

**OFFICIAL RULES FOR GOOD SAM'S OF FLORIDA, INC.
SAMBOREES & RALLIES**

SKIP-BO

Draw for partners

One partner on each team will deal out 4 piles of 10 cards.
These card piles will be combined to make 4 stock piles of 20 cards each.

Player with highest card (not Skip-Bo) will play first.

On player's first turn he will draw a hand of 5 cards from the draw pile.
After first turn he draws enough to make a hand of 5 cards.

Player's turn ends when he discards.

If pile becomes exhausted the completed piles may be shuffled
to form a new draw pile.

During his turn a player can play from his partner's stock & discards as
well as own. Partner must keep silent. Only the player taking his turn can
ask a partner to make a play.

Any player guilty of advising his partner during his partner's turn takes
2 cards from the draw pile and places them at the bottom of his own pile,
without looking at them.

If player draws too many cards, the extra ones are to be shuffled
into his own stockpile.

Partnership wins when their own stock piles have been played.

Only one game will be played by losing partnership.

Winners advance in contest.