

## **Tournament With Rotating Partners Rules**

- Registration Fee - \$10 per player, (Prize pool equals sum of registration fees collected)
- 7 games per player
- Tables numbered sequentially
- Start at table of your choice, first come, first serve
- Must have Trump to order or call
- Stick the Dealer rule in effect
- First Jack deals, dealing starts when the timer is set
- Euchre on Loner is 2 points, Renege on Loner is 4 points
- Each game will end after WIN (10 pts, max 13pts) or 20 mins (finish hand if deal started)
- Each person has a score card and writes their total points from that table and has an Opposing Player initial their scorecard. Bring card for score entry to main table.
- In the event of a tie, the team that scored the last points in the game will rotate to the next table
- Once the games for that round are complete the two winners from each table will get up and move 2 tables over in numerical order and the losers will stay at their table (ex. winners table 1 move to table 3, etc.)
- One of the losers will have to rotate one seat over so that one winner and one loser are on the same team this game
- No two partners should play back to back games together
- At the end of the tournament total points scored in all of the games will determine winners

- Prizes for 1st - 50%, 2nd - 25%, 3rd - 12.5% and Random drawing winner or 3rd Place Tie - 12.5% (ties for top spots, split position(s) money)
- In the event of ties involving more than 4 winners, the following tie-breakers will be used:
  - Most Wins
  - Highest Low Score
  - Head to Head match to 4 points