

## **BID EUCHRE 8.12.19**

Bid Euchre

4 or 6 players (Partner)

4 people use one complete pinochle deck

6 people use 1 and ½ pinochle decks

Choose score keeper and they will start the deal. The score keeper collect the individual score cards and will mark scores at end of 8 hands.

Scoring is 1 pt. for each trick unless Shooting the Moon (playing alone). If you ask for no cards the team will make 21 Pts. If asking for one card you will make 18 Pts. If asking for 2 cards you will make 15 Pts. If successful the Shooter will make an additional 3,2,1 Pt. depending how many cards were asked from partner. The score keeper will award the additional points when marking the individual score cards.

Each team must take one trick or go back 3 pts. Unless the other team is shooting the moon.

SET If you do not make your bid you will go back the bid amount and the opposing team will get 1 pt. for each trick they take.

Renegé (doesn't follow suit) The team that reneges goes back 6 pts. And the opposing team get 6 pts.

Exception is Shooting the Moon. If the bidding team reneges, they go back what they would have received in points and the other team gets 6 pts. If opposing team reneges the bidder gets the full points and the opposing team goes back 6 pts.

If you are stuck with the bid you must take a minimum of 3 Tricks

Play

The dealer deals out 12 cards to each player. The person to the left starts the bidding or passes.

The next person must always bid at least one higher or pass. Each person gets one bid. The highest bidder names Trump or goes No Trump high or low. (High) No Trump Aces are high (Low) No Trump 9s or 10s become high card to take trick. A,K,Q,J,10,9 or 9,10,J,Q,K,A

Trump- The Jacks of the suit are high cards and the Jacks of the corresponding color suit are the next highest cards, then the Aces etc.

The highest bidder starts the play and the partners try to take as many tricks as they can with at least the amount of the bid or they go set.

A game is 8 hands with the deal going to the left of the last dealer.

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Five Players- See rules above. Play with 1 1/2 decks with 9's removed (60 cards)- deal out 12 cards to each person. The highest bidder can ask for a card to make his hand stronger. The first person to the left of bidder that has the card is the partner. That person will give the bidder the card and then the bidder will give their partner a card, so each will still have 12 cards. The other 3 are partners on the opposing team. The highest bidder can Shoot the Moon for 21 pts and not have a partner, but then all players would be against them.

To determine who deals, someone deals cards face up and the first Jack deals.

Scoring will be individual scores because partners will always be changing.

Three Handed Use one deck with Nines removed (40 cards) See above rules

Deal out 13 cards with the last card turned up. The highest bidder gets this card and may use it in his hand or discard this card or another card whatever makes his hand stronger. They will only have 13 cards after discarding one.

The other players play against bidder.

The bidder may shoot the moon for 21pts. With additional 3 pts. at end

If the bidder takes all points but doesn't Shoot the Moon, he gets 16 pts and the other players do not go back 3 points.