

**ILLINOIS MOOSE ASSOCIATION  
STATE EUCHRE TOURNAMENT  
March 3, 2012**

**HOST LODGE - TUSCOLA 729  
807 E. SOUTHLINE ROAD, TUSCOLA, IL**

**ENTRY FEE: \$15**  
**Entry Deadline: February 22, 2012**  
**Late Fee: \$2.00**

**SINGLES TOURNAMENT  
ALL PLAYERS MUST BE A MEMBER OF THE LOYAL ORDER OR WOMEN  
OF THE MOOSE IN THE STATE OF ILLINOIS**

**BRING ENTRY FEE (CASH ONLY) AT SIGN IN  
SIGN IN TIME: 11:00 A.M. / GAME TIME: 12:00 P.M.**

**MOTELS**

**SUPER 8  
217-253-5488**

**HOLIDAY INN EXPRESS  
217-253-6363**

**BAYMONT INN  
217-253-3500**

\*\*\*\*\*CUT\*\*\*\*\*

**ENTRY FORM**

PLEASE PRINT  
NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

LODGE \_\_\_\_\_ LODGE# \_\_\_\_\_ CHAPTER \_\_\_\_\_ CHAPTER # \_\_\_\_\_

**ATHLETIC CHAIRMAN**  
Mark Hume

**TOURNAMENT CHAIRMAN**  
Joe Harris  
H) 217-253-3957  
C) 217-417-6390

**STATE PRESIDENT**  
Denny Longnecker

## ILLINOIS MOOSE ASSOCIATION EUCHRE TOURNAMENT

### RULES:

**10 Game Tournament**

**Complete game to 10**

**Every player must sign in**

**Every player must keep a score sheet**

**Every player is expected to be on their honor**

**No profanity**

**Any discrepancies will be dealt with by the tournament director**

**1<sup>st</sup> game, draw for partners with deck of cards. Each game after, draw High/Low for partners**

**Losers stay at table and winners move up a table (except Table 1)**

**Deal must be completed in 2 rounds or deal is lost**

**No misdeals as long as card has not been turned up on the kitty. If card is turned up, deal is lost**

**NO FARMERS HAND**

**No stick it to the dealer**

**No misplay if card is accidentally thrown and caught before trick is pulled**

**1 point deducted for a Euchre (set)**

### **Scoring:**

- **If makers win 3 or 4 tricks they score 1 point.**
- **If the makers win all 5 tricks they score 2 points.**
- **If the makers take fewer than 3 tricks they are said to be Euchred, and the defenders score 2 points.**
- **If a member of the maker's team is playing alone and wins all 5 tricks, the team scores 4 points instead of 2 – otherwise the scores are as above.**
- **If a member of the defender's team is playing alone and succeeds in winning at least 3 tricks, thereby euchring the makers, the defenders score 2 points.**

**PAYOUT: Top 10% -- Based on Total Number of Entries**

### **In case of tie:**

- **Highest number of wins takes higher position, if still tied;**
- **Lowest number of sets takes higher position, if still tied;**
- **Cut for high card.**