

Australian Euchre

Rules of play:

32 cards, 7s to Aces, without a Joker. 32 cards are used so that up to six people can play.

Three, four or six players could play. If three, each person played for themselves. If four, there were two teams of two and the team members sat opposite each other. If six, then the two teams of three players sat in alternate positions to the opposite team.

Dealer deals five cards to each player. Three or two cards during the first round and then two or three cards to total five cards on the second round.

Dealer turns up the next card and placed it on the rest of the deck.

Player to the dealer's left had first choice to either pass or order up the dealer. Thus making the turned up card trump. They also have the chance to 'go alone'. That is, without his or her partners.

If the player to the left of dealer passed, then the next player (dealer's partner) could either pass or make trumps themselves by accepting the turned up suit as trumps. If the dealer's partner chooses to make the turned suit trump, then they would have to 'go alone', meaning the dealer would sit out the play of the hand and the up card would not be used by any player.

The option to make the turned up card trump, would be offered to each player, going clockwise, until it reached the dealer. The dealer could take up the offered card, thus making it trumps, or turn it down.

If the dealer turned it down then, going clockwise, each player had the chance to make a different suit trumps. After making trumps he or she could play with a partner or had the option to 'go alone' if they wanted to.

If each player still passes then the cards are handed in and the player to the left, shuffles and deals the next hand. Alternatively, you can play 'stick the dealer' which means that, as the last player, the dealer would be required to make trumps if everyone else had passed the second round.

Scoring:

Taking 3 or 4 tricks (as the making side): Scores 1 point.

Being Euchred (if the making side fails to take at least 3 tricks): The opposing defenders score 2 points.

Taking all 5 tricks (called a *march*): Scores 2 points.

Playing alone and taking all 5 tricks: Scores 4 points.