

# SWITCHYARD

BREWING COMPANY™

## WELCOME TO EUCHRE NIGHT!

Welcome to our Euchre Tournament and to Switchyard!  
Check our [Taproom Events Calendar](#) for the next date [here](#).

- Play format will be Double Elimination – you can track the progress of the teams on the taproom TV's.
- Registration and check in goes from 6:00 PM and ends at 7:00 PM.
- The first **three** rounds will be timed – you will have 20 minutes to complete each match. If a winner hasn't been determined when time expires, the team with the most points is the winner. In the case of a tie, you play one additional hand until a winner is determined. **Do Not Start a Round before the Timer Starts!**
- If you are here alone and need a partner, check in with the game host. You will receive a raffle ticket. We will draw for partners at 6:55 PM.
- First round will start promptly at 7:15 PM – please be at your tables and ready to play!
- If we have more than 32 teams, our platform will auto-draw for a random first round-bye.
- Players will remain with their partners throughout the duration of the tournament.
- **ANY bartender can take your order and cash out your tab at the end of the night.**
- The first dealer is determined by dealing out cards face up till a jack appears. The player receiving the first jack deals.
- The dealer has the right to shuffle last. The pack is cut by the player to the dealer's right. The cut must not leave less than four cards in each packet.
- There will be **no** "stick the dealer" play. If no one chooses trump, the cards are discarded, reshuffled and the next dealer begins play.
- When the game is complete, the winner is determined by who reaches at least ten points first. **Each team captain will record their score, sign the score card then return it to the game host.**
- The top three overall winning teams will receive:
  - First: Two \$25 Gift Cards
  - Second: Two \$15 Gift Cards
  - Third: Two \$10 Gift Cards

## Basic Game Play:

### **RANK OF CARDS**

The highest trump is the jack of the trump suit, called the "right bower." The second-highest trump is the jack of the other suit of the same color called the "left bower." (Example: If diamonds are trumps, the right bower is J♦ and the left bower is J♥.) The remaining trumps, and also the plain suits, rank as follows: A (high), K, Q, J, 10, 9.

### **CARD VALUES/SCORING**

The following shows all scoring situations:

Partnership making trump wins 3 or 4 tricks – 1 point

Partnership making trump wins 5 tricks – 2 points

Lone hand wins 3 or 4 tricks – 1 point

Lone hand wins 5 tricks – 4 points

Partnership or lone hand is euchred, opponents score 2 points

The first player or partnership to score 10 points, wins the game.

### **Keeping Score with Low Card Markers**

Scoring is kept by using a 6 card and a 4 card. To indicate one point, you turn up the 6 and put the 4 face-down to cover all but one spot, and move the cards as you score points.

### **THE SHUFFLE AND CUT**

The dealer has the right to shuffle last. The pack is cut by the player to the dealer's right. The cut must not leave less than four cards in each packet.

### **MAKING THE TRUMP**

Beginning with the player to the left of the dealer, each player passes or accepts the turn-up as trump. An opponent of the dealer accepts by saying "I order it up." The partner of the dealer accepts by saying, "I assist." The dealer accepts by making his discard, called "taking it up."

The dealer signifies refusal of the turn-up by removing the card from the top and placing it (face up) partially underneath the pack; this is called "turning it down."

If all four players pass in the first round, each player in turn, starting with the player to the dealer's left, has the option of passing again or of naming the trump suit. The rejected suit may not be named. Declaring the other suit of the same color as the reject is called "making it next"; declaring a suit of opposite color is called "crossing it."

If all four players pass in the second round, the cards are gathered and shuffled, and the next dealer deals. Once the trump is fixed, either by acceptance of the turn-up or by the naming of another suit, the turn-up is rejected, the bidding ends and play begins.

### **PLAYING ALONE**

If the player who fixes the trump suit believes it will be to his side's advantage to play without the help of his partner's cards, the player exercises this option by declaring "alone" distinctly at the time of making the trump. This player's partner then turns his cards face down and does not participate in the play.

### **THE PLAY**

The opening lead is made by the player to the dealer's left, or if this player's partner is playing alone, it is made by the player across from the dealer. If he can, each player must follow suit to a lead. If unable to follow suit, the player may trump or discard any card. A trick is won by the highest card of the suit led, or, if it contains trumps, by the highest trump. The winner of a trick leads next.

## Basic Game Play:

### **RENEGE: -**

There are no exceptions to the ruling for a Renege: The hand is over, the offending team loses their bid and the non-offending team scores two points. In the case of a renege during a Loner attempt, the non-offending team scores 4 points.

### **FARMER'S HAND-**

Certain weak hands (usually those containing either three 10 cards or three 9 cards) are designated as "farmer's hands" or "bottoms."

After inspecting the hand dealt, a player may call out "farmer's hand" and is then allowed to show the three cards in question and exchange them for the three unexposed cards in the kitty (also called "going under" or "under the table").

One variation allows that a player with any combination of a total of four 9 and/or 10 cards may call for a redeal