

REGION 9 RALLY RULES FOR 42 TOURNAMENT

PROCEDURES:

1. Tables are numbered. Draw a ticket to determine your table and partner for the first round.
2. Draw for the bid at the first game of the series. High domino is the shuffler and last bidder.
3. Players must set their dominoes on the table. They cannot be held in player's hands.
4. **NO TALKING ACROSS THE TABLE TO PARTNER DURING THE PLAYING OF A HAND.**
5. Dominoes will be stacked in bids of "42" or "84" or more.
6. Hands may be re-shuffled if shuffler does not want to bid after three proceeding passes. **DO NOT PASS SHUFFLE.**
7. We will play four rounds of 20 minutes each.
8. At the end of each round, draw before leaving the table to determine high and low for next round. **VISITING HIGH** is the first **SHUFFLER** in the next round. The two highs are partners in the next round.
9. Winners will stay at #1 Table, but **MUST CHANGE PARTNERS**. All other winners progress toward #1 table. Losers at #1 Table go to the last (highest numbered) table and change partners.

BIDDING:

1. If any domino is exposed BEFORE a bid is made, then the dominoes must be re-shuffled.
2. Bidding may begin between thirty (30) and forty-two (42), or at eighty-four (84) when bidding is a high hand.
3. After "84" has been bid, the bids will be "126", "168", and "210" in this order.
4. **No "Nell-O" bids will be allowed.**
5. Once a bid is made, it cannot be changed.
6. **BIDDER MUST LEAD A TRUMP FIRST.** If a trump other than the double is led first, the bidder declares the trump suit on the first domino led.
7. **FOLLOW ME** – doubles are not a suit of their own.
8. When **DOUBLES ARE TRUMPS**, the lead of a double requires all players to play a double when possible or follow suit of the double led.

SCORING:

1. Both sides **MUST** keep their own scores, and each **individual MUST** keep his own score sheet.
2. If a player **RENEGES** (does not follow suit) and if the bid is less than 42, then the other team automatically 42 points. If the bid is 42 or greater, then the team receives the amount of the bid.
3. All hands are played out. If a bid is less than "42" and the bidder goes "SET" (HAS NOT MADE HIS BID), then the other team gets the AMOUNT OF THE BID PLUS THE AMOUNT WHICH THEY SCORE. (If the bid is 42, 84, 126, 168, or 210 and the bidder is "SET", then the other team also gets the amount of the bid plus the amount which they score.)
4. The members of each team **MUST INITIAL THE SCORE SHEETS OF THEIR OPPONENTS.**
5. **IT IS THE PLAYERS RESPONSIBILITY TO MAKE SURE THAT ALL SCORES ARE RECORDED ACCURATELY.**