


I'm not robot  reCAPTCHA

Continue

Euchre score sheets for 16 players

(545 relevant results, with Ads Sellers looking to grow their business and reach more interested buyers can use Etsy's advertising platform to promote their items. You'll see ad results based on factors like relevancy, and the amount sellers pay per click. Learn more.) Read the full description Disclaimer: As with all children's products, adult supervision is required. Products that contain small parts may pose a choking hazard and should not be used by children under 3. Sellers are responsible for following applicable laws and regulations, including posting items with accurate labeling and warnings. [miami city crime simulator city mafia war games](#)

Always read labels, warnings, directions and other information provided with the product before using it. If you have any questions, message the seller. See Etsy's Terms of Use for more information. Email ThisBlogThis!Share to TwitterShare to FacebookShare to Pinterest As my Euchre group grew, more helpful Euchre score sheets were developed to keep things organized and running smoothly at our Euchre Tournaments. Here are the printable Euchre score sheets and tally cards that you will need for a Euchre Tournament for 8, 12, 16, 20, 24, 36 or 48 players or any number of players between 8 and 48. These Euchre score sheets are a great way for an easy start to having a Euchre Tournament. How to Run a Euchre Tournament Euchre Score Board This is the main Euchre Score Board where players will record their scores for the Euchre Tournament. This board can be used for 8, 12, 16, 20, 24, 36 or 48 players and up to 12 games of Euchre.

1	8-14	11-12	2-1	4-3	13-10	15-16	6-5	7-9
2	3-1	5-7	9-11	13-15	2-4	6-8	10-12	14-16
3	11-8	14-15	3-6	9-12	13-16	5-2	1-4	7-10
4	9-13	1-5	4-8	12-16	3-7	10-14	2-6	11-15
5	3-2	11-16	14-7	10-15	1-6	12-13	8-5	4-9
6	2-14	3-9	7-1	13-8	5-11	6-4	15-12	10-16
7	12-6	13-7	4-5	14-11	1-8	15-9	2-16	3-10
8	1-9	2-10	7-15	8-16	3-11	4-12	5-13	6-14
9	5-14	6-15	3-12	4-13	7-16	8-9	1-10	2-11
10	3-13	4-14	11-1	12-2	5-15	6-16	7-8	10-9
11	5-16	6-9	8-10	7-11	1-12	2-13	3-14	4-15
12	8-12	11-13	1-14	2-15	3-16	4-10	5-9	7-6

For each game, players put their scores for the game in the Game row and have their cumulative total in the Total row. That way it is very easy to see who has the highest scores.

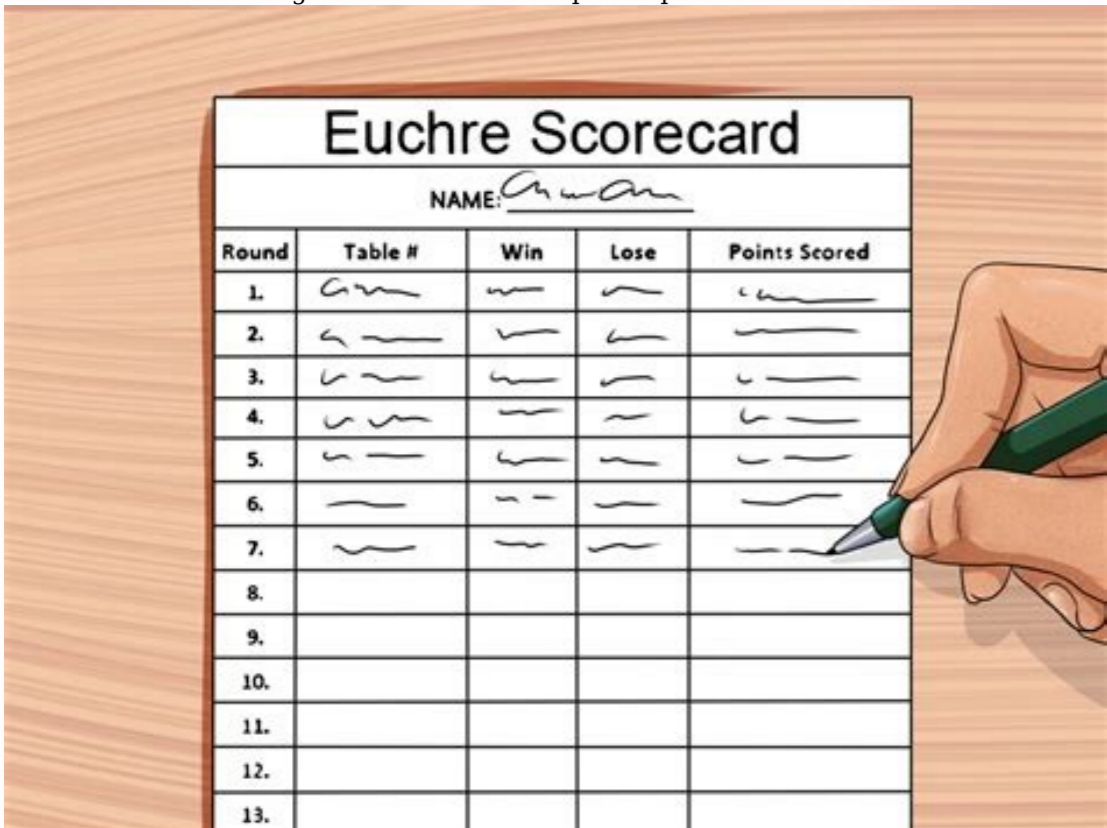


I print out the pages needed and then "cut and tape" the pages together to make a large score board. I have found it helpful to then put a poster board behind it for support and so the markers do not bleed through. Each player will have their own Euchre Score Card (tally card) to record their scores for each game of the Euchre Tournament.

Name		Card Number																				
No.	Game	Partner	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Score	Total	Wins	Opponent	Name	
1																						
2																						
3																						
4																						
5																						
6																						
7																						
8																						
9																						
10																						
11																						
12																						
13																						
14																						
				Totals																		

Name		Card Number																				
No.	Game	Partner	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Score	Total	Wins	Opponent	Name	
1																						
2																						
3																						
4																						
5																						
6																						
7																						
8																						
9																						
10																						
11																						
12																						
13																						
14																						
				Totals																		

Then they can transfer their score to the main Euchre Score Board after each game. At first when we didn't have as many players, we just recorded our scores on the main Euchre Score Board. As we got more players there was more room for error when players were marking other players scores and we had duplicates of the same name or players would forget to mark their score and then wouldn't remember what their score was 2 games before?! LOL We found that there was much less chance for errors by using these Euchre Score Cards. I suggest printing these on colored paper. Usually when Euchre is played "casually" the fives are used to keep score up to a total of 10. Using the fives doesn't work well when dealing around twice. These Euchre Table Score Cards (tally cards) stay at each table and the score for each hand is recorded. Each person gets a chance to deal twice for a total of 8 hands. The person to the left of the scorekeeper deals first, so the 4th and 8th deals will be the person keeping score. When all 8 hands are completed, a total is entered for each team and then that total is transferred to the players Euchre Score Cards and main Euchre Score Board. I suggest printing these on colored paper. Click here for other FUN items on EuchreFun.com If you decide to play for money and offer prizes for the Euchre Tournament, this is a handy table to have. For a \$5 buy-in for each player, it lists the amounts for 1st, 2nd, 3rd & 4th prizes as well as last place. It think it's fun for the last place player to get their \$5 back ... it will encourage them to participate again! If you decide to have a \$10 buy-in, this Euchre Payout Table will give you a basis to work off of. You will need a way to number the tables. You can use these Table Number Sign sheets. I find it helpful to print these on colored card stock and have them laminated for durability and re-use.



If you are going to collect quarters when someone is euchred, another possibility for table numbers is to place the number on the quarter container at each table. When I started my Euchre group, one of my first challenges was how to organize the players and assign who would be playing who for the Euchre Tournament. Of course, the first place I looked to solve this dilemma was the Internet. I was surprised that there was not much available on how to do this. My husband is a Microsoft Excel "expert" ... so hubby to the rescue!! Based on what I found on the Internet, we were able to create Euchre Rotation Charts for our Euchre Tournaments. With Euchre it is easiest to have multiples of 4 players. Unfortunately in my group, I quickly discovered that this does not always occur. [xevila.pdf](#) So the Euchre Rotation Charts account for this by having some players sit out when there is not a multiple of 4 players.

Euchre Scorecard

Euchre Scorecard

Round	Table #	Win	Lose	Points Scored
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
Total				

Round	Table #	Win	Lose	Points Scored
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
Total				

www.FunWithGames.net

There are some options on the Internet to create personalized rotation charts by entering the players names, but since I have different people attend each month and sometimes cancellations the day of the event, this is a lot of work and didn't work well for my group. My Euchre Rotation Charts are generic so I can use them as is every month and no

extra effort is involved. You can use these rotation charts for 8, 12, 16 or 20 players or any number of players between 8 and 20 for your Euchre Tournament. For the NEW & IMPROVED Euchre Rotation Charts - if you play all the games on the chart: Players will not have the same player as a partner more than once. Players will have every other player as a partner if you play all the games for 8, 9, 12, 13, 16, 17 & 20 player rotation charts. This is not possible in the other rotation charts because of sit outs. When possible, players will sit out the same number of times. Usually, if possible, players will not be at the same table more than twice in a row. I added additional games to many of the Euchre Rotation Charts so that players would have every other player as a partner. Some of my readers prefer to only deal around once and play more games so that players will have every other player as a partner.

Feel free to use the charts as they best meet your needs. Ready to Print ... Euchre Rotation Charts for 8-20 Players More than 20 Players Creating Euchre Rotation Charts for more than 20 people started getting complicated, so as my group grew, I had to come up with other alternatives for assigning players for our Euchre Tournaments. Whether you use the cards or chips below, for a large group, it works better if you pass them out and then collect them from the tables and then re-pass them out to the tables. There is less confusion when what the players need is right there on their table. One alternative is using cards to assign Euchre partners. This is a good option if you have 9 tables or less or want to assign the Jack through the Ace as table labels.

You have 2 red cards and 2 black cards for each table. You can lay the cards face down and have players chose the cards to determine their partner for each game. The two players with the red cards with the same number are partners at that table and the two players with the black cards with the same number are partners.

One of the groups I attended used Giant Playing Cards so the cards to assign partners would not get confused with the cards used for playing. Using cards is an easy alternative. Another alternative is poker chips. For each table, you have 4 chips: 2 red and 2 blue with the table number on the chips. Either players can chose a chip for each game or you can put 4 chips on each table.

The two players with the red chips with the same table number are partners and the two players with the blue chips with the same table number are partners. [what is comparative literature ppt](#) Since chips are more durable than cards, this is a good alternative for a group that meets regularly. Another alternative for rotating Euchre partners for a VERY large group is rotating by tables. There are different ways of doing this, but this method seems the easiest to me.

With a large group, everyone chooses a spot to play the first game. At the end of each game, the partners with the least points (the losers) stay at that table and become opponents for the next game. The partners with the most points (the winners) get up and move (winners "walk" is an easy hint of who moves to the next table) and then become opponents for the next game. If there is a tie score, each team can draw a card and the team with the highest card would move to the next table. Before the winners move to the next table, each partner picks a card. So there will be a Winner-high card and a Winner-low card player and a Loser-high card and a Loser-low card player. When the winners move to the next table the Winner-high card will be partners with the Loser-high card player and the Winner-low card will be partners with the Loser-low card player. In this method, it is important that the tables are numbered and in order so the teams can easily move to the next table. [ccat test questions pdf](#) (Image from) Sit Outs If the number of players is not a multiple of 4, there will be players that will have to sit out some games.

In most of my groups we deal around 8 times per game and players receive 7 points when they sit out. To assign sit outs, have a card or chip which says "sit out" if you are using one of these alternatives to assign partners. If the teams are moving tables, the players coming from the highest number table will become sit outs and the sit outs will re-enter the game at Table 1. Read the full description Disclaimer: As with all children's products, adult supervision is required. Products that contain small parts may pose a choking hazard and should not be used by children under 3. [34769296307.pdf](#) Sellers are responsible for following applicable laws and regulations, including posting items with accurate labeling and warnings. Etsy assumes no responsibility for the accuracy, labeling, or content of sellers' listings and products. Always read labels, warnings, directions and other information provided with the product before using it. If you have any questions, message the seller. See Etsy's Terms of Use for more information.