

# DOMINOES

## SINGLES & DOUBLES

### TEXAS GOOD SAMS

**OBJECTIVE:** A Set of double six dominoes are used. The object of play is to score points while playing all dominoes in the hand. The first team (doubles) or person (singles) to score 250 points wins the game. Several hands may need to be played to win the game. Winners advance as directed by the game official. Each game is single elimination.

**GAME:** "Doubles" is played with 4 players (2 partnerships of 2 players each). "Singles" is played with 2 players, one against the other. The "Doubles" game is played first. The "Singles" games begin with losing partnership in the first round of "doubles" playing each other. Additional "singles" games are played as directed by the game official until a winner and second place finisher are determined.

Draw for partners as directed by the game official. If you draw a partner that is in your chapter, please change partners. Byes will be determined by the game official.

1. Shuffle dominoes and draw for first play (down). Player drawing highest domino plays (downs) first. The player to the right of the first player shuffles the dominoes to begin the first hand. Shuffle rotates left after each hand.
2. In doubles, each player draws seven (7) dominoes and plays the dominoes drawn. In singles, each player draws nine (9) dominoes with a "bone pile" of ten (10) dominoes. There are NO reshuffles.
3. The first double played is the spinner. Dominoes may be played on all four (4) sides of the spinner. All other doubles are placed crosswise and other dominoes are only played off two (2) sides.
4. The first player may down any domino from his/her hand.
5. After each domino is played, a score is announced if the total number of dots or pips on the open end of the dominoes is a multiple of 5. A score of 5, 10, 15, etc. is recorded.
6. In doubles, a player "passes" if no domino can be played. In singles, when the player has no domino that plays, that player will draw dominoes from the bone pile until finding a domino that will play. If all dominoes in the bone pile are drawn and no play can be made, then the player "passes".
7. A hand ends when a player has played all the dominoes in their hand and announces "out" or the game is blocked (no one can play).
8. The pips on the remaining dominoes in the opponent's hand(s) are totaled and points are awarded to the team or person that went out. Points are rounded up or down to the nearest 5.

9. If the game is blocked, points are awarded to the person or team with the lowest total of pips on the remaining dominoes (single or team) rounded off to the nearest 5 points.
10. There is no talking during play. There will be a 50 point penalty awarded to the opposing team for telling a partner anything regarding the game.
11. If a player plays out of turn, reneges, or exposes a domino that cannot be played, a 50 point penalty is awarded to the opponent.
12. If the exposed domino cannot be played, it is left face up and **MUST** be played on the first opportunity.
13. When scoring, the player must announce the score. If the score is not announced before the next play, either opposing player may announce the score and will receive that score.