



# RECREATION & INTRAMURAL SERVICES

SPRING 2008

## EUCHRE TOURNAMENT

ALUMNI ARENA

THE SPRING 2008 INTRAMURAL EUCHRE TOURNAMENT WILL CONSIST OF THE CONFERENCES AND DIVISIONS AS LISTED:

Conference	Division	Time	League	# of Players
Sunday	Co-Rec A	Noon - It's over	All skill levels	36 Players

### DESCRIPTION OF DIVISIONS.

Co-Rec - Men and women will play in one tournament together

This is a progressive play tournament meaning you sign up as an individual. You are partnered with a different person every round of play. (See Euchre Rules for more info)

### DESCRIPTION OF LEVELS OF PLAY

All Skill Levels: There will be one tournament for all skill levels.

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As soon as your **\$5.00** guarantee of appearance deposit and registration form are submitted to Room 130 Alumni Arena, during regular business hours, Monday through Sunday, you will be granted a spot in the tournament provided there is room remaining. The **DEADLINE for registration submission is by the close of business, Friday, March 21<sup>st</sup>, 2008.** Tournament play is scheduled to commence Sunday, March 30th, 2008. Table assignments and rules may be obtained on the web at:  
<http://www.ubathletics.buffalo.edu/recreation/intramurals.shtml>.

**Current UB Student ID's or Faculty/Staff Recreation Permits are compulsory for all players.**

**UNIVERSITY AT BUFFALO  
INTRAMURAL SERVICES**

**INTRAMURAL TEAM DEPOSIT AND AWARD POLICY**

**PLAYER DEPOSIT**

A player wishing to participate in an Intramural event are requested to submit a Guarantee of Appearance per team deposit of \$5.00 per person) to the Recreation and Intramural Services' Office at 130 Alumni Arena, when entering their team's roster into a Conference. The \$5.00 represents that person's commitment to appear on time at all scheduled contests. In case of a cancellation, you **MUST** present your **ORIGINAL RECEIPT** when picking up your refund during the stated period.

**PLAYER AWARDS**

Tournament Champions are given an appropriate award.

**THE INTRAMURAL SPIRIT OF PLAY**

*"Team sport activities find their origin in the basic human need for the spirit of play. Winning and losing are mere outcomes of this play spirit. Abusive language towards officials and manipulation of the rules are "not part of the game." What is part of the game is the pure satisfaction of participation, getting fit and enhancing friendships. Without your opponent, you have no game, no contest, and no fun. You are indebted to them, as they are to you. The spirit of play then is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative play. All bowlers are encouraged to exercise good judgment in caring for the safety of others as well as themselves. At the University at Buffalo an intentional foul is considered cheating and a gross offense against the spirit of play. The goal of lifetime sports for all bowlers may have more meaning than that of a win or loss, the memory of which often fades quickly. All bowlers are asked to participate within the context of this spirit of play."*

Refunds must be picked up during office hours **Monday – Friday, 9:30 AM - 4:00 PM** between the dates of:

**MONDAY, APRIL 28<sup>TH</sup>, 2008 through FRIDAY MAY 9<sup>TH</sup>, 2008 ONLY!!**  
**(EXCLUDING SATURDAYS & SUNDAYS)**

**OFFICE USE ONLY**

Date Paid:

\_\_\_\_\_

Receipt #: \_\_\_\_\_

Initials: \_\_\_\_\_

\*\*\* Refunds after last date for pickup, cannot, under any circumstances be returned!!

\*\*\* Refunds will only be returned upon presentation of your **ORIGINAL RECEIPT!**



## RECREATION & INTRAMURAL SERVICES

### EUCHRE TOURNAMENT RULES

#### Eligibility:

1. All players MUST be CURRENT STUDENTS or faculty/staff with a Recreation Permit.
2. All players MUST have a valid UB student, faculty or staff I.D. card at ALL games. **FACULTY/STAFF PLAYERS MUST BE RECREATION PERMIT HOLDERS.**

#### The Game:

Euchre is a card game, and is played with a deck of 24 cards (9 through Ace in each suit).

The game is played with four (4) people which make up two (2) teams (partners sit across from one another). The object of the game is for a team to be the first to score ten (10) points. One (1) game will be considered a match.

The game consists of hands of five (5) cards per player, and points are awarded to the team which gets at least 3 out of 5 tricks. A hand consists of three (3) events:

#### 1. **Bidding**

After dealing five (5) cards to each player, the 21st card is turned up and placed on the remaining three (3) cards. This is called the "upcard." This represents the initial choice for trump. At this point the bidding begins. Once a trump is chosen, the hand is played out. The team which takes at least three tricks scores points and a new hand is dealt.

The first round of bidding - in the order of the deal, players may select the "upcard" as trump or pass.

The second round the players may select any other suit as trump or pass. If no player elects the trump the second round, the dealer must choose trump. This is called "hanging the dealer."

If a player believes s/he can take all five (5) tricks without any aid from his/her partner, s/he may elect to 'play it alone'. If the player takes all five tricks, the team scores four (4) points instead of two (2). If only 3 or 4 tricks are taken, only 1 point is scored.

#### 2. **The Play**

Once the trump has been chosen, play begins and the team that called the trump must take at least three tricks. If they do not, they have been Euchred and the opposing team is awarded two (2) points.

#### **Rules of Play**

The lead suit must be followed, if possible. If a player cannot follow suit, s/he may trump the trick. Highest card played leads the next trick.

The Grand Order of Trump is as follows:

Jack of Trump

Jack of Sister Suit (same color as trump)

Ace, King, Queen, 10, 9 of trump in order

Ace, King, Queen, Jack, 10, 9 in all other suits

Trump takes any other suit.

### 3. Scoring

In order to score points, a team must take at least three (3) tricks.

For the calling team:

3 - 4 tricks (1 point)

5 tricks (2 points) (0 points for 0 - 2 tricks)

For the Euchring team:

3 - 5 tricks (2 points)

(0 points for 0 - 2 tricks)

Player 'Alone':

5 tricks (4 points)

3 - 4 tricks (1 point)

#### **Tournament Play:**

- ◆ This is a singles tournament. You sign up as an individual. It is progressive play.
- ◆ When you sign in on the day of the tournament, you will be given a score card and will be assigned a number.
- ◆ On the score card you locate your number under "Round 1" to get your table assignment for that round.
- ◆ You will be matched up with a partner for that round.
- ◆ For each round, each player deals one hand. You are acting as a team with the partner that was assigned to you for that round.
- ◆ After each player has dealt one hand, you take the total points you and your partner won and this is your total for "Round 1"
- ◆ Once all tables are done with Round 1, you then will move to the designated table listed under Round 2. Here you will be matched up with another partner and play continues as it did in Round 1.
- ◆ The number of rounds in a progressive tournament is dependant on the number of people who participate in the tournament.
- ◆ Once all rounds are complete, you add up your total points from all the rounds, and the person with the top amount of points is the tournament champion.

#### **About Progressive Play:**

Progressive Euchre Tournaments are a fun way to play the game of euchre where everyone is on an even playing level. You are partnered with every person in the tournament once.

Progressive play eliminates any one set of partners from rolling over the competition and also keeps it fair in regards to "crossboarding". (Having discreet signals with your partner to denote what you are holding in your hand)

Lastly, progressive play is a great way to socialize and meet people.

## Important Dates to remember:

**Registration Deadline** – Friday, March 21st before the close of business in Rm. 130

**Tournament Play begins** – Sunday, March 30th, 2008 in the Triple Gym in the Alumni Arena

**Refund Dates** – Monday, April 28<sup>th</sup> – Friday, May 9<sup>th</sup>, 2008 (Excluding Saturday and Sundays) Euchre refunds are only given if the tournament is cancelled.

## Important Contact Information:

**Michelle Bernas** – Assistant Director for Intramurals – 645 -6149 – [mbernas@buffalo.edu](mailto:mbernas@buffalo.edu)

**Intramural Hotline** – For up to date cancellations – 645-3148 – Weather cancellations will be made 2 hours prior to game time.

**Intramural Web Site** – To download rules, schedules and Intramural Policies and Procedures.  
<http://www.ubathletics.buffalo.edu/recreation/intramurals/>

**Euchre List-Serv** – Please go to [www.ubrecreation.com/intramurals](http://www.ubrecreation.com/intramurals) and click on the bowling link to find out how to join the Euchre list-serv.

UB - Intramural Services - REGISTRATION FOR (Sport): \_\_\_\_\_ EUCHRE \_\_\_\_\_

PLAYERS INFO		**STUD. ORG. #	ID or RECREATION PERMIT NUMBERS
Player's Name: _____	M/F		
Phone#: _____			
E-mail address: _____			

**\*\* NOTE (STUD. ORG. NO.)** = In the column designated as Stud. Org. No. (student organization number), place the appropriate number of the organization, which represents the particular player. = (1) DUE, (2) GSA, (3) MED, (4) GRAD. MANAGEMENT, (5) DENT, (6) MFC, (7) PHARM, (8) LAW (9) Faculty/Staff \*\* All UNDERGRADUATES are (1) DUE.

**UNIVERSITY AT BUFFALO ~ INTRAMURAL SERVICES**  
**PLAYER'S DECLARATION**

(Please print)

**SPORT:** \_\_\_\_\_ EUCHRE \_\_\_\_\_

I do hereby declare that I am currently enrolled as University at Buffalo students. I have read and understand the University at Buffalo's Intramural Eligibility Rules. I fully understand that if I am not in compliance with any eligibility rule than I assume the technical ramifications of that action.

I know that the following are my responsibilities:

- Join the Euchre listserv in order to receive all up to date league information.
- Provide accurate phone numbers and email addresses so the Assistant Director for Intramurals can communicate properly any and all changes with you.
- Ensure I arrive on time to all contests. GAME TIME IS FORFEIT TIME. There will be NO grace period.

I fully understand that the refundable part of my fee (If any) **must be picked up within the refund period**, during the dates and times listed below, in the semester which my team participated, and that **I MUST PRESENT MY ORIGINAL RECEIPT IN ORDER TO RECEIVE MY REFUND**. I understand the Intramural Player Fee, Refund Policy (READ THE ATTACHED SHEET BEFORE SIGNING THIS DOCUMENT.).

I do hereby, for my heirs, executors and administrators, waive, release and forever discharge any and all claims for damages which my team has or which may hereafter occur to said team or team members in connection with our association or entry out of our participation in said event.

<p><b>Office Use Only</b></p> <p>Division of Play (Check One)</p> <p><input type="checkbox"/> - Co-Rec Sunday 3/30/08</p> <p>Captain will sign here to confirm the division of they have chosen to play: _____</p>
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**CAPTAIN'S NAME (SIGNED):** \_\_\_\_\_ **DATE:** \_\_\_\_\_

**FOR OFFICE USE ONLY:**

DATE PAID: \_\_\_\_\_ RECEIPT NUMBER: \_\_\_\_\_ R&I STAFF INITIALS: \_\_\_\_\_