

# 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