

NEVADA GOOD SAMS GAME RULES

Revised September 2015

GENERAL GAME RULES FOR TOURNAMENTS:

All games will be played in accordance with Nevada Good Sam Game rules. In order to participate for the Nevada State Chapter game flag, you must be a member in good standing in a Nevada Chapter. The Chapter that you designate on your Samboree registration form will be the chapter that receives your game points toward the Nevada State Chapter Game Flag. Any instances of unsportsman-like conduct or cheating will result in the immediate disqualification of the offending player for all games at that Samboree. Players arriving after the designated start time for any game will forfeit the game.

All decisions of the official in charge of the game will be final.

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“31”

This game is played with 5 or 6 players at the table. Each player will be supplied with 3 chips.

Each player will draw a card from the deck to determine who goes first in the game. High card is the first player.

Each player is dealt 3 cards from the deck. The remainder of the deck is placed face down on the table and the top card is turned face up next to the deck to commence the discard pile.

The object of the game is to gather the highest score in your hand. The cards must all be in the same suit. To accomplish this each player in turn draws one card from either the deck or the top card of the discard pile. They must then discard one card face up to the discard pile, maintaining 3 cards in their hand.

Points are awarded for each card as follows:

Ace	11 points
K, Q, J and 10	10 points
All other cards	Face Value

Once a player feels they have a good hand, they will knock and show their hand. You cannot knock immediately after drawing a card ***unless*** you make “31” with that card. In that case you must lay your hand down immediately. If you fail to do so and someone else knocks before it is your turn again, you will automatically lose (forfeit a chip).

If a player knocks and another player can beat their hand, the knocking player loses a chip. If the player who knocks is high or ties the highest hand, then the low player loses a chip. In the case of a tie for low hand, both low players lose a chip. If “31” is hit, then all other players lose a chip. If all the cards are used, then the low player (or players in case of a tie) loses a chip.

When a player loses all 3 of their chips, they are out of the game. The rest of the players continue until only one player is left with a chip. That player is declared the winner at that table and goes on to the playoffs.

BEAN BAG BASEBALL

The umpire is in charge of the game. His/her decision is final. A game normally consists of 6 innings, however, the umpire may change that based on the number of teams signed up to play.

The teams will be selected from the names submitted on the sign-up sheets. The number of players on each team will not exceed nine. A team can substitute a player only at the beginning of the game.

Each team will select a captain. The captain will give the umpire the batting order of his/her team. A coin toss will determine which team is the visiting team (first at bat).

Each player will be given 3 bean bags to toss at the board, which is placed 19 feet in front of home plate. Each bag that does not go in a hole on the board is a strike. Bounces off the ground always count as a strike. If a bag is only half way in a hole and a subsequent bag thrown by the same player causes it to fall all the way into the hole, the first bag counts. When a bag goes in a hole, the player must do what the hole states. For example, if the bag goes in the double hole, the player must go to second base. In that example, any players on first and second are forced to move up to the next base.

Runs are scored whenever a player throws a bag through the home run hole on the board or by forcing players into home plate. A runner must touch all bases and home plate before they sit down or their score does not count.

A maximum of 6 runs or 3 outs is allowed for each team per inning.

At the top of the last inning, if the visiting team is losing, it may score up to 6 runs more than the total scored by the home team so long as they have not acquired 3 outs.

In the bottom of the last inning, the home team may score 1 run more than the visiting team before 3 outs are made.

BOCCE BALL

The game officials are in charge and all their decisions are final.

THE COURT:

The court area is approximately 12' wide by 60' long. A center line is marked at 30'. Foul lines are marked 9' from each end of the court. The jack ball must be thrown between the center line and the foul line on the end of the court opposite the player throwing the jack ball.

THE GAME:

Bocce ball is also known as lawn bowling and is played as doubles at our Rallies. Each team has 4 large bocce balls. There is also a jack ball which is thrown out at the beginning of each round. The object of the game is to get the 4 bocce balls closer to the jack ball than the opposing team.

One player from each team stands at each end of the court. Only the players on one end of the court throw balls until a frame is ended (when the players for both teams have exhausted 4 balls each). Then the play moves to the players at the other end of the court.

A coin toss will determine which team will start the game by throwing out the jack ball. The winning team will also choose the color of their large balls. One member of the team winning the coin toss will throw out the jack ball. It must land between the center line and the foul line on the opposite end of the court. That same player will then throw the first bocce ball. If it doesn't go past the center line, the bocce ball will be removed from play. The opposing team member will then throw his/her bocce ball(s) until they are closest to the jack ball or they have thrown all their balls. This "nearest ball" rule governs all subsequent plays. In other words whenever a team gets their bocce ball nearest to the jack ball, they step aside and allow the opposing team to bowl.

A team has the option of rolling, throwing, bouncing, banking, etc its bocce balls down the court provided they do not go out of bounds or violate the foul markers. A player also has the option of "spocking" or hitting out an opponent's ball in trying to gain a point or to decrease the opposing team's points.

At the end of each frame a designated official will determine the points scored. All balls of one team that are closer to the jack ball than the closest ball of the opposing team score a point. If a ball from each team is tied as closest to the jack, those balls are eliminated and the next closest ball earns a point.

FOULS:

Nevada Good Sams recognizes 3 fouls during tournament play. Those fouls and the penalties for them are as follows.

Failing to throw from behind the court markers. No part of the player's foot can cross over the end marking for the court before the ball leaves the player's hand. A first offense will result in a verbal warning for that player. Subsequent offenses

may, at the official's discretion, result in the removal of the ball thrown at the time of the offense.

Illegal movement of a bocce ball. Illegal movement refers to any movement of a ball by means other than the result of normal play. For example, if a player picks up or kicks a bocce ball, that is illegal movement. If the illegal movement is a ball from your own team, the penalty is removal of that ball from play. If the illegal movement is a ball from the opposite team, the penalty is removal of the ball from play and the awarding of one point for that ball. In either case, play continues once the penalty has been enforced. Only one team is awarded points, so only the team fouled against can be awarded points.

Illegal movement of the jack ball. If the jack ball is illegally moved, the opposing team will be awarded points for each ball that team has already played and the frame will end.

If a player, spectator, animal or object interferes with a ball in motion, that ball will be played again. If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play, the frame is dead.

CRIBBAGE

Low cut of the deck wins the deal, pegs and positioning of the board. The loser deals thereafter.

A misdeal will result in the cards being dealt again. If a card is exposed or dropped during the deal, the cards will be dealt again.

Cards placed in the crib cannot be picked up again. Should the opponent cutting the cards look at the bottom card, the other player has the option to reshuffle and cut that portion of the deck.

A cut jack will count as 2 points, which must be pegged before the dealer plays his first card.

A jack in the hand or crib which is the same suit as the cut card will count as 1 point.

Hand and crib must be laid out plainly in view when counting and must remain so until the opponent understands the count.

The player not dealing will count and peg first.

Players will count their own hands. No assistance should be requested or given.

Once a score has been pegged, it can only be changed before the hands are removed from the table and only upon agreement of the opponent.

No penalty points (muggings) will be awarded.

HORSESHOES

Players arriving after the designated start time for the game will forfeit said game.

There will be a 20 minute time limit on all games, except the playoff games which will be played to 21 points. The player having the highest score at the end of the 20 minute time limit or who scores 21 first wins the game. There are no skunks in Nevada Good Sam tournaments.

Only horseshoes provided by Nevada Good Sams will be used for competition play.

The stakes are placed 40 feet apart. All women and men over 70 may pitch 30 feet from the stake. Men under 70 must throw 40 feet from the stake.

SCORING

Ringers count for 3 points.

Closes shoe to the stake (within a shoe width) counts for 1 point.

Leaners count for 1 point.

A shoe that hits the foul line (3 feet in front of the stake) or hits the backboard and bounces back in is a dead shoe and must be removed.

MEXICAN TRAIN

Mexican Train is a dominoes game played with a set of double 12 dominoes. Two to eight players play each game. The number of tiles to be drawn by each player is as follows:

2 players – 16 tile each; 3 players – 15 tiles; 4 players – 14 tiles; 5 players – 13 tiles; 6 players – 12 tiles; 7 players – 11 tiles; 8 players – 10 tiles.

Unless otherwise stated by the game official, the game will consist of three rounds starting with the double 12. For each round, the starting tile will be held out and placed in the center of the table (the start position). All tiles other than the starting tile are placed face down on the table and are shuffled before play. To start the game, each player draws one tile. The highest number tile drawn designates the first player. The tiles used to determine the first player are then mixed back in the “bone pile”.

Once the first player has been determined, each player then draws the appropriate number of tile from the bone pile (see chart above).

The first player has the option of placing a tile on their own train or starting the Mexican Train by playing a tile **matching the starting doubles**, with the matching number closest to the center. The next player (in clockwise rotation) can start their own train in the same manner or, if no Mexican Train has been started, they can start it.

Once the Mexican Train has been started, any player can play on it by matching the outboard number with the same corresponding number. For example, 12/7 to 7/9 to 9/4, etc. A player’s own train is matched in the same way.

Anytime a player cannot match any “free” tile, they must draw a tile from the bone pile. If the drawn tile can be played on any free tile, the player may play it there. If it cannot be played, the player must place it in their hand and put a marker on their train, signifying anyone can now play on their train. In order to remove their marker, a player must play a tile on their own train. Even if a player has a marker on their train, they may continue to play on any free tiles on the board.

When a player plays their next to the last tile, they must warn the other players by tapping their last tile on the table. If they fail to do that and another player notices before the next player plays, the player with only 1 tile left must draw another tile. Once a player goes out by playing their last tile, the round is over and all players must expose any remaining tiles in their hand, count up the total number of points in left in their hand and give the score to the scorekeeper. Remaining tiles must remain exposed until the scorekeeper has recorded the scores.

For all subsequent rounds, the player who went out is the first player in the next round. If no one went out the player with the lowest score in the round goes first in the next round.

DOUBLES:

Anytime a double is played (i.e. 9/9 or 5/5) no one can play on any other free tile until that double is satisfied. The only exception to this rule is for the player who played the double. They may opt to play another tile on a free tile, thus forcing the other players to satisfy the double. If the next player cannot satisfy the double they must draw a tile from the bone pile. If it does not match the double, they must place the tile in their hand and put a marker on their train. The next player must try to satisfy the double in the same manner. This will continue until the double has been satisfied. If no one can satisfy the double and the bone pile has been depleted, the round is over.

If the double is played as the last tile in a player's hand, then the round is over and the double does not have to be satisfied.

If a player plays more than one double, **it is always the last double played that must be satisfied.**

PLAYOFFS:

After the first 3 rounds, the winner from each table will then play a playoff game with the winners from the other tables to determine the first, second and third places. The game official will announce the starting doubles and the number of rounds to be played in the playoffs.

SEQUENCE (Needs Board)

This game is played like Tic Tac Toe with cards. Two decks of cards are used. Each player is also supplied with several marker chips.

To determine who goes first, each player draws one card from the deck. The highest card goes first.

Each player is dealt 5 cards. The balance of the cards are placed face down on the table. The object is to match the cards in your hand to the cards on the board to form a sequence. A sequence is 5 in a row....up and down, across or diagonally. Once a sequence is declared no one can remove any part of it.

Each player, when their turn, discards a card and places one of their markers on the corresponding card on the board. They then draw another card from the deck on the table. If you forget to pick up a card to make 5 in your hand before your opponent plays, then you must play with what you have for the rest of the game.

EXAMPLE: You discover you did not pick up a card the last 2 times, leaving only 3 cards in your hand. In that case you must play with only 3 cards for the rest of the game.

One eyed jacks are wild, but you can only pick up your opponent's chip, you cannot replace it with one of your own.

Two eyed jacks are wild so you can pick up your opponent's chip and replace it with your own chip even if you do not have the card in your hand. **EXAMPLE:** You want to play a 2 of hearts, but do not have the card in your hand. You may play the two eyed jack, place your chip on the 2 of hearts on the board and then draw for your card.

The 4 corners are wild and can be part of a sequence.

The first round of winners will be determined by the winning of one sequence; thereafter players must have two sequences to win.

A player can make the second sequence, if they choose, by using one card of the first sequence, but only one card can be used.

DEAD CARD:

If you hold a card in your hand which does not have an open space on the board because both spaces on the board are covered by a chip, you are holding a dead card and you may turn it in for a new card. When it is your turn, place the dead card on your discard pile, announce that you are turning in a dead card and take a replacement card (one card per turn). You then proceed to play your normal turn.

WASHERS

Doubles

Players over 3 minutes late for the game starting time will forfeit the game.

There will be a 20 minute time limit on all games except for the playoff game which will be 30 minutes. The boards will be placed 21 feet apart, lower end to lower end.

Each player will start with 5 washers, one of which will be a star washer. Players' feet must not step past the front of the board when throwing. Players will alternate throws between teams.

The star washer needs to be called before throwing.

Washers must hit the board first to count. If a washer hits the ground and then slides up onto the board it will be removed before the next throw.

If a washer goes into a hole and the opposing player puts a washer into the same hole, it cancels both washers. This also includes the center hole, even if one of the washers is the star washer.

SCORING:

Lower holes count 1 point

Upper holes count 2 points

Center hole counts 3 points

A star washer, if called, in the center hole is 5 points.

The first team to reach 21 points at the end of a round wins the game. If neither team reaches 21 points during the time limit, the highest score wins. In the event of a tie, both teams continue to play until one team is ahead at the end of a round.

ZILCH

Zilch is a dice game. The object of the game is to reach 10,000 points or more before any of the other players.

The supplies needed are: a cup to roll the dice, 6 dice and paper and pencil to keep score.

To determine who starts, each player rolls one die. The player with highest number starts the play for the game. The game continues clockwise.

Before a player is allowed to keep any points they must "Get on Board." To do this they must roll at least 450 points in one turn.

The count is based on each roll's amount. Each time a count is rolled the remainder of the dice may be picked up and rolled for an additional count. A player may continue to roll so long as the immediate roll has a counting point in it. Once a player rolls the dice and no points show, their turn is over and they lose their current turn's points. A player may choose to stop at any point and save their current points.

If all 6 dice count towards points, a player may pick up all 6 dice and roll until they do not have any count in a roll, in which case they lose all points in that turn. But a player may elect to stop at any point and save their current points.

When a player reaches 10,000 points or more and stops their turn, each player thereafter has one further turn to try and beat the highest score. As long as a point shows in a roll, the player must continue to roll the dice until they reach a score higher than the leading player or until there are no points in the current roll.

The highest score over 10,000 is the winner.

SCORING

Showing on roll	Score	Showing on Roll	Score
One 5	50	4 of a kind (except 1's)	2000
One 1	100	Four 1's	2500
Three 2's	200	3 different pairs	3000
Three 3's	300	Straight (1,2,3,4,5,6)	4000
Three 4's	400	5 of a kind (except 1's)	5000
Three 5's	500	Five 1's	5500
Three 6's	600	6 of a kind (except 1's)	6000
Three 1's	1000	Six 1's	10,000

Instructions: Copy, clip, and hand out to players.

ZILCH SCORING

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