

Euchre



Entry Regulations:

1. Men and women compete together.
2. All ages compete together.

Format:

Singles competition is played with a four-handed partnership game.

Sports Rules:

Strategy of Euchre

The fairly probable tricks in the hand usually justify “taking action”. It is correct to expect a partner to furnish one trick. Any three trumps are a “take” and A or K is a fair try. At 0-0 score, however, neither opponent or dealer should accept the turn-up without three very probable tricks, for his/her side will have first chance to make it if the turn-up is rejected. For the same reason, dealer should take it up if he/she can, even at some risk.

Advanced scores often compel special tactics. With the score 4-2 or 4-1, the side “at the bridge” (having 4 points) will often accept the turn-up regardless of the cards. The idea is to be the maker; opponents can then score at most 2 points for euchre. But if an opponent becomes the make, he/she might play alone, make march, and thus win the game.

If the opening leader has two or more trumps, he/she should usually lead one. Otherwise he/she should usually open plain suit in which he/she has no high card, rather than one in which he/she has. In following to a lead, try to win the trick (or let your partner win) at all costs. Holding up a high card for a possible later trick in a suit once led is a losing policy.