



TOURNAMENT CHOUETTE FORMAT AND RULES

adapted and compiled from the original 1931 Chouette Rules and BG+SHUE
(written 2010 and revised 2019 by Ross D Gordon)

FORMAT: 3-4 Player Groups. Each player starts with 19 points. If a player's score reaches 0 they are eliminated and the first player to reach 38 points wins. There is a time limit of 1½ hours. After the time limit has expired, the contest ends and the player with the highest score wins. The Cube starts at 1 and is increased for each Round. A Round is defined as one full rotation of the team.

RULES

- 1) **MULTIPLE (INDIVIDUAL) CUBES:** 1 per player.
- 2) **JACOBY RULE** – No Gammon or Backgammon may be recorded until your cube is turned.
- 3) **CUBE ACTION** – Each individual Cube is limited to 2 turns per game.
 - a. **DOUBLING:** A player may not double or be doubled if the cube will exceed their accumulated points (+/-).
- 4) **NO BEAVERS OR AUTO-CUBES**
- 5) **OPEN CONSULTING** – On specific checker plays, a Team Member may give their Vote and reasoning to the Captain ONLY ONCE per turn. It is then up to the Captain to decide. Consulting on Cube Action is strictly prohibited. Repeat offenses will result in penalty points.
- 6) **THE BOX** may offer initial Doubles individually but in rotation order, Captain first.
- 7) When **The Box** is offered a Double, they must solicit “anyone else” for offering a double before making a decision.
- 8) **AUTO-ROTATION** –The Captain becomes the Box regardless of the outcome of the game.
 - a. If the Captain's competition with the box is decided but another Team Player's competition is not, the next active player in rotation will continue as “Stand-in” Captain. HOWEVER, THIS DOES NOT AFFECT THE ROTATION.

OPTIONS

CLOCK: A clock may be implemented at any time: 1min per move: When time runs out, Player has 10 seconds to complete their turn. If no play is made, the opponent will be allowed 10 seconds to complete their turn for them. The clock may be paused when the Captain asks advice from the Team. Any discussion beyond the rule 5: OPEN CONSULTING limitation will restart the clock.

EXTRAS: MUST BE DECIDED PRIOR TO THE START OF THE NEXT TURN. When the box offers cubes to the entire Team and a lone Player Takes, the Team players that dropped may now offer an Extra to the “Lone Taker”. The player offering the Extra pays the current value of the cube to the lone taker. The lone taker then accepts possession of the turned cube and continues to play the game. Players who offer the Extra(s) now join the Box. HOWEVER, Their Cube is still played independently from the box and they are not allowed to consult. After accepting an Extra, the Lone Player has the option to immediately drop no more than half of the Extra(s). **If these stipulations are not acceptable**, the Lone Taker has the final option to change their mind and drop the box, which nullifies all Extra(s) and ends the game.



Keep a running score total for each player. Pay close attention to the beginning cube value.

	ROUND 1				ROUND 2 2				ROUND 3 4				TOTAL	
NAME	BANK	1	2	3	4	1	2	3	4	1	2	3	4	
	19													
	19													
	19													
	19													
CHECK SUM	76	76	76	76	76	76	76	76	76	76	76	76	76	76

	ROUND 4 8				ROUND 5 16				ROUND 6 32				TOTAL	
NAME	FWD SCORE	1	2	3	4	1	2	3	4	1	2	3	4	
CHECK SUM	76	76	76	76	76	76	76	76	76	76	76	76	76	76