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CALL-ACE EUCHRE

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CALL-ACE EUCHRE

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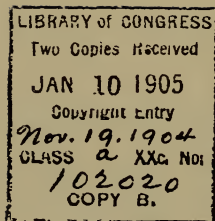
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NEW YORK

BRENTANO'S

1905



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LAWS OF CALL-ACE EUCHRE

LAWS OF CALL-ACE EUCHRE

FORMATION OF TABLE

1. Any number from four to seven can play, their positions at the table being unimportant. A card is thrown round to each player, face up, and the one receiving the first jack deals the first hand.

CARDS

2. When four play, the pack consists of twenty-four cards—namely, the ace, king, queen, jack, ten, nine of each suit. When five play, the eights are added; when six play, the sevens are added; and when seven play, the sixes are added.

DEALING

3. Any player may demand to shuffle the pack, the dealer last. The pack must be presented to the pone (the player on the dealer's right) to be cut, at least five cards remaining in each packet. The deal passes in regular rotation to the left.

4. Beginning on his left, the dealer must distribute the cards, face down, either two at a time

the first round and three at a time the second round, or three the first and two the second, turning up the top card of those remaining in the stock for a trump, after each player has received five cards.

5. If the joker is used and turned up, spades are trumps.

6. There must be a new deal by the same dealer:—If any card but the trump is found faced in the pack; if the pack is proved to be incorrect or imperfect; if both sides revoke in the same hand.

7. Any player may demand a new deal if any card is exposed during the deal which was not faced in the pack. The dealer may demand a new deal if any player exposes a card during the deal.

8. Any player dealing out of turn, or with the wrong cards, must be stopped before the trump card is turned up.

9. A misdeal loses the deal. It is a misdeal if the dealer gives more or less hands than there are players; if he gives two cards to one player and three to another in the same round; if he gives any player more or less than five cards in the two rounds, and fails to correct the error before dealing to the next player.

10. Interrupting the dealer, or looking at any of the cards until all are dealt, cancels the right to demand a new deal.

MAKING THE TRUMP

11. After the trump card is turned up, each player in turn, beginning on the dealer's left, may examine the cards dealt to him, and must then declare to pass or to order up the trump.

12. Should all but the dealer pass, the dealer may take up the trump card, discarding one in its place, or he may turn it down.

13. Should any player order up the trump, the dealer must discard from his hand, so that he shall hold only five cards, including the turned trump.

14. Having once quitted his discard, the dealer is not allowed to change it.

15. Any player ordering or taking up the trump becomes the maker of the trump for that deal.

16. If the trump is turned down, each player in turn, beginning on the dealer's left, has the privilege of naming one of the three other suits for the trump, or of passing again. Any player naming a new suit becomes the maker of the trump for that deal; and, once having legitimately made a selection, he cannot change it.

17. If no one will name a new suit, the deal is void, and passes to the player on the dealer's left.

18. If the trump card is taken up into the dealer's hand, or if it is played to a trick, any player may ask what the trump suit is; but he cannot be informed what the denomination of the trump card was.

ASKING FOR A PARTNER

19. The maker of the trump has the privilege of calling on the best card of any plain suit for a partner. He cannot call on the best trump.

20. The player holding the best card in play of the suit called becomes the partner of the caller for that deal; but he is not allowed to give any intimation of the fact that he is the partner, under penalty of scoring nothing that deal.

21. A call once legitimately made cannot be altered under any circumstances.

22. If the maker of the trump calls for the best card of any suit, and it is found that he himself holds the best in play, he has no partner.

23. If the maker of the trump does not call for a partner, he must announce that he plays alone, or he must call for a suit of which he holds the ace himself.

24. No one but the actual maker of the trump can play alone or ask for a partner.

THE PLAY

25. No matter who makes the trump, the eldest hand leads for the first trick, and the winner of one trick leads for the next.

26. The winner of each trick must keep it in front of him, face down, until the score is decided.

IRREGULARITIES IN THE HANDS

27. If any player has more or less than five cards, it is a misdeal; but if he has played to the first trick without discovering and announcing the error, the deal stands good, and neither he nor any of his partners can score anything that hand.

EXPOSED CARDS

28. If more than one card is played to the same trick by any player, the maker of the trump shall select the card to be played.

29. Any card exposed by being dropped face up on the table, or by being named by the player holding it, shall be laid upon the table, and may be called by the maker of the trump at any time; but the player cannot be made to revoke. If an exposed card can be got rid of in the course of play, no penalty remains.

30. There is no penalty against the maker of the trump for exposing any or all of his cards.

LEADING OUT OF TURN

31. Should the eldest hand lead before the dealer has discarded, the lead cannot be taken back.

32. If any player leads out of turn, a suit may be called, by the maker of the trump, from the player whose right turn it was, unless it has already

been disclosed that the player in error is the partner, in which case the adversary who will be the last player on the trick, when properly led, may call the suit.

33. If all have played to the erroneous lead, the error cannot be rectified.

34. There is no penalty for the maker of the trump leading out of turn.

35. If there is any lead out of turn against a lone hand, the maker of the trump can either call a suit from the player whose right turn it was to lead, or he can call the card led in error an exposed card.

REVOKES

36. When a revoke is claimed and proved, the hands shall be immediately abandoned. If the revoke is made by the adversaries of the maker of the trump, he and his partner shall score the points for a march, even if they have already lost a trick.

37. If the maker of a trump is playing alone, he shall score for the lone hand, if any of his adversaries revoke, even if he has already lost a trick.

38. If either the maker of the trump or his partner should revoke, each of the adversaries scores two points.

39. A revoke may be corrected at any time before the trick in which it occurs is turned and quitted, provided the side in error, whether in its

right turn or otherwise, has not led or played to the following trick.

40. Any player at the table may ask the one who renounces if he has none of the suit led, so as to prevent a revoke.

41. If a revoke is taken back and corrected, those who have played after the one in error may take back their cards and substitute others without penalty; but the card played in error becomes an exposed card, and may be called by the maker of the trump.

42. If both sides revoke, the deal is void and the same dealer deals again.

SCORING

43. At the end of the hand, if the maker of the trump and his partner have won three or four, but not five tricks, they shall score one point each. If he and his partner have won all five tricks, they shall score 2 points when four are playing; 3 points when five, six, or seven are playing.

44. If the maker of the trump is alone, and wins three or four tricks, but not five, he shall score one point. If he is alone, and wins all five tricks, he shall score as many points as there are players in the game, including himself—5 in five-hand; 6 in six-hand, etc.

45. Whether the maker of the trump has called for a partner or not does not matter, provided it is shown that he did not have a partner.

46. If the adversaries of the maker of the trump win three or more tricks, they score 2 points each for the euchre. In case the euchre occurs early in the play, all the cards must be shown, in order to determine whether or not the maker of the trump had a partner, if he called for one.

MISCELLANEOUS

47. Any player may ask the others to draw the cards which they have played to the current trick.

48. No player can look at a trick which has once been turned down, under penalty of having a suit called from him or his partners.

49. No player is allowed to call attention to any trick or to the score. If he does, the player whose attention is attracted may be called upon by the maker of the trump to win or to lose the trick.

50. If the pack is found to be imperfect, the deal in which the imperfection is proved is void, but all previous scores made with that pack stand good. An imperfect pack is one in which there are missing cards, duplicate cards, or cards so torn or marked that they can be identified by the backs.

51. If any player passes or orders up out of his proper turn, that shall not prevent any player in his right turn from ordering up or passing. Should it come to the player in error in his right turn, his decision, already given, must stand.

INTRODUCTION

INTRODUCTION

ANY new candidate for public favour as a game of cards must have two things to recommend it—it must be easy to learn, and it must be possible to play it with the usual pack of cards and the ordinary counters, or a pencil and paper, without the addition of special apparatus.

That it may be difficult to play it well does not matter, so that the elementary principles of the game can be briefly and clearly stated to the beginner. What people want in a new game is to be able to sit down and play it, no matter how badly at first, allowing the skill of the expert to come with practice.

In this respect Euchre is an ideal game, and has always been justly popular—so much so, that it was at one time held to be the national game of the United States. Its only defect was a want of elasticity. It was a good game for four, a fair game for two, but a very poor game for three. Several attempts have been made to remedy this defect, as in five- or seven-hand Euchre; but the objection to these forms has always been that the game itself is entirely changed in each, introducing new methods of dealing, making the trump,

scoring, deciding partnerships, and playing the hand. Straight Euchre in any form is also open to the reproach that there is not very much variety or excitement in it, and that the best cards always win.

Australia has changed all that. It took Euchre from the United States and remedied its defects, rechristening the game "Call-the-Ace," and giving it back to the world in a new form, elastic, exciting, and above all amusing; but still retaining the quality that has always recommended Euchre to society—the possibility of playing it and thoroughly enjoying it without betting upon it.

Of the history of the Euchre family little is known, and all attempts to discover the origin of the name have failed. Euchre is not a French word, and it is not German. The game is unknown in either of those countries, although the names of the best trumps (Bowers) would seem to be a copy of Bauer, one of the German names for a jack. It has been suggested that "Euchre" might be a corruption of the word "Eureka," and that it was originally an exclamation used by those opposed to the maker of the trump when they succeeded in getting three tricks.

Euchre has many points in common with the ancient game of Triomphe, or French Ruff, and the modern game of Écarté, and has therefore been by many supposed to have been introduced to the United States by the French in Louisiana, to whom the Americans are indebted for the game

of Poker. But if such were the case, the French must have known the game in their own country; and there is not the slightest mention of Euchre in any French work on card games.

I have always been of the opinion that Euchre, like many other games, is a mixture, probably due to accident—an offshoot or corruption of some older game, which has been imperfectly understood by those who taught it to others, or which has been forced to fit new conditions, such as an attempt to play Spoil-five with a Piquet pack. The meaning of the word “euchre” is the same as “spoil-five,” the object of the players in both games being to prevent the maker of the trump from getting a certain number of tricks. In the Irish game he is “spoiled,” in the American game he is “euchred.”

In Euchre, the jack of trumps ranks above the ace, just as it does in Spoil-five. In the Irish game, the five is the best trump; but, as there is no five in the Piquet pack, the jack becomes the best trump in Euchre. The cards have an entirely different rank in Écarté. Robbing the turn-up trump is also common to both Spoil-five and Euchre. Triomphe, generally supposed to be the forerunner of Euchre, shows that it has probably been the parent stem of a large family of games, Triomphe itself being played as far back as 1520. Maw, the parent of Spoil-five, is almost if not quite as old, and was a fashionable amusement in the time of James I.

Whatever its origin or history, Euchre has always been an eminently respectable game, peculiarly well suited to the family circle, and is much more useful and interesting for large companies than Progressive Whist. In Euchre, there is none of that recrimination which spoils so many partnership games; and Call-the-Ace has the added attraction that the partnerships themselves are continually changing, and that good fortune seems to smile more equally upon the players than in any other known game of cards.



DESCRIPTION OF THE
GAME

DESCRIPTION OF THE GAME

IN Call-Ace Euchre, the pack varies according to the number of players engaged. The standard is the Piquet pack of thirty-two cards—that is, the ace, king, queen, jack, ten, nine, eight, seven of each suit. This is the pack always used when six play. When only five persons play, the sevens are thrown out, leaving the eight the lowest card. When four play, the eights are deleted, reducing the pack to twenty-four cards. When seven play, which is an unusual number, the sixes must be added to the pack, enlarging it to thirty-six cards.

The joker is sometimes added to any or all of these packs. When it is, it is always the best trump. While it may add to the variety and amusement of the game, the joker rather spoils the science of it. For this reason, it is more popular with beginners than with experts.

The players' positions at the table are unimportant. The first dealer is usually decided by throwing round a card, face up, to each player in turn; and the first one to receive a jack deals the first hand. After that, the deal passes in regular rotation to the left. The player sitting on

the dealer's left is known as the eldest hand, and the player on the dealer's right is the pone. Two packs are seldom used. When they are, the still pack is gathered and shuffled by the player on the left of the eldest hand.

About a hundred counters should be provided for keeping the scores. If these are of different colours, the white should be worth one, the red five, and the blue twenty-five. Some player should be elected to act as a banker, paying from a common pool the number of counters won by each of those engaged. If counters are not available, the scores may be kept on a piece of paper, a column being set apart for each player in the game, and points being credited by strokes, with the usual cross through every fourth, so as to reckon them up quickly in fives at the end. Any one can keep the score.

After the pack has been properly shuffled, the dealer presents it to the pone to be cut. At least five cards must be left in each packet to make a fair cut. Five cards are then dealt to each player, including the dealer—either two the first time and three the next, or three the first time and two the next; but whichever number is given to the first player must be given to all the players on the same round, or it is a misdeal.

After each player has received five cards, the top card of those remaining in the stock is turned up for the trump. If this card happens to be the joker, spades are trumps.

When four play with 24 cards in the pack, there will be three unknown cards in the stock underneath the turned trump.

When five play with the 28-card pack, there will be two unknown cards left in the stock.

When six play with the 32-card pack, there will be one card left in the stock.

When seven play with the 36-card pack, there will be no cards left in the stock except the turned trump.

In plain suits the cards rank in their natural order, from the ace and king down to the seven; but in the trump suits the jack becomes the best trump, and is known as the "right bower." The jack of the same colour, red or black, is always the second-best trump, and is known as the "left bower." When the joker is used, it outranks both these, and becomes the best trump of all; the right bower being the second-best, and the left bower the third-best.

The changing of one card in another suit to one of the trump suit is the only thing which is at all confusing to the beginner, who is apt to forget that the jack of the same colour as the trump is a trump. When hearts are trumps, for instance, the jack of diamonds is never a diamond, but a heart. So, when diamonds are led, if any player holds the jack and another diamond, he must not play the jack, because that would be trumping the trick with the left bower. He must follow suit.

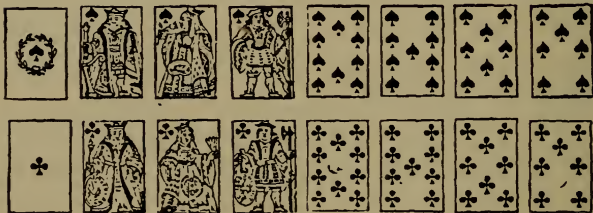
Suppose hearts were trumps, the rank of the cards in the trump suit would be:—



Therefore the rank of the cards in the other red suit would be:—



There is no jack in this suit, because that card is now a heart. But in the black suits the ranks of the cards would be as usual:—



In the same way, if one of the black suits were trumps (spades for instance), the rank of the cards would be:—



The rank of the cards in the other black suit would be:—



The red suits, not being trumps, would retain the jacks in their usual place between the queen and the ten.

When the joker is used, the rank of the trump suit would be:—



The object of the game is to win tricks, and the scores depend on the number of tricks won. Three or four out of the five to be played for is called the "point," while all five tricks won by the same side is known as a "march."

MAKING THE TRUMP

After the trump is turned up, each player in turn, beginning on the dealer's left, after examining the merits of the five cards dealt to him, must declare to "pass" or to "order up" the trump.

Passing, means that you do not care whether the trump remains the same as the suit turned up or not, because you are not strong enough to make the point by winning three tricks, even with a partner, against the combined strength of the other hands.

Ordering up, means that you want that suit to

remain the trump, and that you will play, with or without a partner, against the others for at least three tricks out of the five. The usual expression is, "I order it up," or simply, "Take it up."

The moment any player, in his proper turn, orders up the trump, those following him have nothing further to say.

When the trump is ordered up, the dealer must discard one card from his hand, placing it underneath the stock, but face down and without

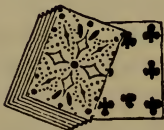


TAKEN UP.

showing it. In ordering up, it must be remembered that the dealer gets the turn-up trump, not the player who orders it, because no one but the actual dealer can take the

turn-up into his hand under any circumstances.

If all the players pass, the dealer can either take up the trump himself or he can turn it down.



TURNED DOWN.

When the trump is turned down, it is removed from the top of the stock and placed face upward underneath, in such a manner that it can still be distinctly seen. This is in order that the players

may see what suit it was that was turned down.

Any player ordering or taking up the trump is known as the "maker of the trump" for that deal, and his side must win at least three tricks out of the five, or he is euchred.

If the trump is turned down by the dealer, each player, in turn, beginning on the dealer's left again, has the privilege of naming one of the three other suits for a trump, or passing again. Any player naming a new suit becomes the maker of the trump for that deal, just as if he had ordered or taken up one of the suits he names. If any player, in his proper turn, names a new trump suit, no following player can alter his decision.

If no one, not even the dealer, will name a new suit, the deal is void, and passes to the next player on the dealer's left.

ASKING FOR PARTNERS

The maker of the trump, whether he has ordered it up, taken it up, or named a new suit, may either play alone against all the others, or he may select a partner by calling upon the best card of any plain suit. He cannot call upon the best trump.

Suppose the dealer takes up a heart. He discards, and before the eldest hand leads he says: "I call on the best club." It is not necessary for the caller to hold any of the called suit himself; but having once made his call, he cannot change it.

The player called upon cannot refuse to become the partner, even if he thinks he would have a better chance to euchre the maker by playing against him; but he must not disclose the fact that he is the one that holds the best card of the suit called for. The discovery of the partner in the course of play is one of the interesting points in the game.

Some confusion arises from the fact that, although the game is known as "call-the-ace," it is not the ace that is called for, but the "best card" of the suit. The ace of the called suit may not be in the play if there are any cards remaining in the stock, and in such cases the best card of the suit might be the king. Sometimes both ace and king remain in the stock, and the queen becomes the best card in play. No matter what the card is, the holder of it becomes the partner; but of course a player holding the queen would have no idea of it until the suit was led. This is one of the uncertainties that greatly add to the interest and amusement of the game.

It is evident that the player calling for the best card of a suit may discover, during the play of the hand, that he holds the best card of it himself, and is therefore really playing alone. Sometimes the one who calls will play the king or queen if the suit is led through him, and his partner, sitting on his left with the ace, does not like to take the trick away from him, because he wants the caller to lead trumps. This leads the caller to think he

is playing alone when he is not, and he may afterwards trump his partner's trick through such a misunderstanding, losing the chance to make a march.

The maker of the trump may call for the best of a suit when he holds the ace of it himself. This is sometimes done with a view to preventing the adversaries from knowing that he is playing to win all five tricks, and they will at times pass tricks which they could have trumped, letting the maker of the trump into the lead cheaply.

A player who is not the caller cannot be sure that he is not the partner simply because he does not hold the ace of the called suit. A king or queen may be the best in play. If he finds a higher card than any he holds is out, he can then safely play against the maker of the trump. If he judges from the play that the ace is not out, and he holds the king, he should play as the partner of the maker, although he will sometimes find he has been deceived, as when the caller holds the ace himself. The difficulty of determining who is the partner often adds greatly to the interest of the game.

As a rule, the maker of the trump calls for the best card of some suit of which he is void when he is short in trumps, and the ace of one which he has when he is long in trumps. In the one case, if the best card, played by his partner, is trumped, he can over-trump; and if it is not trumped, he can get rid of a losing card in some other suit. This is often

a great advantage. In the other case, if he is strong in trumps, he may want a card of the called suit to lead to his partner after all the trumps are out.

PLAYING ALONE

If the maker of the trump does not call on any suit, he must declare, "I play alone." With five trumps, for instance, it would be foolish to call for a partner, because such a partner would be entitled to share the score, as will be seen presently.

No matter who makes or orders up the trump, he is the only one that can play alone. If any player orders up the trump, or if the dealer takes it up of his own accord, or if any one makes it after it has been turned down, he can play alone, but no other player can do so.

PLAYING THE HANDS

No matter who makes or orders up the trump, the player on the left of the dealer (known as the eldest hand) always leads for the first trick. He may lead any card he pleases, and the others must follow suit if they can. Failure to follow suit when able to do so, is a revoke.

When a revoke is discovered and proved, the play stops immediately, and the side which is not in fault scores. If the player is alone and one of his

adversaries revoke, the hands are abandoned and the lone player scores 4, 5 or 6 points, as the case may be, even if he has already lost a trick. If the maker of the trump or his partner should revoke, each of their opponents scores 2 points.

Any player having none of the suit led, may either trump, if he has a trump, or he may discard any card he pleases.

The highest card played, if of the suit led, wins the trick; trumps winning anything in plain suits, of course, and a higher trump always winning a lower one.

The player winning the trick takes it in and keeps it in front of him, face down, and leads any card he pleases for the next trick; and so on, until all five tricks have been played.

SCORING

The object of the player who makes the trump is to get at least three tricks out of five, and the object of his adversaries is to prevent him from so doing.

If he wins three or four tricks, but not five, he makes his "point," and the banker pays him one counter from the pool, or credits him with one point on the score if no counters are used. If he has a partner, each of them receives one counter.

If the maker of the trump and his partner win all five tricks between them, they each receive three

counters for the "march," if there are five or six persons in the game; two counters if only four persons play.

If the player is alone and wins all five tricks, he receives a number of counters equal to the number playing, including himself: 4 counters in four-hand, 5 in five-hand, and 6 in six-hand. Whether he declared to play alone or not does not matter, provided it turns out that he had no partner and that he wins all five tricks. Suppose a player called for the best heart, holding king and queen himself, and the ace was not in play. It is evident that he was playing alone, although he called for a partner; and if he makes all five tricks, he must be allowed to score for a lone hand. If he wins three or four tricks only, he is the only one that scores the point. Some persons imagine that the player who holds the best of the called suit among the other players is the partner, even if the caller has a better card in the suit; but this is a mistake.

If the maker of the trump and his partner fail to get three tricks out of the five, they are euchred, and each of the players opposed to them receives two counters from the pool. If a player is euchred on a lone hand, every other player gets two counters. A euchre always counts two, no matter how many players there may be in the game.

If the maker of the trump has called for a partner, and is euchred in the first three or four tricks, all the hands must be shown, in order to be

sure who his partner was, because sometimes the partner remains unknown until the last trick, and sometimes it is found that the maker of the trump had no partner, although he called for one.

In settling up the scores at the end, the lowest must be deducted from all the others, and he owes the difference to each of them. The next lowest settles in the same way, and so on. The counters or points may have a value attached to them. Penny points make a good social game, while shilling or half-crown points (25 or 50 cents) would be a good club stake. It is rather unusual for a player to win or lose more than forty or fifty points during a three hours' sitting.

The irregularities which may happen in the course of play have been dealt with in the Laws of the Game.

TACTICS OF THE GAME

THERE are a few general principles of play which should be familiar to everyone who is ambitious to make the most out of his opportunities.

ORDERING UP AND PASSING

The eldest hand, sitting on the dealer's left, has a great advantage in the matter of passing or ordering up, because he has the first opportunity to name a new suit in case the trump card is turned down. With a fairly strong hand, he has two chances if he passes—to gain 2 points by euchring the maker of the trump if it is ordered or taken up; or, to make 3 points for a march if he is selected as a partner by the one who makes the trump. In the case of a euchre, he must remember that the 2 points will be scored by several others besides himself, although they may not take a single trick; whereas the 3 points for the march will be shared by one player only. If the eldest hand orders up and calls for a partner, only one player will share with him; and if he is strong enough to play alone, he will be the only one that will score.

When you are behind in the game, it is very necessary to score alone, even if only one point at a

time; but when you are ahead, it does not matter if one of the others shares with you, as the rest are left still further behind, and you do not advance the same player every time, your favours being usually distributed.

Many players make it a rule to order up and go alone when they have three almost certain tricks in the hand, while others think it is a better chance to take a partner and try for a march, which is worth 3 points. The risk in taking a partner is that he may not have another trick in his hand but the called ace, and he does not always make that. If there is strength enough in any hand to euchre the partnership, is is probably strong enough to euchre a lone hand. The speculation involved is part of the game.

It is obviously to the advantage of the eldest hand to pass if he is probably strong enough to euchre the maker of the trump if it remains as turned up, provided he has the cards to name a new trump himself if it is turned down. Suppose a small heart turned up, and eldest hand holds:—



If he orders up, he must call for the best diamond, because, if he calls for the best spade in order to discard a diamond, the discard does not help him

if an adversary holds the ace of diamonds at the end. With the best diamond to help him, he may easily make a march if he drops all the trumps in two leads. If the ace is not in play, he scores a lone hand. The eldest hand has a great advantage in being able to lead trumps at once, without having to ruff a suit first.

If the eldest hand passes with these cards, he is almost certain to euchre the maker of the trump; and if he happens to be the partner called for, he is almost equally certain of a march. If the trump is turned down, he has an almost invincible lone hand in diamonds; in fact, nothing but two guards to the ace in one hand will stop him.

It must be remembered that, if there is any player stong enough to order or to take up the trump as it stands, it is improbable that the eldest hand would gain anything by ordering it up himself, it being always better to play with the strength concealed than to announce it to the table.

If the eldest hand held these cards, a club turned up:—



he must order it up and play alone, because the queen and ten of clubs are much more likely to win tricks after two rounds have been won with the

bowers, than they would be if the club were turned down and the eldest hand had to make it spades. The point in spades is a certainty, it is true, but the lone hand is almost equally certain in clubs.

In the first of these two examples the probability is that the trump will be turned down to the player's advantage; in the second case, the probability is that it will be turned down to his disadvantage, if he passes.

Three trumps, two of them bowers, or a bower and an ace, should usually order up as eldest hand, unless the suit can be changed to advantage. Four trumps should always order up, calling for a partner if the fifth card is not likely to win and make a march.

If the eldest hand passes, the players on his left cannot count upon having an opportunity to name another suit if the trump card is turned down; but the nearer one is to the eldest hand on his left, the better one's chance.

As a general rule, two sure tricks, and a probable third, is a good ordering hand; but there should be at least two good trumps in it, because even aces in plain suits are not by any means always good for tricks, and kings should never be counted. The fewer trumps one holds, the more likely one is to find a number in one hand against him.

When you hold two or three aces in plain suits, you must not forget that you are almost certain to be the partner if one is called for. This may

prompt you to wait for a call, hoping that the alliance with the strong trump hand will result in a march. It is much easier for the strong trump hand to pick you for a partner than it is for you to tell who is strong in trumps.

In passing or ordering up, players must remember that the dealer has one trump certain, usually two; and, as a rule, at least one more than the average. The dealer is also almost certainly void of a suit if he takes up the trump.

The dealer has the advantage of playing six cards, and of having the others all pass before he has to decide about taking it up himself. No matter what other player orders up, he cannot be sure that someone to his left was not also strong enough to order, if he had the chance. While there is always the chance of getting this strong hand for a partner, there is also the danger of being euchred by it. A lone hand should not be afraid of any individual player at the table; and it is unlikely that any but the eldest hand would pass with two bowers, because such a hand is sure of the point, with a partner to help.

If all pass, the dealer may be reasonably sure that the strength in the turned-up suit is pretty well distributed. The eldest hand is the only one he has to fear, and then only when the dealer has neither bower. The bowers being equally valuable in two suits, the eldest hand will often pass for a euchre when he holds both. With either or both the bowers in his own hand, especially

the left bower, the dealer need not be afraid of a pass for a euchre; and the trump may be taken up on average strength, such as two pretty sure tricks and a probable third.

When a player, who is not the dealer, orders up with nothing in his hand but the two bowers, it is very necessary that he should call the suit of which he has one in his own hand, because, after making his two trumps, he should be able to lead the called suit, in order to give his partner a chance.

If you are not the eldest hand or the dealer, and hold two bowers, you must remember that it is very unlikely the trump will be taken up, and still more unlikely that it will be made the same colour if it is turned down; so that you lose a good chance for a point if you pass.

DISCARDING

The dealer should always free his hand of one suit at least, two if possible, unless he holds winning cards. If he takes up the trump himself with two cards of a plain suit, it is risky to call for the ace of that suit, intending to discard one of the suit and let the called ace win the other, because, with so many of the suit, it is most likely that an adversary will ruff before the trumps can be taken out. The dealer's chance of getting in early and drawing the trumps must determine his discard and his call in such cases. When he is ordered up, the idea of the discard must be to

ruff if he can before trumps are led; and getting rid of as many suits as possible is the best chance for this.

Sometimes there is no choice about the discard, as with the following cards, jack of clubs turned up:—



The spade seven can be discarded in place of the turned trump, and the spade ace must be called for, because there is a chance to win a trick with the queen if the ace drops the king; whereas, if either of the red aces is called, the spade queen must lose a trick.

It so often happens that the dealer asks for an ace of a suit of which he has two cards, hoping to make one of them, that good players always keep a small card of the same suit with the called ace, if they have it, to return to the dealer after making their ace.

Suppose the dealer holds these cards, heart ace turned:—



It is better to discard the club eight and call for the diamond ace, with a view to discarding the other club upon it, than to risk calling the club and having it ruffed. It must not be forgotten that when the called suit is the same colour as the trump, it is very short.

In reckoning upon the discard of one suit upon another, it must not be forgotten that the player holding the called ace may never get into the lead to play it. With the foregoing cards, if the dealer gets into the lead himself on the spade, he must play trumps; and, after that, he cannot get rid of the lead except with a small trump. Unless the called suit is led originally, his partner will not be of much use to him. - This is only another example of the chances that make the game interesting.

Those who play against the partnership should get rid of the suit called, if they can, by discarding it when they see that they are likely to be in the lead with another suit, or when they have a small trump to make.

MAKING A NEW TRUMP

When the eldest hand passes the second time, it is reasonably sure that he has nothing very strong in the same colour as the turned-down trump. The strength in that colour being probably distributed, there is always the danger of finding the strength in the other colour massed

in one hand. For this reason, it is usually safer to “make it next”—that is, the same colour as that turned down, than it is to “cross it”—that is, to change the colour.

The general rule for crossing is to have two reasonably certain tricks, and a probable third, with a good hand on which to ask for a partner.

With such cards as the following, a spade turned down:—



This would be a very strong hand for a call on the spade ace, making hearts trumps; because, the strength in spades being probably distributed, the suit is more likely to go round once, allowing the caller to discard the small club. Some players would prefer the club call, as they have the suit to lead.

As a rule, the further a player is to the left of the eldest hand (the intervening players having passed a second time), the weaker the hand upon which he can name a trump, because it is improbable that any great strength is massed against him, and the result will probably depend on the luck of calling on the right partner.

When the play for the point is likely to be a

close thing, some prefer to take their chances of making a euchre instead of making the trump themselves, and trying for three tricks. It is a mistake to play for euchres all the time, and those that do it invariably fall behind those that pick up points and marches whenever they have a fair chance.

CALLING FOR PARTNERS

If you have only two tricks in your hand, you must call for a partner in order to make your point.

If you have the point in your hand, it is useless to call for a partner unless he can help you sufficiently to make a march.

Four tricks are no better than three; and unless you have four yourself, and want a partner to get the fifth, you are only giving a player a point for nothing by taking him as a partner. Suppose you order up the club eight with these cards:—



If you call for a partner, no matter in what suit, he must be able to win two tricks in order to score a march, and the odds against his doing so are 5 to 1 in a six-hand game. One trick is not of the slightest use to you.

Ordering up the diamond king with these cards:—



If you call for the best spade, there is an excellent chance of getting in with a small trump, catching the left bower with the right, and making a march by leading the spade to your partner at the end.

Ordering up the nine of hearts with these cards:—



It is useless to call for a partner, because unless the left bower, king, and ace of trumps can be all dropped by one lead of trumps, the march is impossible unless the player that holds the called ace can win a trick in trumps as well. If you are going to take the chance of dropping the trumps, you may as well take the additional chance that the club ace is not in play, in which case you will make a lone hand, which is much better than sharing a march with a partner.

In many cases it is impossible to win the point without the assistance of a partner. Ordering up the spade ten with these cards, for instance:—



If you call for either of the red aces, you run the risk of losing two club tricks; but if you call for the club ace, you can ruff either of the red suits, getting in to lead the trump in the hope of dropping both bowers on one trick. If you do not call for a partner with these cards, it is impossible for you to make your point, unless the adversaries play the hand for you, which is not likely.

Suppose you are the dealer and turn up the spade jack, holding these cards, all passing:—



You cannot turn it down, because no one can possibly have cards to justify making it next, and it is impossible that you will be the partner if

the suit is crossed. By taking it up and calling for either of the red aces, you are sure of the point unless the called ace is trumped. This is a good example of a hand which it would be folly to play alone and equally foolish to pass with.

There are a number of hands in which it is perhaps better to take the chance of being the called partner than to order it up yourself. With the club ace turned, for instance, if you held these cards:—



You might make six points by ordering up and playing alone. It would be folly to call for a partner, because no one can give you any assistance in plain suits. What you want is assistance in trumps, and it is better to take the chance of being called on to help the maker of the trump to a march, than it is to risk being euchred playing against the whole table. If you are not called, you have a very good chance to euchre the caller.

There are hands in which you know it is impos-

sible that you will be the partner. With the heart ace turned, for instance, and these cards:—



You must either order it yourself, calling for a partner to help you out, or you must pass for a euchre. It is rather a weak hand to order up with, but it has great euchring possibilities.

It must not be forgotten that the maker of the trump can call on one ace only, and that the two other aces are probably against him; so that, in playing for a euchre, you have probably two ace hands to help you where you would have only one if you ordered up the trump.

As a rule, the dealer has the best chance for a euchre, because he gets the last play on the first trick, and is often void of two suits, which he can ruff if necessary.

TENACE POSITIONS

Tenace positions are always valuable in the trump suit. A tenace is the best and third-best cards of a suit, and its value depends upon the number that play to the trick before the one with the tenace plays, or upon the known position of the intermediate or second-best card of the suit.

If you have the best bower and ace, and the maker of the trump sits on your right, or plays before you do, you are almost certain to make both your trumps if you do not lead them, because he most likely holds the left bower.

The following is a good example of the value of tenace position. The spade ten was turned up, and A ordered it with these cards:—



The dealer, after discarding, held:—



It will be seen that it does not matter what card the eldest hand leads, he must be euchred, provided the player with the major tenace, right bower and ace, does not lead trumps. Even if the hands were reversed, and the one with the major tenace had to lead first, he would be certain to win the point, provided he did not lead trumps. No matter which of these two hands leads first, the one with the tenace must make the point.

LEADING

No matter who makes the trump, the eldest hand always leads for the first trick, and what he leads usually gives the key to the play of the whole hand.

If the principles of calling and the dealer's discards are familiar to the eldest hand, they will naturally suggest two entirely different courses of play, depending on whether the leader himself is the called partner or not.

In almost every case it is to the interest of the maker of the trump to get them out as soon as possible, so as to prevent the adversaries from ruffing good cards in plain suits. Therefore, if the eldest hand is the called partner, his best lead is a trump. If he does not lead it, it should be evident that he does not hold one.

Failing trumps, he should lead the called suit, and always the best he has of it. With both ace and king, he should lead the ace. He is not compelled to lead the best, but it is usually to his own interest to do so. The exceptional case is when the partner has winning cards in other suits besides the one called, such as two or three aces, and leads low from the called suit in order to induce his partner to take the lead. This is nothing but an ingenious way of losing tricks, because the caller will not trump the suit he calls unless it is already trumped; and if some player

puts on the king, the caller may think he is the partner, the ace not being in play, and he will give the adversaries a trick they are not entitled to. If the maker is not the dealer, he will pass the trick, thinking his partner sits on his left.

If the best diamond is called, and the eldest hands leads it, it should be evident to the caller that his partner has no trumps. If the eldest hand leads a small diamond, it should be evident to the caller that he is not the partner, and the caller should not ruff if no one has ruffed before he plays.

When the eldest hand is not the partner, it is often to his interest to lead the called suit at once, not only to find out who the partner is, but to prevent the caller and his partner from getting out the trumps before leading the called suit. When the dealer has called for a partner, it is very common to find that he held two of the suit called, and has discarded one. It is, therefore, very likely that one of those opposed to the call can ruff the suit if it is led at once.

The chance that the eldest hand always takes is, that the immediate lead of the called suit may give the caller the discard he hopes for, which might be impossible had the suit not been led by an adversary. This risk is balanced by the chance of getting in a ruff before the trumps are drawn; for even if the caller over-trumps, he is prevented from getting the desired discard. In favour of leading the called suit is the advantage of playing the hand with a knowledge of the partner. If the suit is

trumped almost immediately, it is, of course, impossible to tell who the partner is, unless he thinks it worth while to throw his ace on the trumped trick. This complication adds a good deal to the amusement of the game.

When the eldest hand holds winning cards, such as aces which are not of the suit called, it is usually better to make them immediately, for fear the suit should never be led again. With these cards, for instance, heart jack taken up by the dealer, and the best spade called:—



With six playing, it is 30 to 1 that the spade king is not the best out, because there is only one unknown card in the stock. The eldest hand is sure of a trick in trumps with the left bower guarded and the best bower on his right hand; but he should not lead the called suit, for fear the dealer may get a discard of a diamond. It is better to lead a diamond first, to make that trick at once, if possible.

The eldest hand can often take advantage of the fact that the caller will infer that he is the partner if he leads a trump. Suppose he wishes to steal a trick by creating the false impression that he is the partner, as with the following cards, spade queen

turned, taken up by the dealer himself, who called for the best diamond:—



The eldest hand led the best bower, and then the ace of clubs. The dealer held:—



Thinking the eldest hand was the partner, but held no more trumps and wanted to make his winning club before playing the suit called, the dealer discarded his diamond on the club and was euchred. He argued that the discard on the club was just as good as on the diamond, as he thought the left bower and king of trumps might be out against him, and the diamond might be ruffed. It should be noticed that the dealer's call was a good one, because it is evident that he will be in the lead at the end; and it is better to have one of the called suits to lead than to depend on a discard.

Sharp players are likely to suspect some such trap as this, and will usually ruff a doubtful ace

when they have one of the suit to lead to the called ace. Had the dealer done this in the foregoing example, he would have made his point.

One of the advantages of leading the called suit at once is, that if the caller is forced to over-trump his partner's ace, the opportunity to discard is lost, which is the same as having to follow suit while some adversary trumps. It is for this reason that many good players prefer to call the suit they have; but it is not wise to be too regular about such things, or the other players at the table will be able to read your hand too accurately, and play accordingly.

Leading after the first trick depends chiefly upon one's judgment of the situation. Should the called partner not be the eldest hand, he should try to get in the lead, if he can, so as to disclose himself. Holding both ace and king of the called suit, he should play the ace always.

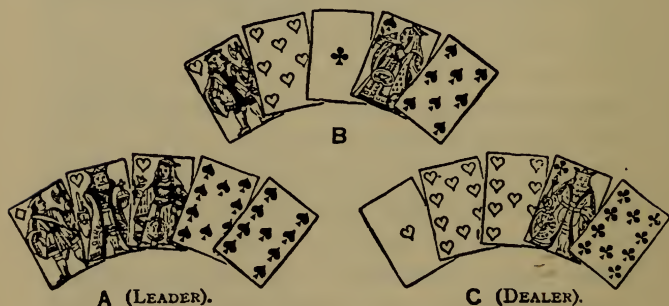
A player getting into the lead, who knows he is not the partner, should make his aces while he can, or should give his partners a chance to ruff a suit before trumps are drawn. It is very seldom right to lead trumps if you are not the partner, unless you see your way to a euchre.

PARTNERSHIPS AND POSITION

When the partner is known or inferred, the play proceeds along the natural lines of not winning each other's tricks, and of playing into one another's hands.

Some confusion and a great deal of amusement naturally arise from the fact that the ace of the called suit is not always in play, especially in four- or five-hand, and the one who is really the partner does not know it, playing against the maker of the trump instead of with him. The following, from actual play, is an amusing example of this part of the game.

There were five playing, and the dealer was ordered by the eldest hand to take up the heart ace. The maker of the trump then called for the best spade. This was the position of the three important hands after the dealer had discarded:—



The eldest hand led the king of trumps, which B passed, allowing the dealer to win it with the turned-up ace. The dealer led back the trump, hoping A had no spade to put his partner in with at the end. B won this trick with the right bower, and led his ace of clubs, which A trumped knowing B could not be his partner, or he would have put his right bower on the first trick. A then led his

spade, which the dealer trumped, making his club king and euchring A.

It was at once seen that both ace and king of the called suit were in the stock, so that A and B were really partners, and they had practically euchred themselves instead of making a march, which B could easily have accomplished by winning the first trick with the right bower, and returning the small trump to A's tenace of left bower and king over C's ace and ten, making two tricks after the trumps were taken out.

When a player knows that he is not the partner, holding nothing but small cards in the called suit, or none at all, he should win every trick he can, trumping all doubtful tricks, unless he holds the best bower alone, which he cannot lose in any case.

It is useless to hold up tenaces in plain suits, such as ace and queen, in the hope of making two tricks with them, because plain suits seldom go round twice, and most of the play is in the management of the trumps and in getting discards. There is often a chance to make an extra trick by getting the lead in a certain hand, especially if you will be the last player on the trick.

Suppose the dealer plays alone after taking up the ace of diamonds. He is on your left, and you hold these cards:—



The eldest hand leads the club ace, which the dealer trumps with the eight of diamonds. He then leads the nine of trumps, which the player on your right wins with the right bower, none of the others following suit. This player leads a small heart. If you trump with your king, the dealer is over you with the ace; and if you trump with the left bower, he will catch your king if he gets in again. But if you pass the trick, the dealer must win it, or he is euchred; and if he wins it, he must lead up to your tenace in trumps, both cards of which must win in that case. The dealer had five trumps originally.

No matter how carefully a person calculates his chances, nor how cleverly he manages his cards, there are situations in which he must come to grief—sometimes through a misunderstanding as to who are partners; sometimes through unexpected distributions of the cards in the other hands. The chief element of success is in the exercise of good judgment in playing lone hands, which put one rapidly ahead in the score if successful; and in knowing when it is safer to pass for a possible euchre, than to order up and call for a partner.

As in all games of cards, good luck has a great deal to do with the result; but good humour and plenty of courage are very valuable assistants



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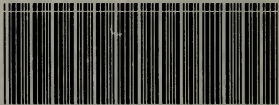
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