

## **TENNESSEE GAME RULES**

### **"42" played with DOMINOES**

“42” requires four (4) players teamed in two (2) pairs (or partners). Partners take their position directly across the table from one another. This makes it possible for a player of each team to follow an opposing player's play.

#### **1. DEALING:**

- a. A dealer must be selected to start the game. This is done by placing a set of dominoes (Set of double six dominoes) face down and shuffling or scrambling them. Each player then draws one (1) domino and turns it face up; the player drawing the highest number of dots is then the first (1<sup>st</sup>) dealer. The dealer turns all dominoes face down and shuffles them again.
- b. After the dominoes are shuffled, each player draws seven (7) dominoes and turns them up on edge concealing them at all times from all other players. This is repeated after each hand of seven (7) dominoes are played. The deal moves clockwise around the table giving each player a chance to deal once in every four hands.

#### **2. BIDDING:**

- a. **Rotation of Bid:** The player sitting to the left of the dealer is the first (1<sup>st</sup>) bidder. The bid then moves clockwise around the table until every player has had the opportunity to either bid, raise or pass. Each player has only one (1) chance to bid before play begins. The highest bidder then announces trumps and starts the game by playing the first (1<sup>st</sup>) dominoe.
- b. **The different bids:** Always bid the numerical value of your hand but never reveal the trumps you are bidding until you have won the bid. The different bids are: 30, 31, 32, 33, etc. on up to 42. Bids above this, must be in multiples of 42 or 84, 126, or 168. Before bidding 126, or 168, 84 must be bid by a previous bidder. If a bidder feels he can take every trick, he can start the bid at 42 or 84. If the next bidder also has a very good hand and want to raise, he may bid 126 then 168. The loss of one trick sets 42, 84, 126 or 168 and the dominoes are immediately reshuffled.
- c. **Score by marks:** Many “42” players prefer to score by marks instead of numerical value. In doing so each hand through 42 points count one (1) mark,, 84 two marks, 126 three marks and 168 four marks. Likewise, if the bidder goes **SET** the opponents receive the same

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number of marks bid. The side to make seven (7) marks first wins the game.

- d. **Forced bidding:** Forced bidding is where the dealer must take the bid for at least 30, if none of the other players bid during their time.

3. **BASIC RULES:**

- a. Players must follow-the suit led by the first (1<sup>st</sup>) player of each trick. If trumps are not led, the highest suit on the domino led establishes the suit you must follow. If it is not possible to follow suit, a trump, count domino, or an "off" may be played. Trumps cannot be played, if it is possible to follow suit with other dominoes.

**"42" Dominoes**

There are other variations of 42 Dominoes, such as Follow Me, Nel-O, Sevens, Etc. For the play of "42" in **Region Six** only the rules shown on the first page will be used and not the variations as shown above.

**FOR DOMINOES ONLY "42":**

To advance to the next level of playing, a partnership must win two (2) out of three (3) games played. If a partnership wins the first two games, a third game need not be played.

Forced Bidding will be used. There will not be any reshuffling.

There will not be any talking to one's partner when the game starts regarding the bidding or playing. Telling your partner anything regarding the same will be a penalty of one (1) mark.

Reneging on a play, if called, will be a penalty of the number of marks bid. The partnership reneging will give the points to the other partnership.

If you expose a domino that doesn't play, a one (1) point penalty will be against the partnership who exposed the domino. If a domino is exposed that will play in that round of play, the exposed domino will be played.