

TENNESSEE GAME RULES

“SKIP-BO”

THE CARD PILES:

1. STOCK PILE:

- a. Each player has one **STOCK PILE**, placed face down on his right, with the top card of the pile turned face up.

2. DRAW PILE:

- a. After the deal, the remaining cards are placed face down in the center of the table, to form the **DRAW PILE**.

3. BUILDING PILES:

- a. During the play, up to four (4) **BUILDING PILES** can be started. Each pile is built face up in sequence, starting with number 1 card or a skip-bo up through number 12. Skip-Bo cards are wild. Once a pile of twelve (12) cards has been completed, it is removed and a new pile may be started.

4. DISCARD PILES:

- a. During play, each player may build up to four (4) **DISCARD PILES**; face up and to the left of his stockpile. The player may build up any number of cards, in any order, on his **DISCARD PILES**, but may only play the top card off any of his **DISCARD PILES**.

THE DEAL FOR PARTNERSHIP:

1. The deck is divided between the two (2) sets of partners and thoroughly shuffled. After thoroughly shuffled one partner of each set will deal four (4) piles of ten (10) cards each. Then the eight (8) piles of cards will be combined and each player will have a **STOCK PILE** of twenty (20) cards. The dealers place the remaining cards in the center of the playing area to form the **DRAW PILE**.

THE PLAY:

1. The player with the highest card, not counting a Skip-Bo card, will play first. If two or more players have identical high cards, they will draw for high card from the **DRAW PILE**.
2. In a 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) cards in his hand. A player's turn ends when he discards one (1) card on his discard pile.

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3. If the **DRAW PILE** becomes exhausted, the cards from the completed building piles may be shuffled to form a new **DRAW PILE**.
4. During his 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 as to any card plays, which can be made. Only the player taking his turn can ask a partner to make a play for him.
5. Any player guilty of instructing or advising his partner in any way during his partner's turn must take two cards from the draw pile and place them at the bottom of his own pile without looking at them.
6. If a player inadvertently draws too many cards, he must shuffle the extra cards drawn into his own stockpile.
7. A partnership wins the game when all the cards in all their stockpiles have been played.
8. Only one game will be played by a losing partnership. The winning partnership will advance to the next step in the contest.
9. A sample chart attached will be used for all games.