

1. At check-in you will receive a colored score sheet. Make sure it says your correct age group at the top.
2. You will play 8 games, each game having 8 hands for a total of 64 hands.
3. During a game, each player deals twice. There is no cutting of cards, so do not offer for cards to be cut. Cards should be dealt 2 or 3 at a time.
4. Each hand will be played. There is no passing up the deal. After the second bid round if trump has not been made, the dealer must name trump and play the hand. You cannot bid “no trump” in Euchre.
5. When naming trump, a left bower is not a trump until trump is named.
6. Saying “pick up partner” does not indicate a loner; that just calls the suit. You must actually say you are going alone.
7. Tricks should be stacked in order, so there are no discrepancies.
8. There is no penalty for re-deals.
9. During each game, one person at a table will be the scorekeeper and will write in the scores on all the score sheets. Anyone who feels comfortable with keeping score can keep score.
10. If you are the Scorekeeper, here are some instructions:
 - If someone has no points in a hand, use an “X” not a zero in the box. Do not use Roman Numerals.
 - Do not keep a running total of the scores. The score of each game is needed in case of ties.
 - DO NOT ERASE OR MAKE ALTERATIONS ON THE SCORE SHEETS.
 - If a correction is needed, you must contact an official so they can make the change to the score sheet with a red pen.
 - Make sure to leave the scoring pencil at the table.
 - The scorekeeper will be the first dealer.
11. Scoring information is on a handout at each table so you can refer to it as needed.
Only one pair gets points at the end of a hand.
 - Both partners playing: Three tricks taken = 1 point
 All five tricks taken = 2 points
 Fewer than three tricks taken = 2 points for the opponents
 - Loner: Three tricks taken = 1 point
 All five tricks taken = 4 points
 Fewer than three tricks taken = 2 points for the opponents
 - Renege (not following suit when able) = 2 additional points for opponents if the renege is caught during tricks later in the same hand; call for official if needed. There is no re-deal – the play continues.
12. Each player should verify their own score that it is correct after each game and definitely before leaving the table
13. After each game, the winning pair moves to the next higher numbered table – table 1 to table 2; table 2 to table 3; etc. You will not play with each other at that new table. You will sit with new partners. If you are at the last table in the last row, the winning pair will move to table number 1.
14. The losing pair remains at the table and one person changes seats so each person gets a new partner. You are not assigned to a particular person, just pick a new partner.
15. If there is a tie at the end of a game, the pair that got to the score first is the winner and moves to the next table.
16. Out of courtesy, when waiting on a seat at your next table, please stand away from the tables that are still playing.
17. After the 8th game, you will total the scores of your 8 games and have your score verified and initialed by someone else at your table. Then place your score sheet in the appropriate age group basket on the tables where you checked in and please return to a seat to wait and enjoy the medal presentation.
18. If you have to leave before the medal presentation, DO NOT LEAVE WITHOUT TURNING IN YOUR SCORECARD OR AT LEAST TELLING THE PERSON AT YOUR AGE GROUP BASKET THAT YOU ARE NOT TURNING IT IN. IT CAUSES DELAYS LOOKING FOR PEOPLE WHEN THIS HAPPENS.
19. Once all cards are turned in and results completed, we will then start the medal presentation. Winners are determined by the high score. In case of a tie within an age group, the player with highest score in a single game will be awarded the higher medal.
20. If you have a question or discrepancy during competition, call for an official. The decision of the official will be final.