

DOMINOES

RULES OF PLAY FOR SBYC TOURNAMENT

THE GREAT GAME OF DOMINOES

Who played it first? We don't know, but King Tut played it. So, we do know that for several thousand years it has been enjoyed by multitudes of players. Therefore, it must offer a good bit of fun and relaxation. There are three different types of domino sets available. These are, Double Twelves, Double Nines and Double Sixes. The last is far and away the most popular type and the one most commonly played at the Yacht Club. The other two are for the mathematically minded who love complications.

The Double Six set is composed of 28 separate dominoes, or tiles. There are seven tiles with each number (6·5·4·3·2·1·0) appearing on them; i.e., 7 with number 6; seven 5's; seven 4's; seven 3's; seven 2's; seven 1's and seven 0's (blanks). Each number on a tile has a double. Therefore, there are seven doubles from the double six down to the double blank. For some of our readers, the items, rules, penalties, etc. detailed herein may not be new; for a few, there may be an item of news here and there. For the rest, the newcomers to the great and relaxing fun game of modern dominoes --master the basic rules and suggestions below and you can thereafter hold your head high in any domino competition.

DOUBLE SIX DOMINOES

Basic Rules of Play for the "Standard" Or "Club" Game

TOOLS OF THE GAME

1. A Set of Double Six Dominoes.
2. A Scoreboard (nothing more than an old-fashioned cribbage board with pegs.)

HOW TO PLAY

The first step is to turn out the Dominoes on the playing table face (numbered side) down. Each player turns over one domino and the player with the highest value domino has the honor of making the first "set." The second player will then shuffle the dominoes for the first draw, and thereafter the shuffling will switch between players after each hand.

DRAW FOR PLAY

The setter draws five dominoes first, then the opponent draws. This leaves 18 dominoes in the "boneyard". The boneyard is placed near the setter as a reminder that he/she will be the shuffler next hand.

SCORING

Any total of exposed domino ends that add to five, or any multiple thereof, scores one point for each five count. Thus, if the setter sets a 4·1 he/she would score 1 (4 plus 1 equals 5) or the 4·6 would score 2 (4 plus 6 equals 10), or the double five would score 2. The five-blank would score 1; the 3·2 would score 1. Scoring occurs throughout the playing of the hand whenever a play creates a multiple of 5 in the total of the exposed ends. A score not taken prior to the succeeding play by the next player is disallowed. At the end of the hand, the player who goes out first (domino) receives the nearest multiple of 5 in the total of the dominoes remaining in the opponents hand; i.e., if

the opponent is left with the 6-5 and the 2-5, the total would be 6-5 is 11, plus 2-5 is 18. The nearest multiple of 5 would be 20; hence the winner of the hand would score an additional 4 points ($20 \div 5$). Had the total been 17 the nearest multiple of 5 would have been 15 resulting in a score of 3 points rather than 4. The minimum winning score of the game is 61 points. If both players exceed 61 then the player with the highest score is the winner. Each row of holes on the scoring (cribbage) board total 30: so a game then means pegging points the length of the board and back and one or more in addition. In the event of a tie, an additional set, or sets should be played until the tie is broken.

THE FIRST PLAY

The setter sets (plays) the first domino which can be any of the five in his/her hand. It can be a double, a score, or a non-scoring domino as he/she chooses. If a double is set it must be placed parallel to the setter. If a single is set, the larger number must be toward the setter; i.e., in the case of the 4-6, the 6 must be toward the setter.

SUCCEEDING PLAY

The next player must play a domino that will have one number matching one of the numbers on the "tile" that has been set. He/she plays his/her tile so that the numbers match; i.e., If the tile set is, for example the 4-6 and the next player has several tiles with 6's, he/she may play any he/she chooses and play it with the 6 against the 6 of the 4-6. Should he have the 1-6 and chooses to play it, he/she would score 1 as the exposed ends would then be the 4 of the 1st played tile and the 1 of the tile he played. The total then is 5 or one point.

THE PLAY OF DOUBLES

Doubles are always played across a single tile. If a double is set, then it must next be played against on the side and the next play on the double must be on the opposite side. This is called crossing the "T": i.e., making a cross of the "T" formed by a double and a single previously played. After a double is crossed it is no longer an exposed number and cannot thereafter be counted in scoring but may thereafter be played against on its exposed ends.

BONEYARD AND ITS PURPOSE

In the event a player, in his/her turn, cannot play; i.e., he/she has no domino with a matching number for those previously played, he/she must draw a domino from the boneyard and continue drawing until he/she gains a domino that can be played. All dominoes in the boneyard can be drawn except the last two. In the event a player draws all from the boneyard (but the last two tiles) and still cannot play, he/she must pass his/her turn to the opponent.

GOING OUT

A hand is completed when a player has played the last domino in his/her hand. He/she has thus "gone out" (dominoed) and he/she then scores the points remaining in their opponents' hand as described in "Scoring". In the event the boneyard is depleted and none of the players can play or go out the hand is considered a stalemate and scored as described in "Stalemate".

SKUNKED

When a player fails to make the turn on the board (31 points) before their opponents go out (61 points) they are considered skunked and may suffer whatever penalty they have mutually agreed upon at the start of the game. Most players prefer to play "no skunks" and thus place no penalty on such an undignified result.

STALEMATE

When both players pass and no other dominoes are available in the boneyard, the hand is considered complete and the player with the smallest count in their hand will score the total of the count of their opponent's hand minus the count in their own hand. If one player has the double two and the other has the double six, the player with the double two would score two points. 2-2 is 4 and 6-6 is 12, 12 minus 4 is 8 and the nearest multiple of 5 is 10 for two points.

ACCIDENTAL PLAYS AND PENALTIES IF ANY

EXPOSED DOMINOES

If a domino is accidentally exposed in the drawing of a "hand", all dominoes should be reshuffled and redrawn. An exposed domino is considered played when the player's hand is removed. Until then it can be played in any playable place.

If one is exposed accidentally after the "hand" is started, it can be picked up and play continues.

**An alternate rule sometimes played, the exposed domino must be left face up and can only be played at his/her opponent's direction and he/she is not allowed to score with it. ** Prior to start of game, this rule may be agreed upon whether to enforce or not.

WRONG PLAY

In the event a wrong play is made and is noted by the opponents, prior to succeeding play, it should be played correctly. However, if a play intervenes, the wrong play shall stand as played. Should the succeeding player, after a wrong play, draw from the boneyard and sees his/her draw before noticing the wrong play he/she must keep the drawn domino and, if necessary, continue to draw until he/she can play.

OVER AND UNDER DRAWING

If a player under-draws at the start of a hand he/she must complete his/her hand from the boneyard when he/she discovers or is told of his/her error. Should an over-draw be discovered, it shall be considered the offending player's hand and all must be retained. He/she shall not be permitted to score on his/her first play.

UNNECESSARY TRIPS TO THE BONEYARD

The boneyard cannot be drawn from when a hand contains a playable tile. Should this be done inadvertently the player must declare that such is the case and the offending player shall not be permitted to score during the remainder of play in the hand.

THE NEXT GAME

If desired, a new drawing for set can be held as at the start of the next game.

FINE POINTS OF GOOD PLAY

1. Calculate possible scores by adding or subtracting. If the total of the ends should be 13, you could score by adding 2 or taking away 3.
2. Keep track of number of same numbered tiles played; i.e., four 3's, five 6's, etc. This is a clue to the odds on whether a subsequent player can either play and/or score.
3. Keep in mind the numbers of the tile originally set each hand. This is usually an indication by the setter of his/her remaining tiles.

4. Where possible, and the total number of a given number played would so indicate, good defensive play would be to cut off a number and perhaps force your opponent to the boneyard.
5. Remember you can only win the game by scoring more points than your opponents. The main object, then, is to score as often and as much as you can. However when the "Dancing Girls" come on stage, sometimes it is good play to cut them off even though you could score unless you have control of these lovely tiles.

THE LANGUAGE OF THE GAME

Your fluent use of these terms won't make you an expert, but you can sound like one.

TILE = Domino

NUGGET = The 1 – 6, when played on a one will add "5". When played on a six will take away "5".

CROWN JEWELS = The Double five

HARRY BELLY = The double six

LIGHTHOUSE = Setting a double when you have matching tiles for it

TO DOMINO = To go out at end of game, to win

DANCING GIRLS = All tiles with fives

SNAKE EYES = The double one

DOUBLE DEUCE = The double two

DOUBLE BLANK = Just that

SKUNKED = Failing to make the turn (31 points) on the peg board before your opponents go out (domino)

PEG BOARD = Cribbage board, scoring device

PEGS = Scoring pins

TO CUT OFF = To play so the next player, or your partner cannot play

TO FOLLOW = To play a scoring domino after a preceding score

BONE YARD = Excess tiles after the draw at the beginning of a hand

TILE SHOP = Bone Yard

SET = Initial play of a new hand

BANKER'S SET = The 2 – 3 when set cannot be scored upon by the next player

END = The exposed end of any played domino

SPINNER = Any double

CROSSING THE "T" = Play on a double which has been an "end"

SHUFFLE = Stirring the dominoes face down at the start of a hand

FOLLOW TILE = Any domino that will score following a previous score

DRAW FOR SET = Shuffle the tiles. Then each player selects and turns over one tile. The highest tile gets the first set.

SPOTS = Markings on dominoes denoting numbers. Not the ones before the eyes denoting indigestion.

DOMINOITIS = A disease prevalent among clubs and in many homes. Symptoms; Spots and \$\$\$ before the eyes. Antidote; One more fast game!

STUPID = What we are when we set a "Lighthouse", fail "To Follow" when we could have, or overdraw.