

Boston Chouette Rules (as of November 2017)

1. The **stakes** of the chouette should be noted on the score sheet. All losses are expected to be paid in cash upon departure. A player who is not in a position to cover losses in cash must let the other players know he will be offering a check or IOU as partial payment. Unknown or transient players may be asked to 'Buy Points' on the score sheet to join the game.
2. **Separate Cubes** for every player.
3. **Jacoby rule** is in effect. (No gammons unless the Cube has been turned).
4. **Beavers** are allowed. No Raccoons except by mutual consent.
5. **We require "Legal Plays"** -- all players, including spectators, are obligated to point out illegal plays even if it's to their detriment. Illegal plays must be replayed legally.
6. The Box is empowered to assign a single '**Automatic Double**' to any or all members of the team when the opening roll is a doublet. No 'carryovers' to successive games.
7. When the Box is offered an initial double by all members of the Team, he must **take at least half the cubes** in order to play on. (Does not apply to recubes.)
8. There is **no set 'decision order'** when multiple cubes are turned — each player may express his decision at will.
9. In a chouette with 4+ players, If only one player wishes to accept a cube when the Box doubles everyone, he must accept any '**Extras**' offered by his teammates*, or agree to pass also. (Does not apply to recubes.)
10. Team members may **consult with the Captain** on checker plays only after their own cube has been turned. The Captain always has final say on checker plays and is understood to play in his own best interest (which may diverge from that of teammates under different cube states.)
11. **No consulting is allowed on cube actions**, even after cubes have been turned.
12. **Pip-counts** can be shared during checker play consultation if cubes have been turned, otherwise not. The Box may share his pip-count to speed things along, and if he does so, may be corrected by any opponent.

13. **The winner owns the Box.** If the Box beats the captain, he or she retains the box. If the captain beats the box, the captain becomes the new Box. *It doesn't matter if the box shows a profit on the game or not.*
14. **A player who leaves the table while remaining in the game** should designate someone to handle his cube decisions. If he does not, or if his surrogate becomes Box while he is still away, management of his cube falls to the Captain. Such a player will remain in the game until it is his turn to be Captain, at which point his score will be frozen and he must re-enter the chouette at the back of the line. A Captain whose whereabouts are unknown will be given 3 minutes to appear before being excluded. A player exiting the chouette for a break should make sure the score sheet indicates his score is frozen before leaving.
15. **If you roll before your opponent picks up his dice**, the roll doesn't count, unless (a) your opponent's move was forced (eg. he danced) or (b) contact has been broken, in which case the roll stands. In this case, the player who has not picked up his dice may make use of his opponent's roll information in completing his play. It is generally not polite to 'speed roll' on top of your opponent's play at any phase of the game.
16. A **deliberate roll of the dice** that results in the dice landing flat on the proper side of the board will stand even if the dice touch the opponent's hand or other extraneous objects on the way. A dice roll that is made in the absence of an opponent is not valid.

***What are 'EXTRAS'?** — An extra is simply a bet that a cube is a drop. You offer the Taker 1 point to accept a 2-cube from you, and if he accepts then you are rooting for his opponent (typically, the Box) to win on your behalf. Although you are "with" the Box, you are not allowed to consult on any checker plays, but do make your own cube decisions should the Taker re-double you at some point. If the position is a proper 'pass' then you are getting a good deal in this bet, whereas if it's a proper 'take' you're getting the worse end of the wager. If this seems confusing, ask an experienced player to explain it more fully to you.

