



# Bid Euchre - 4 Handed

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

## A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers should have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

**If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.**

## B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
<b>NOTE:</b> Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

### C) TOURNAMENT SET-UP

1. In a tournament, a minimum of 12 (twelve) t games per day will be played. A time limit of 20 minutes will be placed on each game with a five (5) minute break between games. A game consists of 8 hands in which each person deals twice.
2. Progressive Bid Euchre is to be played at OSGA Ontario 55+ Summer Games. District partners will play the first game together, and then split.
3. The event will be divided into at least 2 sessions per day. At the beginning of each session, District partners will start the session together. Care will be taken to have teams start in a different place each session so as to avoid playing the same opponents if possible.
4. Players will start the first game of a session with their partner. After each game, the winning team shall move, one player goes to a higher table and one goes to a lower table. The losing team will stay at the table but will not play as partners.

\*Note\* After the first game of the session only, the winning team will move two (2) tables and the losing team will move one (1) table. This is to prevent the losing team from having to play against each other in the second game.

### Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. To determine winners, partners' tournament points will be added together at the end of 12 (24 - 2 days) games to determine the highest winning team.
3. In the event of a tie, total score will be used. If there is still a tie, there should be a playoff of 4 hands

### D) AWARDS

<b>Gold (2)</b>	One per team member
<b>Silver (2)</b>	One per team member
<b>Bronze (2)</b>	One per team member

### E) RULE SOURCE

The original rule source is from Hoyles Rules as listed in Haussen Pfeffer, but these rules have to be recognized as a combination of Bid Euchre, Pepper and a host of other similar games as adapted for OSGA purposes. The basic concepts of play as set out in euchre also apply, with additional exceptions listed under "Tournament Set-Up" and "Bid Euchre (4-handed) Rules Summary."

## F) EVENT REQUIREMENTS

- Equipment**
1. 20 regulation size card tables and chairs.
  2. 40 new decks of standard playing cards.
  3. Scorecards, Pens, Results Board.

Two decks of cards are used consisting of jacks, queens, kings and aces (32 cards total). Any suit will have two (2) right and two (2) left bowers, two (2) aces, two (2) kings and two (2) queens. When a no trump hand is played, the order runs from aces, kings, queens and jacks.

- Facilities** An air-conditioned, well illuminated room, large enough to accommodate 20 regulation size card tables.

## G) OFFICIALS

The OSGA requires at minimum the following officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convener
- B) One (1) Official Scorekeeper
- C) One (1) Timekeeper
- D) A two (2) person standby team

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.



## 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 initialed 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 in 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, 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:
  - (i) A point is earned for each trick taken by either team
  - (ii) A call for two (2) hand is worth 12 points
  - (iii) A call for one (1) hand is worth 18 points
  - (iv) 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.