



# UNO TOURNAMENT INFO & RULES

## SCHEDULE OF EVENTS & INFORMATION

- The entire event is free of cost and all ages are welcome and encouraged to play.
- 4:00pm-4:30pm we will be serving pizza free of charge for all who come.
- 4:45pm- After a short clean up and reading of the rules, we'll begin play.
- Modest Prizes will be given to those reaching the Final Table and to our Tournament Winner.

## HOW TO REGISTER

- Register online at [www.eatonchurch.org/UNOtournament](http://www.eatonchurch.org/UNOtournament)
- You can also register Sunday onsite until 4:30pm

## UNO TOURNEY FORMAT

- The UNO tournament will generally last 4:45pm to 6:30pm.
- The tournament will begin with Round Robin Play with tables of randomly selected individuals.
- Winners of each Round Robin Table will advance to the Final Table. If there are fewer than 3 tables, the winner of the three tables and last person to be eliminated from one of the tables to be eliminated will also make the Final Table so that there is a minimum of four players at the Final Table.
- UNO Final Table will continue play until a final UNO champion is determined.

## Round Robin Table Play

- We are playing UNO 500, where the goal is to have the lowest score
- Players receive points for cards they are "caught" with
  - When a player plays their final card, all other players receive points for the cards they have left over
- As players reach or exceed 500 points, he/she is eliminated from the game
- Games of UNO will be played until 1 player is left from each table
- At each table, one person will volunteer to keep track of players' points

## UNO Final Table

- The Final Table will be comprised of the winners of the Round Robin Table Play, with a minimum of four players
    - Each player at the Final Table will receive one of the UNO decks used in the tournament.
  - The same scoring rules will be followed for the Final Table as the Round Robin Tables
  - The final player will be declared the winner of the Uno Tournament
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# GAME RULES

## SCORING

- Points are scored by the following:
  - All cards Zero(0) through Nine (9) are Face value
    - Example: Card with a 9=9 points
  - Draw 2 = 20 points
  - Reverse = 20 points
  - Skip = 20 points
  - Wild = 50 points
  - Wild Draw 4 = 50 points
- Players take turns shuffling and dealing. Dealing must be done from the top of the deck, in a clock-wise direction (deal to the left).
  - If a player is too young or unable to shuffle, someone at the table will help and will as though the original player is the dealer in determining cards and who goes first
- Each player is dealt SEVEN (7) cards with the remaining ones placed face down to form a DRAW pile.
- The top card of the DRAW pile is turned over to begin a DISCARD pile.
  - If a Skip or Reverse is the first card to begin play, it will not skip or reverse any players.
  - If a Wild is drawn first, the next card off the DRAW pile will be placed on the Wild until a non-Wild appears.
- The player directly to the LEFT of the Dealer will start.
- The first player has to match the card in the DISCARD pile either by number, color or word.
  - For example, if the card is a red 7, player must throw down a red card or any color 7
  - Or the player can throw down a Wild Card
- If the player doesn't have anything to match, he/she must pick ONE (1) card from the DRAW pile. If he/she can play what is drawn, then he/she does so; otherwise play moves to the next person.

## Calling "UNO"

- When you have ONE (1) card left, you MUST yell "UNO" (meaning one). If you are caught by the other players not calling "UNO" you MUST pick two cards from the DRAW pile.
- A player who forgets to say "UNO" before her card touches the discard pile, but "catches" herself before any other player catches her, is safe and is not subject to the penalty.
- You **MAY NOT** catch a player for failure to say UNO after the next player begins his turn. (NOTE: Beginning a turn is defined as either drawing a card from the DRAW pile or drawing a card from your hand to play.)

### **Going Out (Playing your last card)**

- If the last card played in a hand is a Draw Two or Wild Draw Four card, the next player must draw the two or four cards. These cards are counted when points are totaled.
- Once a player has no cards left (“goes-out”), the hand is over. Points are scored (see scoring section) and you start over again.
- If no one is out of cards by the time the DRAW pile is depleted, reshuffle and continue play.

### **Rules for 2-Players**

- Playing a Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.
- The person playing a Skip card may immediately play another card.
- When a Draw Two card is played and your opponent has drawn two cards, the play is back to you. The same principle applies to the Wild Draw Four card.

\*\*\*Any discrepancies will be handled by the Tournament Staff and the decision made by the Tournament Staff is final.