Texas 42 Reference Sheet

Objective Be the first team to earn 7 marks. Marks are won by either making your bid, or by stopping the other team from making their bid (setting).

Basics There are 42 total points in each hand. Dominoes are shaken, everyone pulls 7 dominoes, and then everyone bids in turn. The winning bidder declares trump and leads the first domino. Everyone plays a domino in turn. The highest domino wins the trick. Each trick is worth 1 point. There are also 5 "count" dominoes. Each time a hand is won, a mark is scored.

Count dominoes

5/5	6/4	5/0	4/1	3/2

Highest-to-lowest dominoes

Sixes	6/6	6/5	6/4	6/3	6/2	6/1	6/0
Fives	5/5	5/6	5/4	5/3	5/2	5/1	5/0
Fours	4/4	4/6	4/5	4/3	4/2	4/1	4/0
Threes (treys)	3/3	3/6	3/5	3/4	3/2	3/1	3/0
Twos (deuces)	2/2	2/6	2/5	2/4	2/3	2/1	2/0
Ones (aces)	1/1	1/6	1/5	1/4	1/3	1/2	1/0
Blanks	0/0	0/6	0/5	0/4	0/3	0/2	0/1

Common bids

30	Lowest available bid
31	Can lose a 10 counter with its trick
32	**Cannot** lose a 10 counter
36	Can lose a 5 counter with its trick
37	**Cannot** lose a 5 counter
42	Must take all tricks; worth 1 mark
84	Must take all tricks; worth 2 marks

Trumps

- Trumps are their own suit; Example: If fours are declared trump, the 4/2 is no longer a two, it's a four
- Trump dominoes are the highest dominoes and can even beat the highest domino of another suit
- Possible trumps: Sixes, fives, fours, threes, twos, ones, blanks, doubles

Game play

- When a domino is led, the high side of the domino is leading
- You must follow suit if you have a domino of the leading suit
- If you can't follow suit, you may play any domino
- The highest domino of the leading suit wins the trick, unless a trump is played; trumps are higher than all other suits
- The person who wins a trick gets to lead the domino for the next trick