



MAGIC BEAR BEER CELLAR – EUCHRE HOUSE RULES

- Round one starts promptly at 6:30pm. If you arrive late, you may not be able to play. There must be a minimum of 8 players to run the Euchre tournament.
- There will be 6 rounds of 8 hands. The winners are the players who score the highest total points after the 8 hands. The losing team stays at the table. The winning team moves to the next table. If the score is tied after the 8th hand, the team that reached their score first will move. All teams are to remain at their tables until all tables have finished playing the round. Once all tables have finished the round, winners may move.
- You must switch partners and create new teams each round. When winners move, they team up with a different partner (loser) at the table. When losers stay, they team up with a different partner (winner) joining the table. For each new round/move, players are to avoid playing with a partner that they have already played with and must have a different partner from the previous round. In some cases, this may be unavoidable, but you must play with a different partner than the previous round and the table/new round should consist of as many new teams/partners as possible.
- If your partner is dealing, you may order them up and do not need to go alone. If you choose to go alone, you must declare before the first card is played. No cross-boarding is allowed between partners. While deciding trump, players must decide to pass or call trump within a reasonable amount of time.
- A renege caught by opposing team results in 2 points, or 4 points during a lone hand.
- Once a card is played, the player is not allowed to change the card on the play field. The exception to this is if a player finds they needed to follow suit and the next player has not played their card yet. The player may exchange their played card for one that should have been played.
- If a Jack of any suit is turned up, the dealer must have a natural of that suit in their hand to pick it up themselves. The dealer may be ordered up by any other player regardless of the dealer's hand.
Example: After dealing, if the Jack of hearts is turned up and the dealer has the Jack of diamonds but no other hearts in their hand, the dealer is not allowed to pick up the Jack of hearts. If they do, it is considered a renege if caught.
- When dealing, you must offer a cut (which can be denied). You may deal the cards any way that you like. If the dealer misdeals and it is caught before the top kitty card is turned over, the dealer may reshuffle and deal again. If it is not caught until after the top kitty card is turned over, it is a misdeal and the dealer passes the deal.
- "STICK THE DEALER": There is no stick the dealer. If no trump is called after going around the table twice, the deal is passed to the next player.
- "NO ACE, NO FACE, NO TRUMP": After trump is called, if a player has no ace, face, or trump cards, they may call "No ace, no face, no trump". The hand is void and the deal is passed. This must be called before cards are played.

SIT-OUTS (a table of 1 or 2 due to total amount of players)

- If there is a sit-out table, each player sitting out is awarded 6 points. If there is only one person sitting out, winners moving to that table will draw cards and the highest card (ACE) decides if they want to sit out or play.

3 PLAYER TABLE RULES (due to total amount of players)

- The nines are removed from the deck. Each player will have a 5-card hand and there will be 5 cards in the kitty.
- If you order up trump, you are essentially going alone against the other two players. You must declare an alone hand in order to receive 4 points. If you do not declare a loner and win all tricks, you receive 2 points per usual.
- A player may not stay at the 3-player table more than 2 times in a row. If you lose once, regardless of your score the second round at the table, player moves. The other player at the table with the highest score will also move.