

Organisation:

Players	Deck size	Cards	Details
3	24	9 – A	All playing for themselves – 1 vs 2 each hand.
4	24	9 – A	Fixed partnerships – 2 vs 2 each hand.
5	28	8 – A	Variable partnerships (call ace Euchre) – 2 vs 3 each hand.
6	32	7 – A	Fixed partnerships (players sitting alternately) – 3 vs 3 each hand.

Deal:

Five cards to each player. Three or two cards during the first round and then two or three cards in the second round to total five cards altogether. Turn up the next card and place it on the rest of the deck.

Bidding: *described as for 4 players...*

Player to the dealer's left has first choice to either pass or order up the dealer, thus making the turned-up suit trump. If ordering it up, they also have the chance to 'go alone'... that is, play without his or her partner. If this player passes, the option to make the turned-up card trump, continues to be offered to each player, clockwise, until it reaches the dealer. The dealer can take up the offered card, thus making it trumps, or can turn it down.

Some groups play a rule that if the dealer's partner accepts the turned suit as trumps, then they must play alone... meaning that the turned card would not be picked up and the dealer would place their cards face down, taking no part in the play.

If the dealer turns the card down then, going clockwise, each player has the chance to make a different suit trump. After making trumps he or she can play with a partner or has the option to 'go alone' if they wish.

If each player passes the second round of bidding, then the cards are thrown in and the player to the left of the dealer shuffles and deals the next hand.

Many groups play the rule that the dealer cannot pass the second round of bidding. If the bidding comes back to the dealer a second time, they must choose a suit.

Scoring the hand:

Outcome	Scoring
Making side takes 3 or 4 tricks	Makers score 1 point
Making side fails to take 3 tricks	Opponents score 2 points
Making side takes all 5 tricks	Makers score 2 points
Making side takes all 5 tricks playing alone	Makers score 4 points

Game:

The game is usually played to 10 points.