

Euchre Dice by Roger Meloche (2020-08-27)



Euchre dice plays very similar to the card game “Four Handed Euchre”. One team elects a trump suit, then players take turns rolling a die from their private pool of dice to take tricks and score points. The first team to reach 10 points and win the game.

Components and Set-up

There are 24 dice. Each die has only one of the four traditional card suits. There is a “High Die” with Ace, King and Queen; and a “Low Die” with Jack, ten and nine of each suit. Teams are determined and the four players are seated around the table with partners sitting opposite each other. Each team uses a D10 die to keep track of their score. (There is also a special die which is simply used to keep track of the current trump suit.) The remaining dice are placed in a bag and the first dealer is chosen. The bag is passed to each player who will then select 5 dice from the bag and keep them in their hand or placed behind a screen so the other players cannot

see them. The dealer pulls one die out of the bag and places it in front of them. This suit is nominated and may be elected as the trump suit.

Trump and taking tricks

For those of you who are new to trick taking games or Euchre, this is how they work.

Trump & Ranking Order

The cards are ranked in the following order, starting at the Ace which is the highest card. The next highest is the King, followed by the Queen, then the Jack, ten and nine. This ranking is slightly different for the trump suit.

One suit is nominated as Trump for each round of play. This trump suit ranks higher than any other suit.

The Bauers

Once a trump suit is elected, the jack of this suit becomes the Right Bauer and is the highest ranking card. The jack of the other suit of the same color becomes the Left Bauer and the second highest card. This left Bauer is considered to be trump, not it's original suit.

For example, if **clubs** were elected trump, the ranking would be as follows:

- Jack of Clubs (Right Bauer)
- Jack of spades (Left Bauer)
- Ace of Clubs
- King of Clubs
- Queen of Clubs
- Ten of Clubs
- Nine of Clubs

The remaining, non-trump dice follow the standard ranking from Ace to Nine.

Play order

One player **leads** the trick by playing any die by rolling it in front of them. The next player in clockwise order will select a die and play it the same way. This continues until everyone has played one die. The winner of this "Trick" is

determined and the winner collects the dice together, placing it in front of them. The winner of the last trick will lead the next trick.

Following Suit

Whatever suit was led (played first) must be followed by the other players with a die of the same suit. If this is not possible, then they can play any die, including a trump if they choose.

Taking the Trick

The highest ranked trump will win the trick. If there are no trump dice, then the highest ranked card of the lead suit wins the trick. *(Any dice that are not trump, and don't match the suit led, are worth nothing.)*

Making Trump

Starting from the dealer's left, that player can either elect the trump suit nominated by the dealer or pass the decision to the next player in clockwise order. If the dealer passes on the nominated suit they put the die back into the bag (The kitty) and players have another round where they can elect any of the remaining three suits as trump or pass.

- If trump is ordered in the first round, the dealer takes the trump die into their hand, then discards any die from their hand into the bag.
- If no trump is selected on the second round, players return all the dice to the bag and the bag is passed to the next player who now becomes the dealer.

Play order.

The player on the dealers left starts the first round by rolling any die in front of them. The remaining players, in clockwise order, play their dice and the winner of the trick is determined. The winner of the trick will lead the next trick. This will continue until all five dice are played, and the number of tricks are counted for each team.

Special Case - The Left Bauer

Note: The die containing the Left Bauer will be considered belonging to both the trump and the non-trump suits on the die when following or leading.

For example: If Diamonds were trump, and Hearts were led, a player would have to play the 9,10,J heart die if they had no other heart die to play. Likewise, if trump (Diamonds) were led and the player had no other diamonds, they would have to play this die.

The same holds true when leading with this die. If the left bauer is rolled, then trump is led. If the Nine or Ten are rolled, then the non-trump suit is the lead suit.

Scoring and Winning

Whoever elects trump must take three or more tricks to score one point. If they fail to do so They are **Euchred** and then the opponents score two points. If a team takes all five tricks, they score two points. The first team to reach 10 points, wins the game.

Optional Rules

Going alone

A player can choose to go alone against the opposing team. If they get all the tricks, they make four points.

Order your partner and go alone.

If the dealer's partner elects the nominated die (Ordering your partner, on the first round) then they must go alone.

Screw the Dealer.

The dealer cannot pass on the second round and must elect a trump suit if everyone has passed a second time.

Simultaneous play

The player leading the trick announced which suit they are leading and holds the die they intend to play, concealed in their hand. Each other player selects a die and holds it concealed in their hand as well. All the dice are then rolled simultaneously.

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