

Thursday Associates - FTFP Regulations

Modified March 2022

Potential games that work best as Four Player:

Mille Bornes, Racko, Hearts, High Bid, Loot, Lords of Cannabis, Sorry, Spades (Settlers of Catan)

- 1) First 4 of the numbership to step on the front porch after 6PM (or other starting time/location as announced by conventional methods) should commence competition without undue delay. (Pregames are allowed, subject to rule 2.)**
- 2) The second of the Numbership to arrive picks the game, sets it up, and is first dealer (overriding any “closest to the sofa” conditions). These duties should be performed without undue delay. (For purposes of THIS rule, pregames may be undertaken by the setup/dealer if Coiff is available.)**
- 3) The WAPTbWAPT card has no effect on this game, nor shall a Limboed game be resumed.**
- 4) Other games may be undertaken on an auxiliary table by any number of later arriving gamers; resumption of any limboed game is encouraged but not required. The Big Loser of the main 4-player game shall have precedence over any other Big Loser(s)(ette)(ettes) for decisions on subsequent games.**
- 5) In the event of a tie for either the second or fourth person to arrive at the designated starting location, the lowest number to arrive wins the tie breaker if the date is an odd number; the highest number to arrive wins the tie breaker if the date is an even number.**