

The Villages Backgammon Club Chouette Rules

1. Number of Players: Maximum number is five players. If six players want to play Chouettes, the Club suggests that two Chouette games of three players be formed. If seven players want to play Chouettes, form one Chouette game of 4 players and one Chouette game of 3 players. Dividing one Chouette game into two Chouette games shall be done verbally if all players agree. If consensus agreement is not reached, Chouette game players shall be determined by highest total of two dice rolled. Three highest rolls form first Chouette and remaining players form second Chouette. The reason to limit maximum number in any Chouette game to five players is to provide more opportunities for each player to become the Box.
2. The Box: The Box is defined as the person playing against the Captain and his Crew. The person rolling the highest number at the start of the Chouette becomes the Box.
3. The Captain: The Captain is the player who rolls the dice against the Box. The Captain has final say and the right to play all moves. The person who rolls the second highest number at the start of the Chouette becomes the Captain.
4. The Crew: The Crew are ranked in order by highest to lowest number rolled on the dice at the start of the Chouette. Until the Cube is doubled to 2 (or 4 in the case of an automatic double accepted by The Box), the Crew is not allowed to speak or give any advice to the Captain. New persons joining the Chouette after the start of a game are at the discretion of the Box. New persons joining an ongoing Chouette are ranked as the lowest member of the Crew AFTER the Box or the Captain (whoever lost that game).
5. Jacoby Rule: The Jacoby Rule is in effect for gammons and backgammons. No double, no gammon or backgammon.
6. Doubling Cube: Each person in the Chouette shall have his own doubling Cube. Any person may offer a double before any roll of the dice (except the opening roll). Any person who rejects a double shall not offer any advice for the remainder of that game.
7. Automatic Doubles: If first roll of die is the same, only the Box may accept an automatic double by saying "Automatic Double". The Cube does not double again on any subsequent rolls where both dice are the same number. The Cube is turned to 2 and remains in the center of the board.

8. Beavers: The Box or any player may “Beaver” any double offered. The player who Beavers doubles the value of the Cube and retains possession of the Cube. The original person who doubled now has the option of not accepting the Beaver and paying his opponent the doubled value (value before the Beaver was implemented). If the Box doubles the Captain and all his Crew and only one team member decides to take, then that player must Beaver the cube.
9. Raccoons: The player who originally offered a double which was accepted and then Beavered by his opponent may also double the cube once again (Raccoon) but the cube remains in possession of the player accepting the original double. In summary, Player A turns the Cube to 2 and doubles Player B. Player B accepts the double and immediately doubles the Cube to 4 (“Beavers”) and retains possession of the Cube. Before rolling the dice, Player A now turns the Cube to 8 (“Raccoons”) and Player B still retains control of the Cube. As when the Beaver is employed, Player B can drop the Raccoon and pay Player A the Beavered amount, in this example, 4.
10. Aardvarks: Aardvarks, doubling the Cube once again after a Raccoon, are not allowed simply because the Club does not want the stakes to get so high and out of hand in a single game that it could hurt someone who makes a mistake.
11. The Captain (or any team member) doubles: Once the Captain or any member of his Crew doubles, every member of the team (in order) shall decide whether to double the Box without consultation of any teammate. A Crew member shall say “wait” before any roll of the dice so he may double even if the Captain was not planning to do so. The Box may accept any or all the doubles offered. Please note that any doubles not accepted by the Box shall not result in forfeiture of that player (or players) position in the team rotation.
 - 11a. For example, the Captain and each teammate double the Box. The Box accepts all doubles except the Captain’s double. In addition to being paid the value of the Cube by the Box, the dropped Captain will move into the position of the Box should his team win the game. If the Box wins the game, then the dropped Captain shall start play once again as The Captain. If the Captain’s Cube is not accepted by the Box, the next person in ranking order ascends to the role of “the Captain” for the remainder of that game. If he wins, he retains the role of Captain for the next game as the “dropped” Captain will become the new “Box”.
12. Pip Count: When you are counting your opponent’s pips, at no time are you allowed to touch his checkers or hold your hand over them blocking his view of the board or his checkers or your own checkers. Pip counting shall not be done out loud. Please note the pip count is considered common knowledge and may be shared with any member of the

team when asked. This pip count disclosure is not considered consultation with any other player.

13. Crew Member absences: If a team player leaves the Chouette, they must nominate someone to control their Cube. If this does not occur, and the Box offers the Cube to the entire team, the Cube is deemed to be accepted by the absent person (the Box cannot, however, offer the Cube only to the person who is absent). The Cube of an absent player cannot be offered in their absence unless someone has been nominated to control the Cube.

14. The Box doubles: The Box may choose to double one or more members of the Captain and his Crew before it is his turn to roll.

12a. The Box doubles everyone. Once the Box has doubled, the Captain and each person on his team must individually accept or reject the offered double without consultation with any teammate.

12b. The Box doubles less than all opponents. In this case, the person (or persons) doubled must take or resign individually without consultation from any other member of the team. If the Captain is doubled and resigns, the next person in order elevates to the Captain position and continues to play the game. In this case, the old Captain falls to the bottom of the Crew order and his position as Captain is not protected as it is when the Captain has doubled, and the Box has elected not to take the double (see Rule 11a).

15. Retention of the Box: So long as the Box “wins” each game, that player shall remain as the Box. A “win” by the Box is defined as winning the game AND being at least even on money at the conclusion of the game. A clear profit will be obtained if the Chouette has an even number of Players. A break-even scenario may occur with an odd number of Players. The player ascending to the Box (or a player who is the Box) may voluntarily resign “the Box” at which point, the Captain shall assume the role of the Box.

16. Player’s Turn: The Player’s Turn is ended when the Box or the Captain picks up his dice. If a Player makes an illegal move and picks up his dice, the opponent can accept the position as it is or require the player to correct the illegal move. A legal dice roll is made when both dice are rolled flat on the same side of the board or flat on the checkers. A cocked die shall require both dice to be rerolled. A legal role of the dice shall be defined as a “vigorous shake” of the dice cup followed by the dice being rolled out of the cup in a manner that they tumble across the board. An opponent can ask for a reroll when the dice are not vigorously shaken or just “dribbled/dropped” out of the dice cup.

17. Selection of Dice: Before the start of any game, either the Box or the Captain may request a new selection of dice. Each player shall roll two dice. The Player requesting a selection of dice chooses a die first, then his opponent chooses a die. The Player then chooses his second die, and the remaining die is assigned to his opponent.

18. Spectators: Spectators watching a Chouette game are barred from making any comments or offering advice of any kind. One exception, a Spectator may cheer, exclaim, get excited, etc. when a Player makes a “Jackpot Role” causing the entire game to flip on the toss of that roll of the dice.