Farkle is a folk game played with dice and provides an excellent model for probability and combinatorics. The methods of scoring are varied, with different scores accumulating to different combinations of the dice. In addition, a number of various strategies have been put forth regarding the decisions that a player has to make: which dice to count for score and when to stop rolling the dice. Various stopping and scoring criteria are examined and compared to determine the best strategy when playing. (Received September 22, 2015)