

SwBC Euchre Rules and Regulations

Teams:

- 1) To begin the evening, players may sit at any table and play with any partner they choose.
- 2) Any player at the table will deal cards individually around the table. The first dealt Jack is the first dealer. After the first game the dealer is (high card) incoming.
- 3) The first scorer is the player to the left of the dealer. After the first game, the scorer is (high card) remaining. Scorer will collect and hold player score cards until the end of the game. Scorer will record team scores during and individual scores at the end of the game.

To Begin Play:

- 4) Dealer shuffles and must offer a cut to the player on their right. A cut cannot be a single card, nor can a single card be left. If this happens, dealer must reshuffle and offer new cut. If no cut is offered, the non-dealing team may request a new shuffle and cut.
- 5) Cards must be dealt in multiples, never deal single cards. Any other method of dealing is a misdeal (dealer re-deals). Either of the following are acceptable:
 - a. 3 – 2 – 3 – 2, 2 – 3 – 2 – 3 or the opposite.
 - b. 3 – 3 – 3 – 3, 2 – 2 – 2 – 2 or the opposite.
- 6) Any revealed card during a deal is a misdeal (dealer re-deals).
- 7) Two misdeals by the same dealer and the deal passes to the next player.
- 8) Each game will consist of eight played hands or two times around the table.

Scoring:

- 9) Teams are named as “We” (scorer and partner) and “They” (dealer and partner).
- 10) Scorer will record each hand on the table score sheet. All squares on the table score sheet must be filled in. The example shows one game, eight scored hands:
Ex: “We” 1-0-2-0-1-1-0-0 = 5 total points
“They” 0-4-0-1-0-0-2-2 = 9 total points
- 11) At the conclusion of the game, the scorer will record points from the game on each players’ score cards, add new points to the running total of the player, and record new running total. Scorer will return player score cards to each player.
- 12) Tie Breaker. Since this is a points game, a tie will be broken by each team drawing a card. High card rotates; low card remains.