

<p>BID EUCHRE TOURNAMENT</p> <p>SUN. MAY 28, 2017</p> <p>COBOURG COMMUNITY CENTRE 750 D'ARCY STREET, COBOURG</p>	 <p>DISTRICT 12 – ONTARIO 55+ SENIOR SUMMER GAMES</p> <p>www.osgakpn12.com</p>
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Bid Euchre (4-handed) Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. Each player keeps points on an official score card which must be initialled by an opposing player after each game.
3. Each player bids only once. After the deal is complete, the bid starts with the player to the left of the dealer with each player bidding in turn or passing until the final bid is complete. The successful bidder has the lead. Anyone making a bid out of turn will lose his/her bid for that hand and their partner cannot bid the same colour.
4. **If a player says the same number of tricks in bidding as the previous player, he must up his bid by at least one or his partner may not bid the same colour.**
5. A bid must name the number of tricks to be taken and the suit or “no trump” as the case may be. (E.g. three (3) hearts, five (5) no trump, small lone hand, etc.) A minimum bid of 2 must be made.
6. Players are encouraged to maintain the pace of bidding and play once it has started. Players who hesitate or delay the game may invite the intervention of the convenor who has the discretion to order a complete re-deal of the hand or for repeated hesitation by that player, may assess the players team a five (5) point penalty.
7. When a player, plays a moonshot, the players hand is strong enough to take all eight tricks and the player plays alone. In the case of a moonshot, no help is received from one’s partner and the hand is played as dealt. However, when a call for two (2) hand is bid, the bidder first discards two (2) cards and receives two (2) cards from his/her partner. When a call for one (1) hand is bid, the bidder first discards one (1) card and receives one (1) card from his/her partner.
8. Scoring
 - A point is earned for each trick taken by either team
 - A call for two (2) hand is worth 12 points
 - A call for one (1) hand is worth 18 points
 - A moonshot is 24 points
9. To count, the team must take at least (more if possible) the points bid or in the case of call hands or moonshot, the bidder must take all eight tricks. The opponent receives one (1) point for each trick taken.
10. When a team fails to take the tricks bid, then the amount bid is subtracted from that team’s score and in the case of a failed call two (2) hand, 12 points are subtracted, 18 points for a failed one (1) call hand and 24 for a failed moonshot. (A team may end up with a minus score).

11. Cards must be dealt one-at-a-time in order. A turned up card requires a complete re-deal.
12. All hands must be played out, one card at-a-time, turned over and stacked once they are taken.
13. Should anyone play a card out of turn or reveal a card in anyway, a five (5) point penalty is assessed immediately against a players team score.
14. Should a player of a non-bidding team renege, the play is stopped and the reneging team is penalized five (5) points and the bidding team gets its bid without further play. However, should a member of the bidding team renege, the team loses its bid and is penalized five (5) points
15. **The District 12 Tournament on May 28, 2017 will include both No Trump High and Low.** However, medalists who advance to the Regional Tournament are advised that No Trump Low is not played at that tournament.