

UNO SCORECARD

NAME _____

Round	Table #	Points Scored			Total Points per Round
		Game 1	Game 2	Game 3	
1		+	+	=	
2		+	+	=	
3		+	+	=	
4		+	+	=	
5		+	+	=	
6		+	+	=	
7		+	+	=	
8		+	+	=	
9		+	+	=	
10		+	+	=	
Grand Total					

Scoring

At the end of each game, the score is calculated as the sum of the cards left in a player's hand.

When the timer goes off for the round, play immediately stops, and players will calculate the cards left in their hands for that game.

Total all game points for each round.

At the end of the night, add all the Rounds for a Grand Total.

The goal is to have the lowest score at the end of the night.

Number Cards

The score equals the face number.



Action Cards

Each card equals 20 points.



Wild Cards

Each Wild and Wild +4 card equals 50 points.



See back for card descriptions and rules of play for each.

UNO SPECIAL CARD RULES



Reverse Card

This card simply reverses the direction of play. If going left, switch play to move to the right and vice versa. This card can only be played on a card that matches by color or another Reverse Card.

If this is the first card turned up by the dealer, the dealer goes first and the player to the dealer's right is the next player (instead of the player on the dealer's left).



Skip Card

When this card is played, the next player must forfeit their turn. They may not play any Skip Cards on this turn. (see note on "stacking" in the Uno Rules for BAC Uno Tournament). This card can only be played on a card that matches by color or another Skip Card.

If this is the first card turned up by the dealer, the first player forfeits their turn. The player to that player's left starts the game instead.



Draw Two Card

When this card is played, the next player must draw two cards and forfeit their turn. They may not play any Draw Two Cards on this turn. (see note on "stacking" in the Uno Rules for BAC Uno Tournament). This card can only be played on a card that matches by color or another Draw Two Card.

If this is the first card turned up by the dealer, the first player must draw two cards and forfeit their turn.



Wild Cards

The player who plays this card must state which color it represents and may choose the same color previously on the Discard Pile, if so desired. This card can be played on any card (unless a player's turn has been forfeited). This card can be played regardless of whether the player has another playable card in their hand.

If this is the first card turned up by the dealer, the first player chooses the color it represents.



Wild Draw Four Cards

When this card is played, the next player must draw four cards and forfeit their turn. They may not play any Wild Draw Four Cards on this turn. (see note on "stacking" in the Uno Rules for BAC Uno Tournament). This card can be played on any card (unless a player's turn has been forfeited), but in order to play this card, **a player must not have any cards in their hand that match the color of the card on the Discard Pile.**

If the player holds a matching number or Special Card (*but not the same color*) to the Discard Pile, they are allowed to play the Wild Draw Four Card instead.

If this is the first card turned up by the dealer, the dealer must put it back in the deck, reshuffle, reset the Draw Pile, and draw the top card to create the Discard Pile.

If the player impacted by this card believes it was played illegally, they may challenge the player who played it and that player must show only the challenger their cards to confirm their innocence. If found guilty, the player must draw the four cards. If innocent, the challenger must draw six cards (the original four, plus two more). The Wild Draw Four Card stays on the Discard pile and the player still must choose the color it represents.