**Supplementary Chouette Rules**

**Introduction**

The purpose of these supplementary rules is to

* Deal with situations not already covered in the existing rules
* Reduce the incidence of disputes
* Provide a resolution process for such disputes as do arise

The established rules are at <https://stalbansbg.webs.com/chouetterules.htm>. In due course the two rule-sets will be merged.

**Bets**

A bet (on a checker move or cube action) is valid only when

* A “before” photo has been taken
* The stake has been agreed
* The XG analysis level has been agreed (by default, XG++)
* The error threshold to decide the bet has been agreed (by default, greater than 0.010)
* Those participating in the bet have been noted

Bets are to be determined after the game in progress has completed, but before the next game commences.

Bet winnings and losses are scored on the chouette scoresheet and the line labelled as such.

**Props**

A “prop” (aka “extra”) opportunity occurs when all the initial (i.e. centred) cubes are offered by Box to Team, and only one Team member, the Sole Taker, accepts. The remaining recipient(s) then each have the option to offer to pay the sole taker the *undoubled* value of their cube. Sole Taker may then *either* reverse his take *or*take all the props *at the doubled value*. If the latter, then the players who offer the prop, change allegiance to the side of Box.

If mixed stakes are involved and a lower stake player is propped by higher stake player(s), then if take, the props are at the higher stake value.

The Propping players, whilst now effectively on Box’s side, take no part in checker play, but retain ownership of their cubes for doubling decisions.

If one or more team members have previously doubled and been dropped, props by the remainder of the team are permitted, but if the prior double(s) have been taken, props are not permitted.

**Prop Scoring**

As soon as a prop is accepted, and before play continues, three line scoring commences.

Line one on the scoresheet records the losses of the Team members who declined Box’s cube, and the corresponding win by Box.

Line two records the cost to the same players of paying Sole Taker to take their cubes, and the corresponding gain by Box.

As each player’s game ends – either through further cube action or the game ending – their score is recorded. If Box wins, then players whose props were accepted also win the final value of their cube; if Box loses, Sole Taker wins against Box and Proppers.

*In all cases, the score sheet must be completed and agreed by all players before the next game is started.*

**Mixed Stakes**

Mixed stakes are permitted, but only two values, the lower being half the higher. Players on the lower stake commence each game with their cube on 2; players on the higher, 4.

When Box has a partner, wins and losses are shared equally between them. If this would produce a fractional score, Boxes score is rounded up if positive or down if negative, and vice versa their partner.

If the game involves prop scoring, fractions are recorded in lines 1,2 & 3, then rounded in the same way as a 4th line.

**Partners**

Preference should be given to splitting a chouette that expands beyond five players. If this is impossible, or there is a majority in favour of continuing with six or more, then Box may elect to take a partner. If there is a tied decision on splitting or growing beyond six, the player who is next to be Box has the casting vote.

The only Partner Box may take is the player at the bottom of the list *after the current game has finished.* The designated Partner may decline the role only by leaving the chouette.

If players leave a chouette resulting in it falling to 5 or fewer players, Box immediately loses their Partner.

Partner’s position in the precedence list is maintained as if they were playing. When they cease to be Partner, they regain their precedence (including, the possibility of becoming next Captain).

Team members may discuss checker moves only after they have doubled (and never cube actions). If Box has a Partner, they may discuss checker play, but only following an initial double. If Box wishes to offer a double, he may ask Partner’s opinion; Partner’s response is strictly restricted to a single adverb followed by “yes” or “no” (e.g. “perhaps yes”; “absolutely no”). When deciding whether to accept or decline a double from the Team, Box and Partner may discuss freely. If Box and Partner
disagree on checker play or cube action, Box makes the final decision.

**Dispute resolution**

If a dispute arises for any reason and agreement cannot be amicably achieved, an experienced player who is not involved in the chouette will *briefly* hear representations from both sides, and make a binding decision. If no such player is available, the dispute will be resolved by the parties each rolling four dice.