

Euchre Reference

The bowers, scoring, and what to track to win at Euchre.

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THE BOWERS · THE QUIRK THAT DEFINES EUCHRE

Example, trump = ♥ :  right bower (highest)  left bower (2nd, plays as ♥)

Right bower The **Jack of the trump suit** is the **right bower** — the single **highest card** in the deck.

Left bower The Jack of the **same color** as trump is the **left bower** — the **second-highest** card. Crucially, it **counts as a trump**, not as its printed suit.

Follows as trump Because the left bower is trump, you must play it to follow a *trump* lead, and you **cannot** use it to follow its printed suit — for every rule it has left that suit.

Trump order High → low: **right bower**, **left bower**, then A, K, Q, 10, 9 of trump. **7 trumps** in all. Any trump beats any non-trump.

SCORING · FIRST TO 10 POINTS

Make it The making team takes **3, 4 or 5 tricks** → **1 point**.

March Sweep all **5 tricks** (a “march”) → **2 points**.

Alone +5 Go **alone** (partner sits out) and sweep all 5 → **4 points**. A lone hand that takes 3–4 still scores just 1.

Euchre If the making team **fails** to take 3 tricks, the defenders **euchre** them and score **2 points**.

WHAT TO TRACK

The 7 trumps Count the **trumps** as they fall — both bowers plus A, K, Q, 10, 9. Knowing how many of the 7 remain tells you who still controls the hand.

The bowers Watch the **right and left bowers** above all. Until they appear, the two strongest cards are live — and remember the left bower hides as the off-color Jack.

Read voids When a player can't follow the led suit, they've revealed a **void**. A player void in trump can no longer ruff; a player void in a side suit will trump it next time it is led.

Off-aces Track the side-suit Aces. Once trumps are exhausted, an off-suit Ace is the boss of its suit — useful both for going alone and for defending.