2) people make a team; however if you are a single looking for a player, please arrive early to the event so we can pair you up for a team.

Game Length: All games will be played simultaneously beginning at the designated start time. Each team will play four rounds of 12 hands each. One team from each table will rotate after each round to the next opponent. The tournament is over when every team has played four rounds, and a winner is determined by overall score.

Overtime: If there is a tie for first place, the tying teams will play another round of 12 hands to determine a winner.

Officials: This is a "self-officiated" sport. All play will be monitored by a supervisor; however it is up to the players to make sure everyone is playing by the rules.

Playing Area: This event will take place at Shreve Hall, lower level dining/studying area.

Sport Specific Rules

Registration: No advance entry is necessary (enter on site), but participants should come early to ensure they get entered before the game deadline and play begins.

Quick Summary: Fill in the name of both players in the space provided on the score-sheet

- Each team will play 4 matches or rotations.
- Each match will consist of 12 hands. If no one bids, then the deal is passed.
- The team with the most points after 12 hands is the winner of the match.
- After a match, the opposing teams must sign each other's scorecards to verify the scores.

Scoring: Points are distributed as follows:

- 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 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 is usually chosen by way of a person shuffling the cards and dealing them one at a time to each individual until a JACK is turned up. The player who receives the JACK is the leading dealer.

The Deal:

- The dealer deals clockwise, usually in a pattern, giving each player two cards, then three (this pattern can also be three, two). When all players have received their cards, the dealer will then turn the top card of the remaining cards are placed on the table in front of him. The left over cards are known as "The Kitty".

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. If nobody wants to make trump, the hands are thrown in and the cards are passed to the next dealer.

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.

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

Rules of Thumb:

A) **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.

B) **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)

C) **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.

D) **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.

E) **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.

Fun Terminology: ☺

- **"THE DUTCHMAN"** is when you have both Bowers (Jack, Jack) and Ace of trump.
- **"BOTH HOOKS"** is when you have both Jacks of one color.
- **"BOTH BOYS"** is the same as above.
- **"SKUNK"** is when you beat your opponent by a score of 10-0.
- **"THE KITTY"** is the four cards which remains laying face down after the deal. These cards are not played with.
- **"GUARDED"** is a term usually used to describe having the LEFT and another card of suit so that if the RIGHT is led you can throw the other trump you have to make your LEFT good or usable.
- **"LEFT BARE"** is used to describe the opposite of having it GUARDED. This means that all you have is one trump and as soon as trump is led, you loose your chance of using it to take a trick.
- **"PASSING DIRTY"** is when your opponent turns up a card and you have a good hand of that suit, or at least several trump and you pass hoping that he will pick it up so that you can "Euchre" him.
- **"BAG"** is the same as passing dirty.
- **"BAGGER"** is what YOU are when you BAG!
- **"RENEGE"** (ri nig' -neg') is playing a card out of suit when holding any of the suit that was called for or led.
- **"LOSE YOUR DEAL"** you lose your deal when everybody passes twice and you fail to call trump and the cards are passed on to the next player to deal.
- **"MARCH"** is taking all five tricks.
- **"KAMIKAZE"** (kä' mi kä' ze) Most of the time this is what the person who is going alone yells while knowing that he doesn't have much of a chance to make it! Sort of like a "do or die" type situation.
- **"IN THE BARN"** is when you have a score of 9 points.

- **"TWO SUITED"** is obviously when you only have two different suits in your hand.
- **"SHOOT IT"** when someone orders up trump, or picks up a card and declares "I'll shoot it"; they mean that they are going alone.
- **"STAY HOME"** is what you tell your partner when you are going to try to go alone.
- **"HOLMES COUNTY"** is definitely a geographical term. It is probably ONLY used in a tiny part of Northeast Ohio. Holmes County is a county in Ohio which is mostly Amish. You have been "HOLMES COUNTIED" when getting Euchred while going alone. It can be used in situations to let your partner know that he/she needs to pray for you so that you don't embarrass yourself. Example #1 If you call it on only ONE or TWO trump and the opposition doesn't lead to your off Ace/Aces and you have to lay off of the first trick to avoid leading yourself out of trump or, Example #2 If you call it on only ONE or TWO trump and the opposition doesn't lead to your off Ace/Aces for the SECOND TIME IN A ROW.
- **"FARMER"** is one of the original terms used for the bowers or jacks.
- **"FARMERS HAND"** is when you have a three 9's or three 10's in your hand.
- **"SEND A BOY"** means that you have a chance to use trump so you throw a 9 or a 10, only to be "overtrumped" by the leaders partner with a higher trump. For example, if the person to your right leads a card and you throw a 9 of trump on it, and his partner over trumps it with an Ace, he would gladly proclaim "Don't send a boy"!
- **"JUMP THE RIVER"** is when you call trump of the opposite color of what was turned up on the deal.
- **"SET"** is when the opposing team Euchres you. You have been SET = You have been Euchred.
- **"TABLE TALK"** is when in your conversation you let your partner know ANYTHING about the cards in your hand. This is a definite NO NO. Another term used for table talk is "Kibitzing" however it is believed that its "normal" usage is used to describe an "Onlooker", especially one who talks or gives advice about the game he/she is watching.
- **"SHAKE THE BUSH"** means to lead trump. Sometimes, actually a lot of times your opponent will have the Ace of what you have called trump, or the Left Bare. If you lead the Right, or if your partner does, then you will pull or draw out the trump from your opponents hand. If you choose to lead your off-suit, then the chances of your opponent getting to use that one trump that they have is significantly greater.