The Rules of Rolling Admissions
(based on Yahtzee® by Hasbro)

INTRODUCTION:
The games of Rolling Admissions in designed as fun way to see how the things you do in high school can affect your chances of being admitted to a four-year college or university.

It is recommended that players watch the Plan for College video at startnow.arizona.edu/prepare/plan for a better understanding of the college admissions theme and terms used in this game.

MATERIALS NEEDED:
Score sheets, 5 six-sided dice (a set of 5 dice is needed for each group)

OBJECTIVE:
The objective of rolling admissions is to be admitted to a four-year university. The higher the score the greater the likelihood that you will be admitted and possibly receive a merit-based award.

- **Final Score >260** ADMITTED! You were assured admission and as a high achieving student you have been offered a merit-based scholarship.

- **Final Score 230-260** – ADMITTED! You were assured admission, great job in challenging yourself and rising to the top of your class!
  The easiest way to enter a university in Arizona is to fulfill three easy requirements:
  - Complete the Sweet 16 course requirements
  - Graduate in the top 25% of your class
  - Be a resident from the State of Arizona
  If you fulfill these three requirements, you are essentially guaranteed admission to any of the three Arizona universities.

- **Final Score 200-230** ADMITTED! You have been admitted through comprehensive review and because of your hard work you have been offered a merit-based scholarship!

- **Final Score 170-200** ADMITTED! You have been admitted through comprehensive review congratulations.
  You have been admitted through the comprehensive review process. If you can’t fulfill all three of the requirements above, most universities use a process called “comprehensive” or “holistic” admissions. This means that an admissions counselor carefully reviews your application for typical (grades, test scores, involvements) and non-typical (personal statements, essays, leadership, service) characteristics. It is always best to make sure you are taking the most rigorous (challenging) courses for your skill level, and your high school counselor can be a great asset when it comes to scheduling the right courses for you and your college choice.

- **Final Score <170** – Your journey to a Bachelor’s degree will start at Community College.
  If entering a four-year degree program directly from high school is not an option, maybe community college would be a good opportunity to start your studies. When students enter a community college and initiate a plan for transfer (with their admissions counselor and advisors at the college), they often have great success and still graduate with a bachelor’s degree within 4 to 5 years. The two easiest methods for a guaranteed transfer to an Arizona university are:
  1. Completing the Arizona General Education Curriculum (AGEC), a series of 36 units of courses that also can qualify for your general education requirement at the university.
  2. Completing an associate’s degree.
GAME SUMMARY:
On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories. After you finish rolling, you must place a score or a zero in one of the 13 category boxes on your score card.
The game ends when all players have filled in their 13 boxes. Scores are totaled, including any bonus points.

HOW TO PLAY:
Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

TAKING A TURN:
On your turn, you may roll the dice up to 3 times although you may stop and score after your first or second roll.

- **First Roll**: Roll all 5 dice. Set any “keepers” aside. You may stop and score now, or roll again.
- **Second Roll**: Reroll ANY or ALL dice you want – even “keepers” from the previous roll. You don’t need to declare which category you’re rolling for; you may change your mind after any roll. You may stop and score after your second roll, or set aside any “keepers” and roll a third time.
- **Third and Final Roll**: Reroll ANY or ALL dice you want. After your third roll, you must fill in a box on your score card with a score or a zero. After you fill in a box your turn is over.

SCORING:
When you are finished rolling, decide which box to fill in on your score card. For each game, there is a column of 13 boxes. You must fill in a box on each turn; if you can’t (or don’t want to) enter a score, you must enter a zero. Fill in each box only once, in any order, depending on your best scoring option.
The score card is divided into a Sweet 16 (upper section) and a Comprehensive Review (lower section). Scoring combinations for each section are explained below.

**Sweet 16**
This section represents the 16 core academic courses needed for admission in the three state universities in Arizona. The number of courses needed for each academic area is listed in parentheses.

<table>
<thead>
<tr>
<th>Core Academic Area</th>
<th>Representative Die Face</th>
<th>What to Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine Arts (1 year)</td>
<td>Ones, 1</td>
<td>Total of Ones only</td>
</tr>
<tr>
<td>Foreign Language (2 years)</td>
<td>Twos, 2</td>
<td>Total of Twos only</td>
</tr>
<tr>
<td>Social Science (2 years)</td>
<td>Threes, 3</td>
<td>Total of Threes only</td>
</tr>
<tr>
<td>Lab Science (3 years)</td>
<td>Fours, 4</td>
<td>Total of Fours only</td>
</tr>
<tr>
<td>English (4 years)</td>
<td>Fives, 5</td>
<td>Total of Fives only</td>
</tr>
<tr>
<td>Math (4 years)</td>
<td>Sixes, 6</td>
<td>Total of Sixes only</td>
</tr>
</tbody>
</table>

To score in the Sweet 16 section, add only the dice with the same number and enter the total in the appropriate box. For example, with the dice shown below you could score 9 in the Social Science box, 2 in the Foreign Language box, or 4 in the Lab Science box.

![Dice](image)

Your goal in the Sweet 16 section is to score a total of at least 63 points, to earn a **Top 25% class ranking** bonus of 35 points. In order to assure yourself admission to a state university in Arizona one of the three requirements is that you place in the top 25% of your high school class. The bonus points are based on scoring three of each number (ones through sixes); however, you may earn the bonus with any combination of scores totaling 63 points or more. Similarly, in university admissions sometimes students aren’t able to take all 16 core academic courses or perform poorly in an academic area. Arizona universities allow for 2 deficiencies as long as they are not in the same subject area or in math and science. Talk with your parents and your school counselors to ensure you are taking the right courses. Working hard to earn the best grades possible and challenging yourself by taking Honors, IB, AP, or dual enrollment courses can also help, as you’ll see in the next section.
Comprehensive Review

Each of the Comprehensive Review section scoring combinations relates to other areas that can improve your chances of being admitted to the University of your Choice.

<table>
<thead>
<tr>
<th>Comprehensive Review</th>
<th>Scoring Combination</th>
<th>What to Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Honors/IB/AP/Dual Enrollment Courses</td>
<td>3 of a Kind</td>
<td>Total of all 5 dice</td>
</tr>
<tr>
<td>SAT/ACT Scores</td>
<td>4 of a Kind</td>
<td>Total of all 5 dice</td>
</tr>
<tr>
<td>Extra-Curricular activities (Clubs and Sports)</td>
<td>Full House</td>
<td>25 points</td>
</tr>
<tr>
<td>Leadership Experiences/Summer Experiences/Community Service/Work</td>
<td>Small Straight</td>
<td>30 points</td>
</tr>
<tr>
<td>Honors and Awards</td>
<td>Large Straight</td>
<td>40 points</td>
</tr>
<tr>
<td>Advantages</td>
<td>5 of a Kind</td>
<td>50 points</td>
</tr>
<tr>
<td>Personal Statement</td>
<td>Chance</td>
<td>Total of all 5 dice</td>
</tr>
</tbody>
</table>

**Honors/IB/AP/Dual Enrollment (3 of Kind):** Taking these types of challenging courses is the best preparation for the difficult college courses ahead. This is because honors and AP courses often challenge students to think and perform at a level comparable to that of a university-level course. Also, by taking these courses, and earning good grades, students tell admissions and scholarship selection committees they are ready for the challenge college courses ahead, and that they are likely to have the same level of success once they attend the university.

Score in this box only if the dice include 3 or more of the same number. For example, with the dice shown below you could score 18 points in the Honors/IB/AP/Dual Enrollment box.

\[
\begin{array}{cccccc}
\text{3} & \text{5} & \text{5} & \text{2} & \text{1} \\
\end{array}
\]

*Other Scoring Options:* You could instead score 18 in the Personal Statement (Chance) box, or you could score 15 in the English (fives) box, 2 in the Foreign Languages (twos) box, or 1 in the Fine Arts (ones) box.

**SAT/ACT Scores (4 of a Kind):** Although the SAT and ACT are not required for admission to Arizona's universities, you should definitely make taking at least one of the tests part of your plan to attend college. These college admissions exams can be used to place you in your math and English courses for your first year, can provide more information if your application is not as compelling, and is usually required for most scholarship considerations.

Score in this box only if the dice include 4 or more of the same number. For example, with the dice shown below you could score 14 points in the SAT/ACT Score (4 of a Kind) box.

\[
\begin{array}{cccccc}
\text{2} & \text{2} & \text{2} & \text{2} & \text{6} \\
\end{array}
\]

*Other Scoring Options:* You could instead score 14 in the Honors/IB/AP/Dual Enrollment (3 of a Kind) box, or you could score 8 in the Foreign Languages (twos) box, or 6 in the Math (sixes) box.

**Extra-Curricular Activities (Full House):** Extracurricular activities can take several forms, but all contribute to the development of a “well-rounded” student.

Score in this box only if the dice show three of one number and two or another. Any Full House is worth 25 points. For example, with the dice below you could score 25 point in the Extra-Curricular Activities (Full House) box.

\[
\begin{array}{cccccc}
\text{3} & \text{3} & \text{3} & \text{5} & \text{5} \\
\end{array}
\]

*Other Scoring Options:* You could instead score 19 in the Honors/IB/AP/Dual Enrollment (3 of a Kind) box, or you could score 9 in the Social Science (threes) box, or 10 in the English (fives) box.
Leadership Experience/Summer Experience/Community Service/Work (Small Straight): All of these provide students with experiences beyond the typical extra-curricular activity and help develop additional skills that can help them be successful in college. The key is to take advantage of these opportunities to gain skills, develop mentors who can write letters of recommendations, and/or reflect on your experiences to write a unique and convincing personal statement. Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points. You could score 30 points in this box with any of the three dice combinations below.

```
  1 2 3 4
  5 (any#)
```

```
  2 3 4 5
  0 (any#)
```

```
  3 4 5 6
  0 (any#)
```

Other Scoring Options: You could instead score in the Personal Statement (Chance) box, or in the appropriate Sweet 16 box.

Honors/Awards (Large Straight): Honors and Awards are recognitions of your effort and abilities. These recognitions can demonstrate to universities that you could be a valuable addition to their campus because of your unique talents and/or ability to perform above and beyond the average college-bound student. Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points. You could score 40 points in this box with either of the two dice combinations below.

```
  1 2 3 4
  5
```

```
  2 3 4 5
  6
```

Other Scoring Options: You could instead score in the Leadership Experience/Summer Experience/Community Service/Work (Small Straight) box, the Personal Statement (Chance) box, or in the appropriate Sweet 16 box.

Advantages (5 of a Kind): Some students are fortunate enough to be in situations that provide them with advantages that can help them in being admitted to the college/university of their choice or in paying for college. However, these advantages do not limit other students’ ability to achieve their goals through awareness of the requirements, working hard in school, and making good choices. Score in this box only if the dice show five of the same number (5 of a kind). An advantage (5 of a Kind) is shown below.

```
  3 3 3 3 3
```

The first Advantage you enter is the Advantage box is worth 50 points. For each additional Advantage you roll, you earn a bonus (see Advantage Bonus, below).

Personal Statement (Chance): Most college and scholarship applications require students to write a personal statement. This one- to two-page document is an opportunity for you to shine in ways that weren’t possible in other parts of the application. Use the personal statement to say what your application does not. Does your application show your best attributes, that you are ready for academic rigor, that you persevere I the face of challenges? If not, address this in your personal statement. Use the statement to highlight what makes you unique or to address any areas of weakness in your application (e.g. weak grades during a particular semester, or a lack of community service experience). Score the total of any 5 dice in this box. This catch-all category comes in handy when you can’t (or don’t want to) score in another category, and don’t want to enter a zero. For example, you could score 22 points in the Personal Statement (Chance) box with the dice shown below.

```
  1 4 5 6 6
```

Advantage Bonus: If you roll an Advantage and have already filled in the Advantage box with a 50, you get a 100-point bonus! Place an “X” in the Advantage Bonus box on your score card. Then fill in one of the 13 boxes on your score card according to the Advantage Rules described below.

As long as you’ve scored 50 in the Advantage box, you get an Advantage Bonus for each additional Advantage you roll. If you roll an Advantage and have already entered zero in the Advantage box, you do not earn an Advantage Bonus; however you must fill in one of the 13 boxes on your score card according to the Advantage Rules below.
**Advantage Rules:** Score the total of all 5 dice in the appropriate Sweet 16 box. If this box has already been filled in, score as follows in any open Comprehensive Review section box:

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<td>4 of a Kind</td>
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<td>Extra-Curricular activities (Clubs and Sports)</td>
<td>Full House</td>
<td>25 points</td>
</tr>
<tr>
<td>Leadership Experiences/Summer Experiences/</td>
<td>Small Straight</td>
<td>30 points</td>
</tr>
<tr>
<td>Community Service/Work</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Honors and Awards</td>
<td>Large Straight</td>
<td>40 points</td>
</tr>
<tr>
<td>Personal Statement</td>
<td>Chance</td>
<td>Total of all 5 dice</td>
</tr>
</tbody>
</table>

If the appropriate Sweet 16 box and all the Comprehensive Review boxes are filled in, you must enter a zero in any open Sweet 16 box.

For example, you roll 5 Fours. You’ve already entered zero in the Advantage box, and have also scored in the Lab Science (Fours) box. The Advantage Rules allow you to score in any open box in the Comprehensive Review section. You decide to score 40 points in the Honors and Awards (Large Straight) box.

**Ending a game:**

Once each player has filled in all 13 category boxes the game ends. Each player now adds up his or her score as follows:

*Sweet 16:* Add up the Sweet 16 scores and enter the total in the Total box. Enter the 35-point bonus in the Top 25% class ranking box if you scored 63 points or more. Then enter the total in the Sweet 16 Total box.

*Comprehensive Review:* Add up the Comprehensive Review scores, and enter the total in the Comprehensive Review Total box. Add 100 points for each “X” in the Advantage Bonus box.

*Admissions Total:* Add the Sweet 16 Total and Comprehensive Review Total, and enter the total in the box. This is your score for the game.

**How to win:**

After the scores are tallied, compare your score to the admissions scores at the bottom of the score card (also listed below). Check to see if you have been admitted to the college/university of your choice. Higher scores mean better chances for admission and possibly some merit-based scholarships.

- **Final Score >260**  
  ADMITTED! You were assured admission and as a high achieving student you have been offered a merit-based scholarship.

- **Final Score 230-260**  
  ADMITTED! You were assured admission, great job in challenging yourself and rising to the top of your class!

- **Final Score 200-230**  
  ADMITTED! You have been admitted through comprehensive review and because of your hard work you have been offered a merit-based scholarship!

- **Final Score 170-200**  
  ADMITTED! You have been admitted through comprehensive review congratulations.

- **Final Score <170**  
  Your journey to a Bachelor’s Degree will start at a community college. Don’t give up! Community college can be a great pathway to obtain your degree and the future you want.
ROLLING ADMISSIONS
(Watch the Plan for College video before playing at startnow.arizona.edu/prepare/plan)

Name: ______________________________

<table>
<thead>
<tr>
<th>SWEET 16</th>
<th>How to Score</th>
<th>Game 1</th>
<th>Game 2</th>
<th>Game 3</th>
<th>Game 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine Arts (1 year)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Foreign Lang (2 years)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Social Science (2 years)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
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<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>English (4 years)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Math (4 years)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Top 25% class ranking
If total score is 63 or over Score 35

Sweet 16 Total

**COMPREHENSIVE REVIEW**

<table>
<thead>
<tr>
<th>Honors/IB/AP/Dual Enrollment Courses</th>
<th>3 of a Kind</th>
<th>Add total of all dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>SAT/ACT Scores</td>
<td>4 of a Kind</td>
<td>Add total of all dice</td>
</tr>
<tr>
<td>Extra-Curricular activities (Clubs &amp; Sports)</td>
<td>Full House</td>
<td>Score 25</td>
</tr>
<tr>
<td>Leadership Experience/Summer Experience/Community Service/Work</td>
<td>Small Straight</td>
<td>Score 30</td>
</tr>
<tr>
<td>Honors and Awards</td>
<td>Large Straight</td>
<td>Score 40</td>
</tr>
<tr>
<td>Advantages</td>
<td>5 of a kind</td>
<td>Score 50</td>
</tr>
<tr>
<td>Personal Statement</td>
<td>Chance</td>
<td>Add total of all dice</td>
</tr>
<tr>
<td>Advantages Bonus (place “x” in the next box for each bonus Advantage)</td>
<td>100 for each bonus</td>
<td></td>
</tr>
</tbody>
</table>

Comprehensive Review Total

Sweet 16 Total

ADMISSIONS TOTAL

**Final Score >260**  ADMITTED! You were assured admission and as a high achieving student you have been offered a merit-based scholarship

**Final Score 230-260**  ADMITTED! You were assured admission, great job in challenging yourself and rising to the top of your class!

**Final Score 200-230**  ADMITTED! You have been admitted through comprehensive review and because of your hard work you have been offered a merit-based scholarship!

**Final Score 170-200**  ADMITTED! You have been admitted through comprehensive review congratulations.

**Final Score <170**  Your journey to a Bachelor’s Degree will start at a community college. Don’t give up! Community college can be a great pathway to obtain your degree and the future you want.