



BID EUCHRE - TE RULES

The game consists of a double euchre deck with the 9s and 10s removed.

There are 4 players to a table and 8 cards are dealt out to each player.

The player to the left of the dealer Bids first. Each player following may bid; but, must bid higher than the previous bid. Each player may only bid once.

A player may call for 2 - their partner gives them two of their best cards and the bidder must play alone. If they get all 8 tricks, they get 12 points. If they don't get all 8 tricks, they go minus 12 points.

A player may call for 1 - their partner gives them one of their best cards and the bidder must play alone. If they get all 8 tricks, they get 18 points. If they don't get all 8 tricks, they go minus 18 points.

A player may "Shoot the Moon". The player gets no cards from their partner. If they get all 8 tricks, they get 24 points. If they don't get all 8 tricks, they go minus 24 points.

In *CALL* hands, the bidder's cards must be thrown away before picking up cards from their partner.

In *CALL* hands only, the dealer may "steal" the bid at the same level bid (call for 1, call for 2 or Shoot the Moon).

Player may bid "High" or "No Trump" (same thing). In this situation first high card of the suit led takes the trick. Players may NOT bid "Low".

Only one player keeps score.

If there is a player sitting out (room has one too many players), they automatically get 30 points.

Three handed tables can be played with the 4th hand dealt to the "Dummy". The Dummy hand is only looked at in a "CALL" hand and the bidder's cards must be discarded before looking at the dummy.