

Rotating Tables:

- 13) At the conclusion of the game players from each team will draw one random card until there is a high card and a low card for each team. All teams rotate tables at the same time.
- 14) At the conclusion of the game the winning team moves to next lower numbered table and the losing team stays, except for table one. At table one the losing team moves to the highest numbered table and the winning team stays.
- 15) At the new table, new teams are determined: High card plays with high card and low card plays with low card.

Example: 4 tables will rotate like this (adjust for correct number of tables).

- Losers at table one move to table four, winners stay.
- Winners at table four move to table three, losers stay.
- Winners at table three move to table two, losers stay.
- Winners at table two move to table one, losers stay.

- 16) In the case of 3-handed Euchre each player draws a card, the two highest cards determine the moving players, the low card stays.

General Rules:

- 17) While play is not timed, please move play along to finish as many games as possible in the total time allowed for the evening.
- 18) In non-tournament play, we do not play "Stick the Dealer". If trump is not determined in two rounds, dealer deals again. If trump is not determined in two consecutive deals, the deal passes to the next player.
- 19) Reneging is an automatic Euchre (set). Opponents will be awarded two points.
- 20) No table talking. A player may ask for a clarification of the hand currently in play (ex: what suit is trump?). A player may not ask for nor receive hints or direction for play by any other player. Opponents of the table talker will be awarded two points.
- 21) A player must have a card of the same suit turned up by the dealer to order trump.
- 22) All hands must be played out in full. Throwing in is mucking and the opposing team will be awarded two points.
- 23) If any player must "sit out", that player will be awarded 6 points. This has been determined by the average score of the three highest scorers of past Euchre Nights. Players "sitting out" will do so before the highest numbered table. The low card from table 1 losing team will be the player to then "sit out" the next game.