

DOMINO RULES

Each player will play on his own. You will play for 20 minutes at each setting, drawing each time for your table number.

The first player is designated by a previous draw for high bone, and the set can be any tile that suits the player's strategy. Each player then draws seven (7) dominoes. The second player in the clockwise rotation must match one end of the set. If unable to do this, he/she draws from the boneyard until he/she gets a playable bone. He/she must play immediately – without hunting for a more advantageous bone.

Doubles are placed perpendicular to other tiles. Only the first double played may be played upon.

SCORING:

Whenever a play results in all open ends showing a count that totals five (5) or multiples thereof, the player scores.

The first player to get rid of all his/her bones is the winner, which announces by calling "Domino". The winner gets one (1) point for each dot held by his opponents (to the nearest 5).

When neither player can play and each is stuck with bones, the winner is the player with the lowest total of dots.

ERRORS AND PENALTIES:

If a player takes too many bones at the start, he/she must keep any of the extra ones that he/she has seen. A player who takes too few bones must correct the error as soon as it is discovered. When a player exposes a bone while drawing from the boneyard, he/she must keep it. When an incorrect play is made and noticed, it is withdrawn, unless the next player has already taken his/her turn, whereupon the erroneous play stands.