

# SKIP BO

## TEXAS GOOD SAM

### GAME

There are four (4) players per table. Draw for partners as directed by the game official. If your partner is in your chapter, please change partners.

### STOCK PILE

Each player's stock pile contains fifteen (15) cards. Each player has one stock pile, placed face down with the top card of the pile turned up. The stock pile must be placed in such a manner so it will not be confused with a discard pile.

### DRAW PILE

After the deal the remaining cards are placed face down in the center of the table to form the draw pile. If the draw pile becomes exhausted the cards from the completed building piles may be shuffled to form a new draw pile.

### BUILDING PILE

During play, four (4) building piles will be started. Each pile is built face up in sequence with number one (1) card through number twelve (12). SkipBo cards are wild and can be used for any number. Multiple SkipBo cards may be used in a sequence. Once a pile of twelve (12) cards has been completed, it is removed and a new pile may be started.

### DISCARD PILE

During play, each player must have four (4) discard piles face up **before** starting to stack other cards on top. The player may build up any number of cards on his or her discard pile, but must only play the top card of any of the discard piles.

### RULES

On the player's first turn he draws a hand of five (5) cards from the draw pile. After the first turn he will draw only enough cards to make five (5) in his hand. Any card that is revealed must be played. If a player, during his turn, plays all the cards in his hand without discarding, the player may draw an additional five (5) cards from the draw pile and continue playing. A player's turn ends when he discards one card onto one of his discard piles.

During his or her turn a player can play from his partner's stock piles and discard piles as well as his own. During the player's turn his partner must keep silent. Only the player taking his turn can ask a partner to make a play for him. The non-playing partner may turn over the top card of his stock pile without being told. Any player guilty of instructing or advising his or her partner in any way during his partner's turn must take two (2) cards from the draw pile and place them at the bottom of his own pile without looking at them.

If a player inadvertently draws too many cards, he must randomly insert the extra cards drawn into his own stock pile without looking at the face of the cards.

Once a player discards, the play is final and no changes can be made by the player.

A partnership wins the game when all cards in both their stock piles have been played.