

Rummikub score sheet

Winner of each round: + the sum of everyone else's racks. Everyone else: – their rack. Each row adds to 0. Date _____

Round	Player: _____	Player: _____	Player: _____	Player: _____
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
Total				

Tile values: 1–13 face value · joker on your rack 30

First meld: 30+ points from your own rack

doodlescore.app/games/rummikub

Pool runs out: lowest rack wins the round

Winner: highest total after the agreed rounds