

FCCGE Pandemic Euchre

- Each team will consist of the same partners for the evening.
- Each team will get to play four rounds in the rotating format below.
- If we have an odd number of teams then the odd team in each rotating round will play the computer in Trickster. Basically the computer becomes its own team but can't win the overall
- Rounds will be played every 30 minutes as follows:
 - Round A – 7:00-7:30
 - Round B – 7:30-8:00
 - Break – 8:00 – 8:15
 - Round C – 8:15 – 8:45
 - Round D – 8:45 – 9:15
- Since Trickster handles the scoring and dealing, playing a standard game to 10 in a half hour should not be a problem.
- We will have to ensure that the same Trickster rules are followed in each set up (for example, “stick the dealer” or not, etc.)
- Each team will email their score to the tournament chair : [Tom Petrich](#)
- We can use the same scoring format except it will be by team vs. person.
 - Each team will count wins and total points per round
 - Keep track of loaners – we will use this number as a tie breaker

9:30 – Hold an all participant Zoom meeting to announce the winner and continued fellowship.

Round			
A	B	C	D
1 v 6	1 v 7	1 v 8	1 v 9
2 v 7	2 v 8	2 v 9	2 v 10
3 v 8	3 v 9	3 v 10	3 v 6
4 v 9	4 v 10	4 v 6	4 v 7
5 v 10	5 v 6	5 v 7	5 v 8