



EUCHRE STRATEGIES

GENERAL

Learn the jargon: **Up Card, Trump, Maker, Alone, Right Bower, Left Bower.**

Know which suit is trump and who called it.

Never assume the maker holds the Right Bower.

Know which card is the Left Bower.

WHEN TO GO ALONE

With 4 or 5 trumps including a bower.

With 4 trumps plus a side ace or king.

WHEN TO CALL TRUMP

With 4 trumps, no bowers.

With 3 trumps plus a side ace.

With 3 trumps and only one other suit.

With both bowers plus a side ace.

“Stick The Dealer”.

*Unless you have a really strong hand, don't order up the opponents on a jack. **Reason:** they'll probably pick it up anyway. If they do, you'll score two points for 3 tricks instead of only one point.*

THE PLAY

You **must** follow suit if able. Play the Left Bower appropriately.

When going alone, take the lead and keep leading your highest trump. Avoid trumping too low.

Work **with** your partner to take as many tricks as possible.

Never trump your partner's ace. **Reason:** since you don't have that suit, both opponents probably do.

If your partner throws off on your ace, re-lead the same suit if possible (otherwise lead back the suit your partner threw off). **Reason:** it gives your partner an opportunity to trump (or play high in the suit he/she threw off).

When you have 3 or 4 low trump, lead your lowest. **Reason:** it may flush out the high trump and make your other cards good.

Never lead trump when your opponents are out. **Reason:** to avoid wasting partner's trump.

Always lead an obvious winner or an obvious loser, never from the middle. **Reason:** so that your partner will know whether to take the trick or leave it alone.

When in doubt, lead an obvious loser. **Reason:** your partner may be able to win the trick and take the lead.

Always leading your best card is a terrible strategy. **Reason:** your best card may be more valuable later. **Example:** if you lead the Left Bower right away the Right Bower may take it. After the Right Bower has gone, the Left Bower will be good.

Trump only as high as necessary. **Reason:** to avoid wasting a higher trump that might take an additional trick.

Overtrump whenever you can. **Reason:** to win the trick or force the left hand opponent to play an even higher trump.