

Bid Euchre

Game Description

Bid Euchre is a variation of Euchre. Bid Euchre uses ONLY Jacks to Aces from two decks (two of each card). All cards are dealt to the players, who are on two teams of two. Each player will have 8 cards.

Due to there being two of each card, the first card played is the high card (if the Ace of Spades is played first, it would beat the other Ace of Spades if it was played during the same round).

Unlike Euchre, where there is a turned-up card that dictates what is trump (*trump being a suit that beats all other suits, with the Jack of the suit being the highest, the other like-coloured Jack being second highest, then Ace, King, etc.*), each player bids how many tricks he/she thinks they can take and what they want as trump. Valid bids are one of the four suits and No Trump. No Trump means that there is no trump suit and Aces are the high card for each suit.

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.

In this version 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 starts with the starting player playing one card face up. Following players must follow suit if they can, otherwise, they can play any card they want. High card takes the trick and dictates who starts the next hand. Play continues until all cards have been played (each player will have 8 cards).

Each team counts the number of tricks they took during the round. The team that won the bid must have at least the number of tricks they bid to score. Otherwise, they lose the number of points bid (if they bid 4 and only took 3 tricks, they lose 4 points). It is possible to have a score in the negatives. The non-bidding team scores a point for each trick they took.

After each player has dealt twice, the game is over. The team with the most points wins.