JU JATZY

SCORE SHEET
FIVE DICE · NO SAFE LEADS

PLAYER				
TECHNIQUES tick when used	☐ ×2 ☐ ⇄	☐ ×2 ☐ ⇄	☐ ×2 ☐ ⇄	☐ ×2 ☐ ⇄
UPPER SECTION				
Ones par 3				
Twos par 6				
Threes par 9				
Fours par 12				
Fives par 15				
Sixes par 18				
Sum goal 63				
Bonus +50 at 63				
LOWER SECTION · ×2 = doubled ⇄ = swapped				
One Pair	×2 ⇄	×2 ⇄	×2 ⇄	×2 ⇄
Two Pairs	×2 ⇄	×2 ⇄	×2 ⇄	×2 ⇄
Three of a Kind	×2 ⇄	×2 ⇄	×2 ⇄	×2 ⇄
Four of a Kind	×2 ⇄	×2 ⇄	×2 ⇄	×2 ⇄
Small Straight 15				
Middle Straight 17½				
Large Straight 20				
Full House	×2 ⇄	×2 ⇄	×2 ⇄	×2 ⇄
Chance				
Five of a Kind 50				
Off-Beat Five +50 each	○○○○	○○○○	○○○○	○○○○
TOTAL				

×2 Double or Nothing — bet a scored row. Make it: add the new roll. Miss: row = 0.
Announce before the roll that decides. Kept dice may not already make it.

⇄ Swap — your row empty, theirs scored. Make it: take theirs, they get your roll. Miss: you get 0.

Off-Beat Five — sheet full, others still playing: five of a kind = +50.

Middle Straight — five different dice, no run. Only while both straights are open; taking it crosses out both.