RL **RULE LEAGUE**
ruleleague.com

PRINTABLE SCORE SHEET · 2 TO 6 PLAYERS OR TEAMS · 12 HANDS

NERTZ SCORE SHEET

HAND																								
	CENTER	LEFT	HAND	TOTAL	CENTER	LEFT	HAND	TOTAL	CENTER	LEFT	HAND	TOTAL	CENTER	LEFT	HAND	TOTAL	CENTER	LEFT	HAND	TOTAL	CENTER	LEFT	HAND	TOTAL
1																								
2																								
3																								
4																								
5																								
6																								
7																								
8																								
9																								
10																								
11																								
12																								
FINAL																								

Write the player or team names in the wide boxes at the top. After each hand, sort the center piles by card back. Write the cards you got into the center under Center and the cards left in your Nertz pile under Left (the player who called Nertz has 0).

Hand score = Center − 2 × Left (Pagat, Bicycle, RulesPal), and it can be negative. Add it to your running Total. NNA rulebook: the caller also scores a 10-point bonus (RulesPal).

Play to 100 (Pagat, Bicycle) or 150 (NNA rulebook). The game stops after the hand in which someone reaches the target, and the highest total wins. A tie at the top plays another hand.

For personal, at-home use.