



Greater
Livingston
Area

FUNDRAISER TOURNAMENT AT CORNERSTONE CHURCH

Friday, February 20 6:30—9:30pm

BASICS

- Open seating for the first round – choose your own seat in the zone you registered for – *Veteran* or *Rookie*.
- Only 24 cards, each suit's nine (9) through Ace, are in play.
- All games will begin simultaneously.

GAME PLAY

- Teams score anywhere from zero to four (4) points per hand.
- Each round consists of eight (8) hands; deal twice around.
- To determine the first deal of the game, cards will be dealt face up until a player receives an Ace. That player becomes the dealer. From there the deal rotates clockwise each hand.
- Cards must be properly shuffled. The deck is then offered for a “cut” to the player seated to the right of the dealer. Cards may be dealt one at a time or in any pattern until each player has 5 cards.
- After dealing five (5) cards to each player, the rest of the deck is placed in the center of the table and the top card is turned up. This is called the “upcard” and represents the initial choice for ***trump***. Bidding commences clockwise around the table. Once ***trump*** is chosen, the hand is played out.
- **Stick the dealer DOES apply. Stealing the deal is NOT permissible.**

- Play begins after a trump suit is declared.
- A trick is won by the team that played the highest card of the suit that was led, unless a trump was played, and then the highest trump wins. The winner of each trick leads the next round.
- The lead suit must be followed, if possible. If a player cannot follow suit, s/he may play any card they wish. Winner of previous trick leads the next trick. The Grand Order of Trump is as follows:
- **Jack of Trump** → **Jack of Sister suit** (same color as Trump) → **Ace, King, Queen, 10, 9 of Trump in order** → **Ace, King, Queen, Jack, 10, 9 in all other suits.**
- **IMPORTANT: A CARD LAID IS A CARD PLAYED!** Table talk of any kind is strictly prohibited. Giving players any indication of what cards a player holds is grounds for disqualification.
- The **winning team** from each table **will rotate** after each round. **Losing team remains at table.**
- If you get “Euchred” the team must donate \$.50 each to the Love INC “**I Was Euchred**” cup on the table.

SCORING

All players will record their partner names and their game points on the furnished SCORE CARDS for each game played.

If a misdeal occurs, all cards will be returned to the dealer, who will shuffle and deal again. No penalties or loss of deal will occur. This will not count as a hand in the round. GRACE!

PRIZE AWARDS

The top two(2) high scorers and lowest scorer in each play zone will win prizes. In the event of tie(s), a card will be drawn to determine the winner.