**42 Tournament Rules**

1. Once tournament play starts, you cannot substitute players.
2. Players will draw for first shake; highest domino shakes and will be last bidder.
3. Scores are recorded in marks. “30” is the minimum first bid.
   1. If first three players “pass”, the last bidder must bid at least the minimum of “30”.
   2. “2 Marks” can only be bid, if “1 Mark” was bid by another player in the same bidding sequence (same for 3 and 4 Marks).
   3. Dominoes played at “2 Marks” or higher, will be stacked in the center of the table.
   4. The first team to reach 7 marks: “ALL”, wins the game.
4. “LOW” hand bids are allowed only when forced, and “LOW” bid must begin at 1 or 2 Marks.
   1. The non-playing partner will turn their dominoes face down.
   2. Do not declare “LOW” or “HIGH” until all bids are in.
5. Bidding “SEVENS”, “SPLASH”, OR “PLUNGE” is NOT allowed.
6. RENEGE: Players will lose a hand being played if:
   1. You or your partner overlook a domino that should have been played, or
   2. you fail to follow suit
7. A domino laid is a domino played. If you expose a domino that cannot be played, a “RENEGE” is committed.
8. Talking (not about game play) is perfectly fine but be mindful and respectful of the other games going on around you.
   1. No coaching your partner while bidding. No visible means of communication pertaining to the game between partners is allowed during play.
9. SHUFFLE: Be reasonable; five rotations of the dominoes should be sufficient.
10. CHEATING WILL RESULT IN ELIMINATION FROM TOURNAMENT.

**It is suggested that teams try to come to an agreement on minor mistakes, but if you cannot come to an agreement among players at the table, ask for a ruling from the judge who is available. Judge ruling is final.**

The Game of 42

The game is played by four people divided into teams of two. A series of hands are bid and played with marks awarded for winning each hand. Hands are played until one team reaches a score of 7 marks. 42 has some similarities to Spades, Hearts, and Bridge.

Object: Reach a score of 7 marks (ALL) first.

Start of Play:

* Setup: Two teams of two. Partners sit on opposite sides of the table. A standard double-six set of dominoes (blanks through sixes, 28 dominoes) is used. Each table should determine who will be the scorekeeper.
* Determine First Shaker: Dominoes are placed face down on the table and shuffled by any player. Each player draws one domino; the player that draws the domino with the highest total quantity of dots on both sides will be the first shaker. In the event of a tie, those players will repeat drawing until there is a single winner.
* Play of Game: Each time you shuffle and draw dominoes, that is a new hand. One team will be awarded a mark each hand – until one achieves 7 (or more) marks. Each hand consists of seven individual tricks, with the highest domino winning the trick. A hand is won by either the bid-winning team or by setting – preventing the bid-winning team from meeting their bid.
  + Shake
  + Draw: each player draws 7 dominoes
    - The team opposite of the person who shook the dominoes will draw first.
  + Bid: The total bid points available in any hand is 42:
    - 1 point for each trick won
    - 5 points for each “five-count” won: 0/5, 4/1, 3/2
    - 10 points for each “ten-count” won: 5/5, 6/4
    - Bidding Rules:
      * Bidding begins with the player to the left of the shaker and proceeds clockwise ending with the shaker.
      * Each player may only bid once, in order.
      * Highest bidder wins the bid (and declares trump)
      * Each player may either pass (not bid) or bid higher than the previous bid when it reaches their turn.
      * If all players pass, the shaker must bid at least the minimum bid of 30.
      * When bidding reaches 42 (one mark), only marks may be bid after that, and subsequent bids may only be one additional mark.
  + Declare Trump
    - Trump suit is declared by the winning bidder prior to playing the first domino. Valid trump options are: blanks, ones, twos, threes, fours, fives, sixes, doubles, or none (follow-me). Trumps are a super suit that win over other suits when played per rules below.
    - If a trump is not declared before playing the first domino, the suit led in the first trick shall determine the Trump.
  + Play – for each truck, dominoes are played per the following rules:
    - Suit Order – For any suit, the win order hierarchy is determined by the highest opposite end played, except for the double
    - Trumps – any domino matching the Trump is in the trump suit and never in any other “matching” suit; Trumps beat all other suits
    - Lead Anything – You may lead any domino in your hand
    - Suit Led – Unless a Trump is led, the higher end of the domino led determines the Suit for the duration of that trick.
    - Follow Suit – players must, if possible, play a domino in the suit led; note: except for doubles, every domino matches 2 suits; dominoes with one side matching trump are always in the trump suit
    - Play Off – if void, play any non-trump domino as a loser
    - Play Trump – if void, play a trump, beating any non-trump played
    - Win Trick – a truck is won by playing the highest domino in the suit led, or highest trump is trump is played
  + Pull Dominoes – Partner of hand winner pulls the dominoes to a corner of the table. Same with the other time, if they win any of the tricks.
    - The player who won the previous trick will lead the next. This is repeated until all seven tricks have been played.
  + Score – If the team winning the bid captures enough points to reach their bid, they are awarded the winning mark(s). If their opponents capture enough points to prevent them from reaching their bid, the opponents are awarded the winning mark(s).
  + Win – The first team to reach 7 marks, wins.