

*YMCA of Central Ohio
Corporate Challenge
Euchre Tournament*

Where: Shamrock Club
60 W. Castle Rd.
Columbus, Ohio 43207
Phone # 491-4449

When: Division I April 23, 2010 @ 6:00 p.m. - ???
Division II April 24, 2010 @ 2:00 p.m. - 5:30 p.m.
Division III April 24, 2010 @ 10:00 a.m. - 2:00p.m.
Times subject to change!

Tournament Director: Nikki Boop, 224-1131, ext.201
Email: nboop@ymcacolumbus.org

Team Composition: Each team consists of 3 men and 3 women:
Women's doubles Men's doubles
Mixed doubles

Tournament Size: The tournament is open to the first 50 entries in each of the above categories.

Required Team Captains Meeting: April 19, 2010 @ 6:10 p.m.
YMCA of Central Ohio
40 West Long Street
Columbus, Ohio 43215

Team(s) Fee: (1) - \$205.00 (2) - \$410.00 (3) - \$610.00 (4) - \$810.00
Add \$200.00 for each additional team over 4.

Checks Payable to: YMCA of Central Ohio

Send Entry Confirmation and Fees to: Corporate Challenge
YMCA of Central Ohio
40 West Long Street
Columbus, Ohio 43215

Entry Fee and Confirmation Due By: April 13, 2010 @ 5:00 p.m.

A finalized roster must be submitted prior to the start of the tournament.

Corporate Challenge
Euchre Tournament Rules

I. General Rules

- A. A team consists of 6 participants (Men's/Women's Doubles and Mixed Doubles).
- B. The time limit is 35 minutes per game with a 5-minute intermission between games. The consolation and final rounds will be the best 2 out of 3 games with an hour and ten minute time limit. All other rounds will be single games.
- C. Tie breaking criteria:
 - 1) Game 1 still in progress:
 - a. Team with more total points.
 - b. Winner of next hand (hand consists of playing all five tricks).
 - 2) If only 1 full game is completed, regardless of who is winning game 2, the winner of game 1 advances.
 - 3) 2 games completed (3rd game has NOT started)
 - a. Team with most cumulative points from games 1 and 2.
 - b. If teams are tied, winner of next hand.
 - 4) 3rd game started (the first two games do not apply to the tie breaking criteria).
 - a. Team with more total points in game 3.
 - b. Winner of next hand.
- D. Forfeit/Scratches/Byes – Players will advance to the next game.
- E. Player(s) are responsible for scoring and reporting scores to the main scoring table.
- F. Team roster must be turned in before the start of the tournament.

II. YMCA Euchre Tournament Rules

- A. Partners face across from each other
- B. Cards- From a regular deck remove the 2-8 cards from each suit. There are 24 cards in the euchre deck. The highest card in the deck is the trump suit jack (called the right bower). The second highest card is the other jack of the same color (left bower). The rest of the trump cards follow in order of strength – A, K, Q, 10, 9. For non trump suits the order of rank is A, K, Q, J (if not left bower) 10, 9.

C. Deal-

- 1) Cards will be dealt around the table, first black jack will deal. After each hand is played, the deal passes clockwise around the table.
- 2) The player who deals must, according to etiquette, offer a cut to the opponent to his right. A legal cut consists of no less than four cards.
- 3) The dealer should always deal to the opponent to his left first, then proceed clockwise around the table. Each player receives five cards dealt in batches of 3-2 or 2-3 (Alternate between the two teams). The top card of the remaining cards (called the kitty) is turned face up on the table (called the turn-up). The remaining cards of the kitty, are set to the side.

D. Making-

- 1) The turn-up proposes the trump suit for that deal, but it becomes trump only if some player accepts it. Beginning with the player at the left of the dealer, each player in turn may pass or may accept the suit as the turn-up until it has been accepted by one of the players.
- 2) If all four players pass, then the turn-up is turned face down. Then each in turn to the left of the dealer has a second chance to pass or to name a trump suit (if none has been named ahead of him). The named trump suit must be different from the turn-up.
- 3) The dealer cannot pass a second time when naming the trump suit. On the second round, if the first three players pass, the dealer **MUST** name a suit (stick the dealer)
- 4) Whoever decides the trump suit, by accepting the turn-up or naming a trump in the second round, becomes the maker. The maker has the right to say, "I play alone," whereupon his partner must stay out.

E. Play

- 1) If the turned –up is accepted, dealer has the right to use it as part of his hand, discarding any other card from his hand face down.
- 2) The opening lead is made by the player at left of the dealer, regardless of who is the maker.
- 3) The hands are played out in five tricks. A player must follow suit to a lead if able; if unable to follow suit, he may play any card. A trick is won by the highest trump in it, or, if it contains no trump by the highest card of the suit led. The winner of the trick leads to the next.

F. Scoring

- 1) Only the side that wins three or more tricks scores. Winning all five tricks is called march. When the making side fails to win the majority, it is said to be euchred.
- 2) The making side, when both are playing, scores 1 point for winning three or four tricks, or 2 for march. A maker playing alone scores 1 for three or four tricks, or 4 for march.
- 3) Opponents of the maker, when both are playing, score 2 for euchre.

G. Game

- 1) The first side to reach 10 points wins a game.
- 2) One game will be played until consolation and final rounds which will be best two of three games.

H. Irregularities

- 1) New Deal. If a card is exposed or found faced in the pack during a deal, or if the deck is found to be incorrect, the dealer must deal again.
- 2) Wrong number of cards. If, before the first trick is completed, any hand is found to have the wrong number of cards, there must be a new deal by the same dealer. If the error is discovered at a later time, play continues and the offending side may not score for that deal.
- 3) Lead out of turn. If a player leads out of turn and the trick is gathered before the error is noticed, it stands as regular. Otherwise, the erroneous lead becomes an exposed card (left face up on the table and must be played at first legal opportunity) and other cards played to the trick may be retracted without penalty.
- 4) Exposed card. If a player (not playing alone) exposes a card from his hand except in proper play, he must leave it face up on the table and must play it at the first legal opportunity.
- 5) Illegal information. If a player looks at a quitted trick or gives illegal information to his partner, the opponent at the right of the leader may name the suit to be led at the next opportunity of the offending side to lead.

- 6) Coaching. Fans giving illegal information will result in the opponent at the right of the leader naming the suit to be led at the next opportunity of the offending side to lead.
- 7) Revoke. Failure to follow suit when able to do so is a revoke. A player may correct his revoke before the trick is gathered; otherwise it stands as established. For established revoke, the opponents of the offender may score 2 points or may deduct 2 from the revoking side (both playing) or 4 from a lone player.

The YMCA encourages a fun, friendly atmosphere; therefore, to limit distractions, please keep cheering to a minimum. Thank You.

*YMCA of Central Ohio
Corporate Challenge
Euchre Confirmation*

Company Name: _____ Division: _____

Address: _____

Team Captain: _____

Email: _____ Work #: _____

Today's Date: _____ Fax #: _____

We will be supplying: _____ # of Full Teams

_____ # of Partial Teams

*Use of Partial Team choice only for billiard, table
tennis, darts, euchre, tennis & horseshoes.*

Partial Team #1 <i>Please circle the categories.</i>	Men Doubles	Women Doubles	Mixed Doubles
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Partial Team #2 <i>Please circle the categories.</i>	Men Doubles	Women Doubles	Mixed Doubles
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Partial Team #3 <i>Please circle the categories.</i>	Men Doubles	Women Doubles	Mixed Doubles
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Entry fee must accompany this team confirmation form!

Corporate Challenge
Euchre Roster

Company Name: _____ **Division:** _____

Address: _____

Team Captain: _____ **Home #:** _____

Work #: _____

Fax #: _____

Players

1. Men's Doubles

1st Player: _____ **Work #:** _____

2nd Player: _____ **Work #:** _____

2. Women's Doubles

1st Player: _____ **Work #:** _____

2nd Player: _____ **Work #:** _____

3. Mixed Doubles

Male Player: _____ **Work #:** _____

Female Player: _____ **Work #:** _____

I certify that all players listed on the roster are employees of the above named company.

Team Captain's Signature: _____