



## TENNESSEE GAME RULES “GALLOPING DOMINOES”



### 1. OBJECT:

- a. To throw dice into the circle. Dice must be inside circle to count. **DO NOT PICK UP** dice until round is over. If a dice is knocked out of the circle, it does not count. If a dice is knocked over by another dice, the last number of spots showing is the one that counts.

### 2. EQUIPMENT:

- a. Eight (8) large dice. Four (4) in one color (RED) and four (4) in another (YELLOW). (Numbers are to correspond to regular dice).
- b. Size of dice: 4 by 4 inches
- c. Rope / Garden hose – 25 feet in circumference.
  - i. Form rope / hose into a circle on **GRASS**.

### 3. PLAYERS:

- a. Two (2) players play the game.
- b. Players will play four (4) rounds.
- c. Stand fifteen (15) feet from circle.

### 4. THE PLAY:

- a. Each player will throw four (4) dice, one (1) after the other.
- b. Players' alternate who goes first in each round. Each player starts first in two (2) rounds; the other player goes first in the other two (2) rounds.

### 5. SCORING:

- a. Count spots showing on top of dice after both players have completed the round. After four (4) rounds, add up the four (4) scores.
- b. If a tie occurs, players who are leading know they may have to come back for a play off.