

## Hallettsville "42" Texas State Championship / Kolache Fest Tournament

### RULES OF PLAY

1. Have fun.
2. Texas Style "42" rules will serve as a guide for the tournament. However, the decision of the judge(s) is final.
3. Players must be 18 years of age or acceptable to the judge(s) to participate.
4. **Draw for the 1<sup>st</sup> shake.** High domino gets the first shake (last bid). In best of 2 out of 3 matches, the losing team will draw for first shake between themselves.
5. **Drawing dominos after the shake.** The first three bidders may draw their seven dominos randomly. The only rule is that the last bidder (or shaker) must wait and draw his/her seven dominos last.
6. Dominos must be placed up facing each player in a 4-3 or 3-4 arrangement. Ask a fellow tournament player or a judge if you do not understand what this means.
7. This is not forced bid. This means if the first three players all pass, the last bidder may also pass, and the shake rotates. Neither team will earn a mark on a re-shake.
8. **The only bids allowed will be:** Follow me, doubles are trump or in a suit (blanks through 6s). We do NOT allow splash, plunge, nello, sevens or follow me where doubles are a suit of their own. When doubles are trump, you do not have to follow suit to the double if you don't have any doubles. Example: If the bidder leads out double 6 and you don't have any doubles in your hand, you do not have to play a domino with a 6 on it.
9. You must declare what trump is once you win the bid. However, you do not have to lead out with a trump first. If you play your first domino without declaring trump, then it is assumed your trump is the high end of the first domino you play.
10. Any bid that is 42 or greater must be stacked in the middle of the table. The opposing team (or setting team) may decide the direction of the stack. You will need to double stack the tricks side by side. You are allowed to bid 84 out of the hole, meaning you do not have to wait for someone to bid 42 before you can go 84. You cannot bid three marks unless someone goes 84 first, however.
11. We ask that when you bid, you only say, "pass" or "30" or "I pass" or "I bid 30" (as examples). Table talking is not acceptable while bidding. For example, "I pass but I can help you partner," or "I bid 30, but feel free to overbid me partner." Please see a tournament judge with any questions or grey areas on this rule. The intent of this rule is to eliminate table talking during the bidding cycle.
12. Dominos are not to be touched once everyone has made a bid. You cannot push them in or rearrange them. Once you grab a domino to play, you must play that domino. You cannot put it down and grab a different one. If this causes you to renege, the other team will get the mark.
13. If a player "reneges" (meaning they do not follow suit or they lead out a domino when they are not the player in lead), the opposing team will automatically receive the mark. When a domino is accidentally knocked over or exposed to anyone else during play, it is to remain face up and played at the first possible opportunity (without reneging). Call for a judge if you feel a team purposely exposed a domino for a strategic advantage.
14. Any player at the table is allowed to ask what the bid is during a hand, but they are not allowed to ask what the trump is. Please be sure you hear what the bidder declares as trump when the hand begins. The score keeper is not allowed to write down the trump suit that the bidder declared.
15. **Bidding out of turn.** If a player bids out of turn, they must keep that bid and cannot raise their original bid once the bidding restarts. Example: If the true 2<sup>nd</sup> bidder thinks he is 1<sup>st</sup> to bid and bids "34", then the table realizes he was actually supposed to bid in 2<sup>nd</sup> position, the true 1<sup>st</sup> bidder can bid anything they wish. If the true 1<sup>st</sup> bidder goes 34 or higher, then the true 2<sup>nd</sup> bidder must pass (he/she cannot go higher than 34 in this scenario).

16. Regarding bids that are 42 or higher, players are not allowed to pick up and look under any domino once it's been played on the stack. You must use your memory to determine which dominos have already been played.
17. Observers (persons not directly involved in a game) may not make any comments during play. This includes calling reneges, commenting on bids, etc. You must remain quiet and must not give away any information that would impact the hand at play. You must have the consent of the players to watch as an observer.
18. A bidder may declare a laydown or that they have the bid made in order to save time. However, if the opposing team can demonstrate any possible way the bidder can be set, the bidder forfeits the mark. This is based on the actual dominos each player has in their hand, not the dominos they "could" have in theory. The bidder should wait until they are in lead, then announce to the table they have the rest and show the order they will play the rest of their dominos.
19. When playing, do not slam, throw, toss, or play your domino in any manner that could be construed as a signal. Preferably, you should play your domino in front of you, so that everyone can see who played which domino.
20. Any form of signaling, table talking, physical queues, etc. will be considered cheating and will result in disqualification from the tournament. We ask that everyone play honestly, fairly and with the utmost integrity.
21. **Bidding with dominos face down.** Players are not allowed to bid with their dominos face down. All players must turn up their dominos, facing them in a 4-3 or 3-4 format, before they announce their bid. If a team is losing badly, they cannot tell each other to bid 2 marks-3 marks: This is a clear form of table talking (see a judge for clarification).
22. Egregious/inappropriate behavior will not be tolerated at the tournament. This includes fighting, name calling, yelling, cursing, or threatening others. This is a fun social event meant to bring people together, and we ask that everyone show good sportsmanship.
23. **Pausing during play.** We do not allow strategic long pausing during play. Example: the bidder bids in blanks and leads out the double blank (the bidder has four blanks from start), the next player plays a small blank, and the partner takes an excessive amount of time and finally plays a small blank as well. The bidder now knows his partner has the other blank from his/her long pause.
24. **Bidding conventions.** This means that a team has a pre-arranged knowledge of their partner's bids. An example would be if a team agreed ahead of time that every time they bid 30, it meant that they always have the double 5. Another example would be if a team agrees that every time they bid 30, they have four (or more) doubles. This is something that must be a consistent pattern to make a ruling on. We want fair play for both teams, and this is more of an ethical guideline than a rule.
25. If any player or team has a question during play or would like a ruling on a hand, please pause play and call a judge to the table. If you wait until after the game ends to bring up the discretion, the judge will not be able to overturn the score/outcome of the game.
26. Please no food or drinks on the tables during play. Also, no tobacco products and no cell phone use during play. If you have an emergency, please stop play and let everyone know you need to make an important phone call.
27. Both members need to be present at time of check in.
28. Richard Hay is not allowed within 10 feet of the tournament brackets (this only applies to Richard Hay).
29. Ultimately, the decision of the judge(s) is final. The judge(s) will objectively rule on the hand at play after hearing from both parties and understanding what has happened with the hand at play.
30. If you have any questions about the rules, tournament format or any other inquiries, please ask one of the judges or veteran tournament players. The tournament director will point out several veteran players who can help answer questions and make rulings if the director is unavailable.