RL **RULE LEAGUE**
ruleleague.com

PRINTABLE SCORE SHEET · 2 TO 8 PLAYERS

FARKLE SCORE SHEET

TURN								
Name								
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
TOTAL								

Write each turn's banked points in the turn's row (0 for a Farkle) and keep a running total. First to 10,000 is the usual goal; some tables play to 5,000. Scoring chart on page 2.

For personal, at-home use.

FARKLE SCORING CHART

ROLL	POINTS
Single 1	**100**
Single 5	**50**
Three 1s	**1,000**
Three 2s	**200**
Three 3s	**300**
Three 4s	**400**
Three 5s	**500**
Three 6s	**600**
Straight 1-2-3-4-5-6	**1,500**
Three pairs	**1,500**
Two triplets (not on every rule sheet)	**2,500**

FOUR, FIVE OR SIX OF A KIND: TWO CONVENTIONS

DICE ALIKE	FLAT CONVENTION	SCALED CONVENTION
Four of a kind	**1,000**	2× the three-of-a-kind value
Five of a kind	**2,000**	3× the three-of-a-kind value
Six of a kind	**3,000**	4× the three-of-a-kind value

Example under the scaled convention: four 4s = 2 × 400 = 800. Pick one convention before the first roll and stay with it all game.

Hot dice: if all six dice score, pick them all up and keep rolling on the same turn. **Farkle:** a roll with no scoring dice ends the turn with 0. **Getting on the board:** many tables ask for a minimum first score, anywhere from 300 to 1,000. Agree on it before you start.

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