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**TVE**  
**42 TOURAMENT**

1. **To begin play, each player draws one domino with the highest draw (adding both sides of domino) winning the first shuffle. Ties to be redrawn by the tying players.**
2. **The “domino shaker” role rotates clock-wise, and the person the left of the shaker bids first.**
3. **Maximum initial bids of two marks high, with overbidding limited to one mark above the previous bid.**
4. **The first team to 7 marks or higher wins.**
5. **Each player is allowed 20 seconds to make a bid.**
6. **Dominoes must be set on table with backrow of 4 dominoes & front row of 3 dominoes and may not be rearranged during play. If everyone agrees, dominoes may be held in hand instead.**
7. **“Low” bids are not allowed, unless the first 3 bidders all pass. The last bidder is then forced to bid and has the option of going low. Doubles can be high, low, or a suit of their own.**
8. **“No trump” (Follow me) bids are allowed.**
9. **“Sevens,” “Splash,” and “Plunge” bids are NOT allowed.**
10. **Bids of two marks or more should be stacked.**
11. **A domino laid is a domino played.**
12. **Trump suit (or no trump) must be called BEFORE first domino is played; otherwise, the suit of first domino played will be trump suit.**
13. **Any attempt of “talking across the table” will result in loss of hand.**
14. **Revene (misplay) counts as a loss of the hand.**
15. **No player substitutions are allowed after the tournament has begun.**
16. **ROUND ROBIN: 6 Teams or Less Play 2 out 3 for WIN**

**7 Teams or More Play 1 Game for WIN**

**Winner Determined By Most Total WINS**

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