

Euchre Scorecard

Round	Table #	Partner's Name	Points Scored	Won (X)	Lost (X)	Tied (X)
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
Totals						

NAME_____

Euchre Tournament Rules

Starting

- Each round, the first dealer is determined by the prompt on the screen.
(Example: "The oldest person at the table").
- Five cards will be dealt to each player in two rotations.
- If all players pass on calling trump, we will not call misdeal, rather the dealer must call trump (a.k.a. "stick the dealer").

Scoring

- There will be no "partner's best" if a player goes alone.
If a player does go alone, he must win at least 3 tricks to score 1 point and all 5 tricks to score 4 points.
- We will use standard scoring.
 - ▶ If a team calls trump and wins 3 tricks, they will receive 1 point.
 - ▶ If they win all 5 tricks, they will receive 2 points.
 - ▶ If they fail to win at least 3 tricks, the opposing team has "euchred" them and receives 2 points.
- If a player "renegs," (doesn't follow suit when he is able to), the opposing team is automatically awarded 2 points.

Event Rules

- All rounds will last 12 minutes (regardless of score).
Limit of 10 points per round.
Once the timer is up, finish the hand that you're on. **Don't start dealing another hand.**
- At the end of each round, the two winners will get up and move to the next table.
The two losers will remain at the same table, but one person will move over one seat.
Each team should have one winner and one loser from the previous round.
If two teams tie, the team that scored most recently will rotate to the next table.
- Keep track of your total score. This is how the overall winner will be determined.
Wins/losses will be used as a tiebreaker, if necessary.