

BID EUCHRE RULES

Players

Most often there are four players in fixed partnerships, partners sitting opposite.

Rank of Cards

- **Double deck is used – J, Q K, A**
- As in Euchre, the highest trump is the jack of the trump suit (right bower), then the other jack of the same colour (left bower), then ace, king, queen.
- When two identical cards are played to the same trick, the first to be played beats the second.
- When the bid is 'no trumps', all four suits rank A-K-Q-J.

Deal

All the cards are dealt out equally to the players. 8 cards each.

Bidding

Each player has just one opportunity to bid, starting with the player to the left of the dealer, going around the table clockwise, and ending with the dealer. A bid is a number of tricks (one or more), which the bidding side contracts to win if they are allowed to choose trumps, and a proposed trump suit or 'no trump' - for example '4 spades' or '5 no trump'. At your turn you must either pass or bid a larger number of tricks than the previous bid if any.

- Lowest bid is 3 and can go up to 8 tricks
- **Play alone – no partner**
 - **Play alone and don't ask for any cards from your partner [Moon]**
 - **Play alone, ask for 2 cards from your partner; you discard 2 cards after your partner passes 2 to you;**
 - **Play alone, ask for 1 card from your partner; you discard 1 card after your partner passes 1 card to you.**

Play

- The highest bidder is declarer and the trump suit is the suit named in the bid. Or if bid is "no trump". **The high bidder leads** to the first trick.
- The rules of play are as in Euchre - you must follow suit, and if void of the suit led you may trump or discard at will. The left bower(s) count for all purposes as belonging to the trump suit.
- The first played of two equal cards beats the second.

Scoring

- If the bidding side win at least as many tricks as they bid:
 - each side scores one point for each trick they won.
- If the **bidding side fail** to make as many tricks as they bid:
 - **lose a number of points equal to the number of tricks they bid.**
 - The **other side still score one point for each trick they won.** It is possible for a team's overall score to be negative.
- **The scores for playing alone are:**
 - call for 2 cards: 12 points
 - call for 1 card: 18 points
 - moon: 24 points
 - **LOSE EQUAL AMOUNT IF YOU FAIL**
- You win this amount if you take all 8 tricks and lose an equal amount if you fail.