



KEEP IT ON THE TABLE

Farkle Scoring Chart

Our group _____

ROLL	SCORES	POINTS	OUR CHART
	A single 1	100	_____
	A single 5	50	_____
	Three 1s*	1,000	_____
	Three 2s	200	_____
	Three 3s	300	_____
	Three 4s	400	_____
	Three 5s	500	_____
	Three 6s	600	_____
	Four of a kind	1,000	_____
	Five of a kind	2,000	_____
	Six of a kind	3,000	_____
	A straight, 1 to 6	1,500	_____
	Three pairs	1,500	_____
	Four of a kind and a pair	1,500	_____
	Two triplets	2,500	_____

* The Farkle box counts three 1s as 300. Most groups and apps count them as 1,000. Only dice from the same roll make a combination: a 5 set aside, then two more 5s, is 150, not three 5s.

How a turn works

1. Roll all six dice.
2. Set aside at least one scoring die, then **bank** your points or roll the rest.
3. If a roll has nothing that scores, that's a **Farkle**: the turn is worth 0.
4. **Hot dice**: once all six are set aside, roll all six again and keep adding.
5. Most groups need **500** in one turn to get on the board.
6. First to **10,000**, then everyone else gets one last turn to beat it.

Charts vary

- **Box rules**: three 1s = 300.
- **Phone-app style**: four of a kind doubles three of a kind (four 2s = 400, five 2s = 800), a straight is 1,000, three pairs 750, and three farkles in a row cost 1,000.

OUR HOUSE RULES