

1-1 By: Cain, White, et al. (Senate Sponsor - Estes) H.C.R. No. 84
1-2 (In the Senate - Received from the House May 16, 2011;
1-3 May 17, 2011, read first time and referred to Committee on
1-4 Administration; May 24, 2011, reported favorably by the following
1-5 vote: Yeas 4, Nays 0, 1 present not voting; May 24, 2011, sent to
1-6 printer.)

1-7 HOUSE CONCURRENT RESOLUTION

1-8 WHEREAS, Citizens of Texas have long enjoyed a reputation for
1-9 developing original and imaginative ideas that have been embraced
1-10 by individuals throughout the nation and beyond; and

1-11 WHEREAS, One such innovation is the domino game 42, a very
1-12 popular pastime that was created in the Lone Star State; and

1-13 WHEREAS, According to research conducted in 1985 by
1-14 journalist Christopher Evans of the *Fort Worth Star-Telegram*, the
1-15 game, also called "Texas 42," dates to 1887 and was developed by two
1-16 enterprising boys in the North Texas town of Trapp Spring, known
1-17 today as Garner; and

1-18 WHEREAS, There, 12-year-old William A. Thomas and
1-19 14-year-old Walter Earl one day found themselves in deep trouble
1-20 with their parents when they were discovered in a barn hayloft
1-21 playing the card game auction whist, which is similar to the modern
1-22 game of bridge; card games were considered sinful in the boys'
1-23 devoutly Baptist families, and William and Walter were disciplined
1-24 for their actions; and

1-25 WHEREAS, The punishment did not end their love of whist,
1-26 however, and they went on to devise a similar four-player game that
1-27 used dominoes instead of cards; because there was no prohibition
1-28 within their faith against playing dominoes, William and Walter
1-29 were able to show their friends how to play, and their invention was
1-30 soon taken up by other local residents; the activity later became
1-31 popular in Fannin County after the Thomas and Earl families moved to
1-32 the town of Windom; and

1-33 WHEREAS, Through the decades, the boys' creation spread far
1-34 and wide and became known as 42, an entertaining contest of skill
1-35 and chance that is enjoyed by countless people the world over; the
1-36 game is a true Lone Star original and a testament to the ingenuity
1-37 and fun-loving nature of Texans, making it a most fitting symbol for
1-38 our state; now, therefore, be it

1-39 RESOLVED, That the 82nd Legislature of the State of Texas
1-40 hereby designate 42 as the official State Table Game of Texas.

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