

# Euchre

Districts are encouraged to follow the technical information and guidelines as noted below. 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	NUMBER OF PARTICIPANTS
Open 55+	Two (2)

Any person not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are obligated to complete the competition regardless of their record. If a competitor defaults part way through the competition, the results of that competitor 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 the case a team defaults.

This team's results will not count in the final standings.

## B) ELIGIBILITY

EVENT	REQUIREMENTS
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition

**NOTE:** Previous Ontario 55+ Summer Games and Canada 55+ Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level qualifying tournaments.

## C) TOURNAMENT SET-UP

1. A time limit of 20 minutes will be placed on each game with a 5-minute break between each game.
2. A game consists of a total of eight hands, in which each person deals twice.
3. A total of twenty-four (24) games will be played at Ontario 55+ Summer Games over a two (2) day period (twelve (12) games per day).
4. Progressive Euchre is to be played at OSGA Ontario 55+ Summer Games. District partners will play the first game of each session together, and then split.
5. 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.

**\*Note:** After the first game of each 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.

## **D) 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 day 1 (12 games) and again at the end of day 2 (24 games) to determine the highest score. Highest score will be declared the winner.
3. In the event of a tie, point differential will be used (+ or – for each game played). Highest score will be the winner.
4. If there is still a tie, the team with the most lone hands will be the winner.
5. If there is still a tie, there should be a playoff of 4 hands.

## **E) AWARDS**

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

## **F) RULE SOURCE**

The provisions of the laws of Euchre shall apply as they appear in *Hoyle's Rules of Games* by A. Morehead, Mott-Smith and P. Morehead with the exceptions listed under "Tournament Set-Up" and "Euchre Rules Summary."

## **G) EVENT REQUIREMENTS**

<b>Equipment</b>	<ol style="list-style-type: none"><li>1. 20 regulation size card tables and chairs.</li><li>2. 20 new decks of standard playing cards.</li><li>3. Scorecards, pens, results Board.</li></ol>
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Remove the cards from 2-8 as well as jokers. The remaining cards will create a standard euchre deck (9 through ace in each suit).

<b>Facilities</b>	An air-conditioned, well illuminated room, large enough to accommodate 20 regulation size card tables.
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## **H) OFFICIALS**

The OSGA requires at minimum the following major officials for OSGA - Ontario 55+ Summer Games. For District Games, the following are recommended. Participation numbers and availability of

volunteers may result in fewer officials being required. Districts should have the necessary officials to run the event successfully.

- One (1) Activity Convenor
- Two (2) Official Scorekeepers

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 OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

## **I) EUCHRE RULES SUMMARY**

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. Each partner will be given a different coloured tally card. One colour will move to a higher numbered table and the other to a lower numbered table. Tally cards are to remain on the table at all times.
3. Winners move as described and losers remain at the table but do not play the next game as partners.
4. After moving, when you sit at a table, make sure that partners have the opposite colour tally card.
5. To determine the dealer at the beginning of the game, cards will be dealt face up with the first Jack getting the deal. The game is complete when each player has dealt twice. (two times around the table) A deal that is thrown in because no one made trump is still a deal.
6. Cards must be dealt one at a time, clockwise, beginning with the player to the left of the dealer. A flashed card, during the deal, requires a re-deal.
7. Lone hands count as 4 points.
8. If you order your partner, you must play alone.
9. One trump must be in the hand to pick it up and a bower is considered trump.
10. After the eight hands have been played, the team with the most points marks their scorecard with a "W" for win. If there is a tie, cards will be cut to determine who moves with the team cutting high card moving. All scores and wins recorded on the tally card must be initialed by the opposing team.
11. A player may correct a renege before the trick is gathered. If not corrected in time, the opponent may score two (2) points or four points (4) if a lone hand is being played.
12. If a player exposes a card from their hand, except in proper play, they must leave it face up on the table and must play it at the first legal opportunity.