

## **SKIP-BO RULES ALABAMA SAMBOREE**

**THE GAME MONITOR WILL GO OVER ALL RULES BEFORE PLAY STARTS AND WILL SIGNAL START OF  
PLAY WITH A MAXIMUM OF 40 PLAYERS (10 TABLES)**

### **THE CARD PILES**

1. *STOCK PILE:* Each player will have a Stock Pile; face down on the right, with the top card turned up.
2. *DRAW PILE:* After the deal, the remaining cards are placed face down in the center of the table, to form the Draw Pile.
3. *BUILDING PILES:* During the play, up to four 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 12 cards has been completed it shall be removed by the player or partner or any successive player or partner.
4. *DISCARD PILES:* During play, each player may build up to four Discard Piles, face up, visible, and to the left or behind the stock pile. The player may build up any number of cards in any order on the Discard Piles, before having 4 Piles. Only the top card may be played off of the players Discard Piles or the players partners Discard Piles.

### **THE DEAL FOR PARTNERSHIP PLAY – 4 PLAYERS**

The deck is divided between the two sets of partners and thoroughly shuffled. After being shuffled, one partner of each set will deal four piles of 6 cards each for 1<sup>st</sup> round of play. Then the two partners' piles of cards will be combined, forming 4 player Stock Piles of 12 cards, and distributed to each player. The dealers will place the remaining cards in the center of the playing area face down to form the Draw Pile. (NOTE: Play-off rounds will use 10 card Stock Piles for 1 thru 8 tables, OR, 8 card Stock Piles if more than 8 tables play, --- to be announced by the Game Monitor).

### **THE PLAY**

1. Player with the highest top card turned face up, not counting a Skip-Bo card, will play first. If two or more players have identical high cards they will "cut" for high card from the Draw Pile to determine who will play first.
2. In a player's first turn, the player draws a hand of five cards from the draw pile. After the first turn and immediately before each successive turn, player draws only enough cards to have a five card hand. A player's turn ends when one card is discarded on the Discard Pile. Play rotates to the left.
3. When the Draw Pile is gone, shuffle the completed building piles to form a new draw pile.
4. During a turn, a player can play from their partners' Stock Pile and Discard Piles, as well as their own. During the player's turn, the partner must **keep silent** as to any cards which could be played. Only the player can ask a partner to make a play for them, including asking the partner to turn over the top card of the stock pile. **No form of prompting will be tolerated.** Any other player advising a partner in any way during partner play must take two cards from the Draw Pile *without looking at them* and place them at the bottom of their own Stock Pile.
5. Should a player draw too many cards, an opposing team member will pick any excess cards from the players hand, separate them, and stuff them near the middle of the players stock pile.
6. A partnership wins the game when all the cards in both partners' Stock Pile have been played and the Game Monitor is promptly notified. **All table winning teams must stand-by for progression instructions as determined by the official PLAY-OFF GUIDE which is time sensitive. Winners not present at time of play-offs will be disqualified.**