

R.O.C.K. YAHTZEE RULES

R.O.C.K. YAHTZEE is a trimmed version of the dice game many of us played as kids. You will have 5 scores to be totalled at the end. One roll at Ozweld's, one at Parks, one at BBQ, and 2 at finale. Each group has 3 sets of dice - the Road Captains, Tail-gunners and 1 other, They will supervise the rolls at the 3 middle stops. The top score wins the H-D Tire Mirror. If it's a tie – we will cut cards. **Only one scorecard per bike.**

At each stop, the player begins by rolling all 5 dice. You decide what dice to set aside and what dice (or all) to roll again. **Each player has up to 3 rolls during each turn.** The goal is to get the best roll for each square, with highest total in 5 rolls. The top half of the card is simple. Each number has a spot & you simply add up the total for the dice with that number. The bottom is a little different & includes a 3 of a kind, 4 of a kind, and a chance (any combination of dice) for the total sum of all of the dice. It also includes a full house for 25 points, small straight (4 in a row) for 30 points, large straight (five in a row) for 40 points, and Yahtzee (five of a kind) for fifty. These “specials” are counted as their assigned points regardless of the score on the die. You can score up to 3 Yahtzee scores at 50 points for 1st & 2nd and 100 points for 3rd, but all other scores can only be scored once.

UPPER SECTION		HOW TO SCORE	GAME #1
Aces	☉ = 1	Count and Add Only Aces	
Twos	☉☉ = 2	Count and Add Only Twos	
Threes	☉☉☉ = 3	Count and Add Only Threes	
Fours	☉☉☉☉ = 4	Count and Add Only Fours	
Fives	☉☉☉☉☉ = 5	Count and Add Only Fives	
Sixes	☉☉☉☉☉☉ = 6	Count and Add Only Sixes	
TOTAL SCORE		→	
BONUS	If total score is 83 or over	SCORE 35	
TOTAL	Of Upper Section	→	
LOWER SECTION			
3 of a kind		Add Total Of All Dice	
4 of a kind		Add Total Of All Dice	
Full House		SCORE 25	
Sm. Straight	Sequence of 4	SCORE 30	
Lg. Straight	Sequence of 5	SCORE 40	
YAHTZEE	5 of a kind	SCORE 50	
Chance		Score Total Of All 5 Dice	
YAHTZEE BONUS		✓ FOR EACH BONUS	
		SCORE 100 PER ✓	
TOTAL	Of Lower Section	→	
TOTAL	Of Upper Section	→	
GRAND TOTAL		→	

Turn #1

SAMPLES Roll #1 – rolls a 3, two 1's and two 5's. Decides to keep two 5's.
 Roll #2 – rolls a 3, a 4, and a 1. Decides to keep the 3 & the 4 with original two 5's.
 Roll #3 – rolls a 2.
 SCORE OPTIONS: A) take it as small straight & scores 30 points**
 B) score as chance & score 19 points
 C) score as fives in upper section & score 10 points

Turn #2

Roll #1 - rolls a 6, three 4's and a 2. Decides to keep the three 4's.
 Roll #2 – rolls a 4 and a 1. Decides to keep the 4 and re-roll the 1.
 Roll #3 – rolls a 6.
 SCORE OPTIONS: A) take it as 4 of a kind & scores 22 points**
 B) score as chance & score 22 points
 C) score as fours in upper section & score 16 points

Turn #3

Roll #1 – rolls a 1, a 3, and three 4's. Decides to keep the three 4's.
 Roll #2 – rolls two 6's. Decides to keep as is, and pass/forego the 3rd roll.
 SCORE OPTIONS: A) take as Full House & score 25 points**
 B) take as 3 of a kind & score 24 points
 C) take as Chance & score as 24 points