RL **RULE LEAGUE**
ruleleague.com

PRINTABLE SCORING CHART

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.

TURN REMINDERS

- **Roll six dice**, set aside at least one scoring die or combination, then bank the points or roll the rest again.
- **Farkle:** a roll with no scoring dice ends the turn with 0 points.
- **Hot dice:** if all six dice score, pick them all up and keep rolling on the same turn.
- **Getting on the board:** many tables ask for a minimum first score, commonly somewhere from 300 to 1,000.
- **Winning:** 10,000 points is the usual target; some tables use 5,000.

For personal, at-home use.