## Virginia 4-H STEM @ Home Activity

### Yacht Score Card

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How to Play Yacht

Each player in turn tries to score the highest possible amount for each of the twelve categories on the score sheet. In each turn a player has up to three throws rolling the dice, setting aside any they wish to use for a category and rolling the remainder. They do not have to use all three throws and may stop after the first or second. Players must fill in a score for a category after each turn but once it is used they may not change it. Categories may be filled in any order.

After each player has had twelve turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest total, wins the game.

1 Ones  Score one point for each 1 thrown. Maximum of 5 points.
2 Twos  Score two points for each 2 thrown. Maximum of 10 points.
3 Threes Score three points for each 3 thrown. Maximum of 15 points.
4 Fours  Score four points for each 4 thrown. Maximum of 20 points.
5 Fives  Score five points for each 5 thrown. Maximum of 25 points.
6 Sixes  Score six points for each 6 thrown. Maximum of 30 points.
7 Little Straight  1, 2, 3, 4, 5. Scores 30 points.
8 Big Straight  2, 3, 4, 5, 6. Scores 30 points.
9 Full House Three-of-a-kind and a pair. Scores total value of all dice.
10 Four of a Kind Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points.
11 Chance  No pattern required. Scores total value of all five dice.
12 Yacht  Five-of-a-kind scores 50 points.

For example a turn might go something like this. A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws. But if the full house category is already used they would set aside the three 6s and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining die rolled as the last throw. It is a 6 as well making a Yacht (five-of-a-kind) and scores 50 points which ends a very lucky turn. It is common for a player to enter zero for a category and players often use the 1s for this because it is low scoring.

http://www.dice-play.com/Games/Yacht.htm
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Each player in turn tries to score the highest possible amount for each of the twelve categories on the score sheet. In each turn a player has up to three throws rolling the dice, setting aside any they wish to use for a category and rolling the remainder. They do not have to use all three throws and may stop after the first or second. Players must fill in a score for a category after each turn but once it is used they may not change it. Categories may be filled in any order.

After each player has had twelve turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest total, wins the game.

1 Ones  Score one point for each 1 thrown. Maximum of 5 points.
2 Twos  Score two points for each 2 thrown. Maximum of 10 points.
3 Threes  Score three points for each 3 thrown. Maximum of 15 points.
4 Fours  Score four points for each 4 thrown. Maximum of 20 points.
5 Fives  Score five points for each 5 thrown. Maximum of 25 points.
6 Sixes  Score six points for each 6 thrown. Maximum of 30 points.
7 Little Straight  1, 2, 3, 4, 5. Scores 30 points.
8 Big Straight  2, 3, 4, 5, 6. Scores 30 points.
9 Full House  Three-of-a-kind and a pair. Scores total value of all dice.
10 Four of a Kind  Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points.
11 Chance  No pattern required. Scores total value of all five dice.
12 Yacht  Five-of-a-kind scores 50 points.

For example a turn might go something like this. A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws. But if the full house category is already used they would set aside the three 6s and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining die rolled as the last throw. It is a 6 as well making a Yacht (five-of-a-kind) and scores 50 points which ends a very lucky turn. It is common for a player to enter zero for a category and players often use the 1s for this because it is low scoring.

http://www.dice-play.com/Games/Yacht.htm