Defender Goes Alone
(this is an optional game rule)

Scoring:

Defender that goes alone: (see endnote #1)
- wins 3-4 tricks = 2 points or 4 points. *there are regional differences in scoring this.
- wins all 5 tricks = 4 points
- wins 2 tricks or less = 0 points

endnotes:
1) Euchre Rules – Card Game see “Scoring” section – last paragraph