

**GAME NIGHT RULES** (effective April 18, 2008 and superceding all previous versions)

**PLAYERS** Game Nights are open to anyone interested in playing Euchre, regardless of skill level. All players are required to help maintain a friendly atmosphere conducive to playing Euchre, to follow the club's rules and to show consideration and respect for the other participants, bar staff and other bar patrons. If an incident occurs and all officers present agree that a player has failed to comply with these requirements, the offender will be asked to leave the Euchre area and banned from future play. An officer will report all such incidents to bar management immediately so they can take additional action if appropriate.

**ETIQUETTE** Please buy at least one drink and remember to tip the bartender. Please wait until the end of a game to buy a drink and/or use the restroom. Please avoid using cell phones during play.

**RULES OF EUCHRE** The Euchre rules adopted by our club are published separately and are available on request. Each player is responsible for familiarizing themselves with the rules.

**REGISTRATION** Players should arrive before the official start time (see below) to register for play. Initial seat positions and initial partnerships will be determined by the order of registration. Seats are strictly assigned in the sequence north, south, east, west, starting at table 1. Seat positions are meaningful only at full tables. Players may sit in any seat at 3-handed and 2-handed tables.

**ROTATION** After each game, players rotate as indicated by table stickers or wall signs. Winners move to the "next" table while losers stay at the same table. A player who wins in a north or east seat moves to a south seat. A player who wins in a south or west seat moves to an east seat. A player who loses in a south seat moves to a west seat. A player who loses in an east seat moves to a north seat. A player who loses in a north or west seat does not move.

**OFFICIAL START TIME** Currently 7pm. Play normally begins promptly at that time. A player who is running only a few minutes late may call ahead to request a delay.

**ARRIVING LATE** Once play begins, late arrivals will be accommodated at the highest-numbered table as the situation permits. 2-handed table: player will be accommodated at the start of the next hand and should sit to the right of the dealer for their first hand. Nines must be put back in the deck. 3-handed table: player will be accommodated at the start of the next game and should sit in the west seat; the loser from the previous game should sit in the north seat. 4-handed table: player will be accommodated only if others arrive and an additional table can be started.

**3-GAME RULE** Unless an emergency arises, players are required to participate until the end of the third game. Any player who violates this rule may be banned from future play.

**LEAVING EARLY** When a player has to leave before completion of the third game his/her score will be noted separately. No points will be awarded for an incomplete hand, but all points from prior hands will be retained by all players. 4-handed table: becomes a 3-handed table. 3-handed table: becomes a 2-handed table and the nines are removed from the deck. 2-handed table: if a game

is unfinished the abandoned player automatically receives 10 points for that game; for the next game the abandoned player moves to the next table, which becomes a 3-handed, 2-handed or 4-handed table.

**PART SCORE** Players who arrive late or leave early will receive only the points earned. There are no credits for missed hands/games except when a player is abandoned, as defined above.

**WINNERS** After 3 games, the scores are tallied to determine the first, second and third place winners. Each player is responsible for checking that his or her scores were recorded and tallied correctly.

**AVERAGE SCORES** Average scores are re-calculated and reported on the next Game Night. They are reset to zero after the last Game Night in December.

**PLAYER OF THE YEAR** In December, the qualified player with the highest average score is named Player Of The Year, becomes a life-long Euchre Knight and is presented with a trophy. To qualify, a player must have scores from at least half of the games played for the year and have actively participated in at least one Game Night during November or December. If a player has missed six weeks consecutively, their scores and number of games played will be set back to zero. The trophy must be returned to the club (with no new bullet holes) by the last Game Night in November of the following year.

**JACKPOT** Players who wish to participate pay \$2 per Game Night they attend. A player who doesn't contribute on the first night of a new JACKpot may buy in a later date. On week 2 the required contribution is \$4, on week 3 it is \$6, and so on. All money must be paid before play begins. When any participant goes alone and makes it (i.e. successfully wins all 5 tricks or an opponent reneges), he/she has a chance to win the money. To do so, he/she must draw the jack from a set of 6 cards (nine through ace). If unsuccessful, the JACKpot continues and may build over several Game Nights. In addition to the cash, the winner will receive an accounting sheet. If two JACKpot participants successfully make loners and it's not absolutely clear which finished first, those players will be given an equal chance to win the money and should split it equally if both draw the jack. A new JACKpot cannot be started until the next Game Night following a win. In this way, there will be a series of back-to-back JACKpots. Players may choose to participate in any or all. A participating player who misses a Game Night retains his/her eligibility to win the current JACKpot and need not make up missed contributions. A player may opt out of a JACKpot at any time but will forfeit all money previously contributed. A player who opts out may not sell or transfer their stake to another player or buy back in to the same JACKpot. If all but one player opts out, the remaining player will automatically receive the money.

**DISPUTES** In the event of a dispute, or any situation not covered by the above rules, the dispute will be resolved by an officer of the club, who may solicit input from all players present. The officer's decision is final and binding on all players.

**RULE CHANGES** Any active player may propose a rule change. The proposal must be submitted on a special form. Once submitted, a proposal may not be changed in any way or withdrawn from consideration. The Administrative Director will distribute copies of the proposal and/or collect ballots at the next four consecutive Game Nights. All participating players attending any of the four Game Nights (including the player who submitted the proposal) may vote "in favor" or "against" or abstain from voting. Only participating players may vote and each may vote only once, regardless of how many of the four Game Nights they attend. Once a vote is cast, it cannot be changed or withdrawn. After Euchre on the fourth Game Night, the Administrative Director will publicly count the votes and announce the result. A majority "in favor" vote will cause the change to go into effect immediately. The Administrative Director will update the printed rules before the next Game Night or as soon as possible thereafter. A majority "against" vote, or a tied vote, will end all consideration of the proposal. A rejected proposal may not be re-submitted unless altered in a significant way.