

## ALAMEDA ISLES EUCHRE RULES

- **THE DEAL** – The deck consists of 24 cards, Aces through Nines. (The Eights through Twos are removed.) Each player receives five cards, dealt in batches of 3-2 or 2-3. The dealer must adhere to whichever plan he commences. The next card (the 21st) is turned face up on top of the remainder of the deck.

If a card is dealt face up – re-deal.

If dealer fails to discard and has more than five cards in his hand after the game starts – penalty of 2 points.

- **TRUMP** – The turn-up card proposes the trump suit for that deal but it becomes trump only if some player accepts it. Beginning with the player at the left of the dealer, each player in turn may pass or may accept the suit of the turn-up (if it has not been accepted before him). Player must have a trump card before ordering the turn-up as trump suit. The Left Bower is not considered trump until trump is named. Dealer can pick up card regardless.

If all four players pass (dealer passes by saying “I turn it down”), the turn-up is turned face down. Then each in turn to the left of the dealer has a second chance to pass or to name a trump suit (if none has been named ahead of him). The named trump suit must be different from the turn-up.

Whoever decides the trump suit, by accepting the turn-up or naming a trump in the second round, becomes the Maker. The Maker has the right to say “I play alone”, whereupon his partner must discard his hand and stay out of the play. The opening lead is made by the player at the left of the dealer, regardless of who is the Maker.

If no one wishes to name a trump, the dealer will re-deal the cards and go through the same procedure above.

- **REVOKE** – Failure to follow suit to a lead when able is called a revoke. A revoke may be corrected before the trick is finished and if it is corrected any opponent who played after the revoke may retract his card and play another. If a player so mixes the tricks that a claim of revoke against his side cannot be proved, the claim must be considered proved.

Upon proof of revoke, the non-revoking side has the option of scoring the hand as played or of taking the revoke penalty. The revoke penalty is 2 points, which may be either added to the score of the non-revoking side or subtracted from the score of the opponents. If the revoke was made by the opponents of a lone hand, the penalty is 4 points. NOTE: If a player thinks someone revoked you must let him review the cards if requested.

- **MIS-DEAL** – Re- deal.

- **TABLES –**

are set up clockwise;

losers of the game move clockwise and change partners for the next game;

one of the players remaining at the table moves so that each player has a new partner for the next game

- **TIE –** In case of a tie, players seated “north/south” move to the next table.

- **SCOREKEEPER –** One person is chosen at each table to record the scores of all players for that game and to keep track of who is dealing; at the end of the game the players each record their score on their own scoresheet. The game is ended when each of the four players have dealt three times or, in the case of three players at a table, when each of the three players have dealt four times.

- **THREE PLAYER TABLE –** Rules for three players only at a table are set forth on the attached sheet.