

Score sheet for Mexican Train

13 rounds, up to 10 players

Date \_\_\_\_\_

Each row is one round, labeled with its engine. After each round, write the pips left in each player’s hand, or 0 for the player who went out, and their new total. **The lowest total after round 13 wins.**

| Round                    | Player 1 |       | Player 2 |       | Player 3 |       | Player 4 |       | Player 5 |       | Player 6 |       | Player 7 |       | Player 8 |       | Player 9 |       | Player 10 |       |
|--------------------------|----------|-------|----------|-------|----------|-------|----------|-------|----------|-------|----------|-------|----------|-------|----------|-------|----------|-------|-----------|-------|
|                          | Name     |       | Name     |       | Name     |       | Name     |       | Name     |       | Name     |       | Name     |       | Name     |       | Name     |       | Name      |       |
|                          | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips     | Total | Pips      | Total |
| Round 1<br>Double 12     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 2<br>Double 11     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 3<br>Double 10     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 4<br>Double 9      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 5<br>Double 8      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 6<br>Double 7      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 7<br>Double 6      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 8<br>Double 5      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 9<br>Double 4      |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 10<br>Double 3     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 11<br>Double 2     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 12<br>Double 1     |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |
| Round 13<br>Double blank |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |          |       |           |       |

**Your score for one round.** No tiles left, because you went out: 0. One or more tiles: the pips on both ends of every tile you hold. The double-blank: 0, since it has no pips.