

**OFFICIAL RULES FOR GOOD SAMs OF FLORIDA, INC.  
SAMBOREES & RALLIES**

**MEXICAN TRAIN DOMINOES  
FEBRUARY 2012**

General

1. The object of the game is to score as few points as possible.
2. One set of double twelve dominoes will be used at each table.
3. Six players should sit at each table
4. A scorekeeper is to be designated at each table. This person is responsible for verifying and recording each person's points at the end of each round and for the total game.
5. Prior to beginning the game, each player chooses one bone. The person with the highest number of points will be the first to play.
6. Play occurs in clockwise order and continues in clockwise order in each subsequent round.
7. Play begins with double 9's.
8. It is a courtesy for a player to knock when he or she has only one remaining bone, but there is no penalty for failing to knock.
9. If space is available, late arrival may join a game at the next round, but must accept the highest score at the table.

The Play

1. The appropriate double for each round will be located and placed face up to begin the play each round.
2. Each person selects 12 bones.
3. The first player may start his or her own "Train" or start the Mexican Train.
4. If a player cannot play, he must draw one bone from the bone yard. If he still cannot play, he places a marker (train) on the last bone of his train (or in the place where his train would be if it has not been started).
5. All players can play on the "Mexican Train" or any "train" with a marker (open train).
6. Whenever you play a double, you must play an extra domino, which may go anywhere on the layout where you are allowed to play (not necessarily on the double you just played). You must draw if you can't play the second tile. If the second domino you play is also a double, you must play a third tile or draw.
7. If the player playing the double does not satisfy the double, but plays on another tile, the next player must satisfy the double even if it is in a "private" train. If unable to do so, that player draws from the bone yard. If still unable to satisfy the double, the same responsibility falls to each player in turn until the double is satisfied. The last double played must be satisfied.
8. If a player goes out playing a double, the double does not need to be satisfied.
9. Play continues until one player goes out or all the bones have been chosen and no one is able to play.
10. At the end of each round, players must turn their remaining bones face up until the scorekeeper records all scores (total dots remaining). A double blank tile counts as zero. *If a player fails to show their remaining bones, he or she will receive the highest score at the table for that round plus 10 points.*
11. **Score sheets for all tables will be compared to determine the winners.** The players with the lowest total 2 scores will be declared 1st and 2nd place winners, respectively.