

House Rules Menu

Check the rules your table plays before the night begins. Hand this out and settle it early.

☐ Stick the Dealer

In round 2, the dealer CANNOT pass. They must name a trump suit. Keeps the game moving, no re-deals.

☐ Farmer's Hand

If a player is dealt a truly terrible hand (no face cards, no trump), they may declare Farmer's Hand and the cards are thrown in for a re-deal. Define your threshold before play.

☐ Defender Goes Alone

When the maker declares a loner, a defender can also declare a loner to go against them alone. High risk, high reward on both sides.

☐ Canadian Loner

Order up your partner's deal and you have to go it alone. Takes the choice out of your hands -- you're going alone whether you like it or not.

☐ Partner's Best

Before a loner, your partner passes you their best card. You give them back a card you do not want. Weakens the rule against loners but gives the team a fighting chance.

☐ Win by Two

A team must win by at least 2 points. If the score reaches 9-9, play continues until someone leads by 2. Extends close games.

☐ No Trump Bid

In round 2, a player may bid No Trump -- all suits are equal, no suit is trump. All tricks are won by the highest card of the led suit. Rare, but some tables love it.

☐ Steal the Deal

If the dealer drops the deck during the deal, any player can call for a new dealer. Fun rule that keeps everyone paying attention.

PLAY THESE RULES DIGITALLY

Euchre Mate supports all of these house rules. Set them once and Marty remembers your table's way of playing. Free to play at euchremate.com