

Domino Scoresheet

A UNIVERSAL DOMINO SCORESHEET

Game: _____ Date: _____

Set: ☐ dbl-6 ☐ dbl-9 ☐ dbl-12 Game to _____ pts Winner: ☐ HIGH score ☐ LOW score (trains)

#	Player / Team	Player / Team	Player / Team	Player / Team	Player / Team	Player / Team	Player / Team	Player / Team
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
Σ								

Write each player's **running total** on a new line as the game goes — the last line is the current score. For trick games (42 / Moon) use two columns as the teams and jot bids in the margin. For a big game (many players) or a long one, continue on the back.

Solitaire game	Date	Score (tiles left) / result	Win?

Solitaire is one player: score is usually **tiles left unplaced** (lower is better) or simply win / lose.

How scoring works

BLOCK & LINE GAMES (Block, Draw, Sebastopol, Maltese Cross, One Arm Joe, Latin Partnership, Doscientos, Quinientos) Go out — or, if blocked, hold the fewest pips; the winner scores the **pips left in the losers' hands**. **HIGH**. (*Quinientos*: +100 for a *capicú* or a *chuchazo*.)

CARIBBEAN & MILO (Jamaican, J. Cut Throat, Haitian, Chiva, Milo) These score **points, not pips**: **1 for winning a hand**, 2 for a special finish (the key bone, a Dekabès, or a Milo). Race to a small target (4–6); in Jamaican & Chiva the wins must come while opponents stay on zero. **HIGH**.

MATADOR Touching ends **total 7** (10 / 13 on the dbl-9 / -12 set); matadors are wild and a blank end needs one. Winner scores the losers' pips; lowest hand wins a block. **HIGH**.

LEYDEN & NOS *Leyden* (2): add your **own** leftover pips each hand — first to 100 **loses**. *Nos*: settle in chips — going out (“Nos”) takes 5 from each, and everyone pays the pip **difference** to the lower hands.

FIVES / SCORING Whenever the open ends total a multiple of **5**, score it (a double = its full pips). Most score the **total**; Five-Up, Seven-Toed Pete & Horse Race score it ÷ **5**. The hand then ends one of two ways:

- **subtract your own** leftover pips — Muggins, Sniff, Seven Rocks, Five-Up.
 - **winner adds the losers'** pips — All Fives, Seven-Toed Pete, Horse Race.
- All Threes*: the same on **3s** (+1 for going out). *Fives&Threes*: 1 for each 5 *and* each 3 (15 → 8); to exactly 61. **HIGH**.

BERGEN Both ends equal = **2**; an end matching a far double = **3**; going out / winning a block = **2** (worth less within a few points of winning). **HIGH**.

TRAINS *Mexican Train & Chicken Foot*: **LOW wins** — each hand, everyone who didn't go out scores the pips left in hand; play the series (top double down to blank; Chicken Foot [0-0] = 50). *Garrafina*: the reverse — the **winner** scores the losers' pips, first to +100 (**HIGH**).

TRICK & TRUMP 42 (4, teams): bid 30–42, scored in **marks** (30–41 made = 1 mark, higher = the marks bid; if set, opponents take them), game to 7 marks; count tiles 5-5 & 6-4 = 10, 5-0/4-1/3-2 = 5. *Moon*: **+bid** made / **-bid** missed, others +1/ trick, to 21. *Euchre*: march (all 5) = 2, three or four = 1, euchred = 2 to opponents (alone 4 / 1). *Loo*: ½ of the pool per trick; no trick = looed. *Pinochle*: score melds, then tricks + count tiles. *Eleven-Pt Black Tile*: **avoid** the counters ([0-0] = 4, each 3-tile = 1) — **LOW**. *Bingo* (2): claim at **70**; win 1–3 game points a hand, game to 7.

ADDING *Cribbage*: 15 & 31 = 2, “go” = 1, pair/trip/quad = 2/6/12, run = 1/tile, then show; to 61 / 121. *Italian*: land the running total exactly on 30 / 50 / 70 / 100; first to 50. *Twenty-One*: banking — nearest 21 without busting.

FISHING (Canton, Castle Rock) Play a tile to capture melds off the table; score what you take. *Canton*: pairs = 12, triplets = 10 / 20 / 30. *Castle Rock*: +1 per captured tile, –1 per tile left in the row. **HIGH**.

DRAW & DISCARD (Collecting, Three Dozen) *Collecting*: score your same-suit groups, minus unmatched tiles; highest wins. *Three Dozen*: first to three pairs takes the stakes.

SEDMA A single-arm game scored on **doubles**: setting a double scores 1, plus 1 for every lower double already down (the [0-0] counts highest). To 60. **HIGH**.

GAMBLING / HANDS (Domino Poker, QiuQiu, Bandar Q, Twist'em) No running score — play for a **pot / chips**; use the grid columns to track each player's chips.