



Euchre Rules

Warning: Contains small parts. Not suitable for children under 3 years. Choking hazard.

Objective

Be the first team to reach 10 points.

Setup

- Use a 24-card deck: 9, 10, Jack, Queen, King, Ace (all suits)
- Form two teams of two players (partners sit across from each other)

Dealing

- Choose a dealer at random
- Deal 5 cards to each player
- Place the next card face up on the table
- This card is used to help determine trump
- The deal moves to the left after each hand



[Link to this document](#)

Calling Trump

Round 1

Starting with the player to the dealer's left, each player chooses:

- Pass, or
- Accept the face-up suit as trump

If a player accepts:

- The dealer picks up the face-up card
- The dealer discards one card
- That suit becomes trump
- The choosing team becomes the **Makers**

Round 2 (if all pass)

- Players may choose any other suit as trump
- The face-up suit cannot be chosen

If all players pass again:

- The dealer must choose a suit (Stick the Dealer rule)





Going Alone

- The player who selects trump may choose to play alone
- Their partner sits out for that hand
- Only the player who called trump may go alone

Card Ranking

Trump (highest to lowest):

- Jack of trump (Right Bower)
- Jack of the same color (Left Bower)
- Ace of trump
- King of trump
- Queen of trump
- 10 of trump
- 9 of trump

Non-trump suits:

- Ace
- King
- Queen
- Jack
- 10
- 9

Note: The Left Bower counts as part of the trump suit.

Playing the Hand

- The player to the dealer's left leads the first card
- Players must **follow suit** if they can
- If unable to follow suit, any card may be played
- Trump beats all non-trump cards
- The highest valid card wins the trick
- The winner of each trick leads the next
- Each hand consists of 5 tricks



[Link to game board](#)

Scoring

Makers

- **Win 3 or 4 tricks → 1 point**
- **Win all 5 tricks → 2 points**

- **Go alone and win 3 or 4 tricks → 1 point**
- **Go alone and win all 5 tricks → 4 points**

Defenders

- **Win 3 or more tricks → 2 points**

Winning

- **The first team to reach 10 points wins**