



Uno

All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.

GRADE

Open

Under 18

UNIFORM AND EQUIPMENT

- All equipment is provided

REGISTRATION

- This competition will be limited to 64 competitors to provide an optimum knockout draw
- Each group is allowed one entry, plus provision for a second, or 'Reserve' entry.
- Reserve entries will be randomly chosen from those nominated by their teams, to fill the draw out to its optimum level.
- Players from the same church and category can substitute into the draw if required.

FORMAT

- Knockout individual competition
- Each game will involve up to four competitors
- Each game is to continue for set time, at the end of which the lowest score wins and progresses to the next round
- Incomplete hands count for points at the conclusion of the game.

State Youth Games is presented by Youth Vision Victoria

To ensure SYG participants are adequately covered in the event of a personal or sporting related accident it is strongly recommended that participating groups or individual participants arrange personal accident insurance. It is the responsibility of the group coordinator to ensure this is communicated to SYG participants associated with their groups.



RULES

The deck consists of 108 cards, of which there are 25 of each color (red, green, blue, and yellow), each color having two of each rank except zero. The ranks in each color are 0 through 9, "Skip", "Draw Two," and "Reverse" (the last three of these being classified as "action cards"). In addition, the deck contains four each of "Wild" and "Wild Draw Four" cards.

To start a hand, seven cards are dealt out to each player, and the top card of the deck is flipped over and set aside to start the discard pile. If it is not an action card, the player to the dealer's left goes first. A player takes his turn by discarding one card that matches the top one on the pile in color and/or rank. If the player has no matching cards, he must draw the top card from the deck and play it if possible; otherwise, he must pass. Play proceeds clockwise around the table.

Action and Wild cards have the following effects:

Card	Effect during hand	Effect as first discard
Skip	Next player in sequence loses a turn	Player to dealer's left loses a turn
Draw Two	Next player in sequence draws two cards and loses a turn	Player to dealer's left draws two cards and loses a turn
Reverse	Order of play switches directions (clockwise to counterclockwise, and vice versa)	Dealer plays first; play proceeds counterclockwise
Wild	Player declares next color to be matched (may be used on any turn)	Player to dealer's left declares first color to be matched, then plays normally
Wild Draw Four	Player declares next color to be matched; next player draws four cards and loses a turn (may only be used if player does not have any cards of the current color)	Return card to deck, shuffle, flip top card to start discard pile

- If a player needs to pick up a card when in need, they may pick one card up and skip their turn.
- If the entire deck is used during play, the top discard is set aside and the rest of the pile is shuffled to create a new deck. Play then proceeds normally.

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When a player uses his next-to-last card, he must call "uno" as a warning to the others.

The first player to get rid of all of his cards ("going out") wins the hand and scores points for the cards held by the other players. Number cards count their face value, all action cards count 20, and Wild and Wild Draw Four cards count 50. If a Draw Two or Wild Draw Four card is played to go out, the next player in sequence must draw the appropriate number of cards before the score is tallied.

The first player to reach 500 points is the winner.

Penalties

- If a player lays down his next-to-last card without calling "uno" and is caught before the next player takes his turn, he/she must draw two cards. The player takes no penalty if he remembers to call "uno" or if no one catches him/her before the next turn.
- If a player is caught laying down a non-matching card, he/she must take it back and draw two more.
- A player who makes any suggestions to others regarding which cards to play must draw two.
- When a Wild Draw Four is played, the next player in sequence (who has to take the four cards) may challenge if he/she believes that a card in the current color could have been played. The challenged player must then privately show his/her hand to the challenger. If the challenge is valid, the challenged player must draw the four cards; if not, the challenger must draw them, plus two extra, and loses his turn.
- If a player shouts "UNO", but they do not have one card left, that player must draw 3 cards