

4Fx Bid Euchre Rules – Draft v0.1

Created by 4Fx Games – March 2021

Bid Euchre in Barrie, Ontario, Canada

From: <https://www.pagat.com/euchre/bideuch.html>

John D'Ambrosio contributed this version from Barrie, a small city 100 km north of Toronto.

The game is played with 2 decks using the J Q K A only, that is 32 cards in all, so each of the 4 players is dealt 8 cards.

You can bid any number of a suit or no trump up to a maximum of 8. You can also bid to take all 8 tricks alone, calling for 1 or 2 cards, which you exchange with your partner as described in the general rules above. A bid to play alone is higher than a bid with a partner, and a bid calling for one card is higher than a bid calling for two. The highest bid of all is moon, in which you have to win all 8 tricks alone using the cards you were dealt.

The scores for playing alone are:

call for 2 cards: 12 points

call for 1 card: 18 points

moon: 24 points

You win this amount if you take all 8 tricks and lose an equal amount if you fail.

The game is 52 points. There are two versions:

the winners are the first team who achieve a score of 52 or more points at the end of a hand on which they won a bid;

the winners are the first team to reach a score 52 or more points, irrespective of whether they finish by winning a bid.

General Rules

From: <https://www.pagat.com/euchre/bideuch.html>

Players

Most often there are four players in fixed partnerships, partners sitting opposite.

Rank of Cards

As in Euchre, the highest trump is the jack of the trump suit (right bower), then the other jack of the same colour (left bower), then ace, king, queen, 10, 9. The other suits rank ace (high), king, queen, jack, 10, 9 - except that the suit which is the same colour of trumps has no jack. When the bid is 'no trumps', all four suits rank A-K-Q-J-10-9. In some versions of Bid Euchre, the nines, or the nines and tens are omitted from the deck.

Usually a double deck is used - containing two of each card. When two identical cards are played to the same trick, the first to be played beats the second.

Deal

All the cards are dealt out equally to the players.

Bidding

Each player has just one opportunity to bid, starting with the player to the left of the dealer, going around the table clockwise, and ending with the dealer. A bid is a number of tricks (one or more), which the bidding side contracts to win if they are allowed to choose trumps, and a proposed trump suit or 'no trump' - for example '4 spades' or '5 no trump'. At your turn you must either pass or bid a larger number of tricks than the previous bid if any. There is no rank among the suits, so it is not possible to outbid a bid in one suit with an equal number of tricks in another suit (this is unlike 500 or Bridge).

In some versions there are additional bids to play alone; in which case your partner puts his or her cards face down and takes no part in the play. Sometimes these lone bids allow you to exchange some cards with partner. In this case the bidder discards the relevant number of cards face down and the bidder's partner passes an equal number of cards face down to the bidder to replace them. Both players must decide which cards to pass before seeing the cards passed by the other.

Play

The highest bidder is declarer and the trump suit is the suit named in the bid. The high bidder leads to the first trick. The rules of play are as in Euchre - you must follow suit, and if void of the suit led you may trump or discard at will. The left bower(s) count for all purposes as belonging to the trump suit. In double deck versions the first played of two equal cards beats the second.

Scoring

If the bidding side win at least as many tricks as they bid, each side scores one point for each trick they won.

If the bidding side fail to make as many tricks as they bid they are set, and lose a number of points equal to the number of tricks they bid. The other side still score one point for each trick they won. It is possible for a team's overall score to be negative.

Games are played to a target score. A team wins if at the end of a hand in which they succeed in a bid, or defeat the opponents' bid, their score is equal to or above the target. You cannot win by reaching the target by means of odd tricks made as the opponents of a successful bid. If you reach the target in this way, the game continues until either team fulfills the winning condition.