Story points cheat sheet

Points compare stories with each other, not with hours. Write one finished story your team knows well next to each card, and keep the sheet where you estimate.

Card	Usually means	Our reference story	Why that size
0	Already done, or comes free with another story.		
¼ ½	Almost nothing: a copy change, a config flag.		
1	Trivial but real: one small change you can describe in a sentence.		
2	Small and familiar. Your smallest everyday story.		
3	A little more than a 2: another layer to touch, or more testing.		
5	Several parts, or one real unknown.		
8	Large: several unknowns, several people, or a third party.		
13	Big. See whether it splits before it goes into a sprint.		
21+	Not a story yet. Split it, or size it in T-shirt sizes on the roadmap.		
?	Can’t size it yet. Find out what’s missing before anyone votes again.		
☕	Time for a break.		

Four rules

- Compare with the reference stories, never with hours or days.
- Size covers the effort, the complexity and the unknowns together.
- Split anything bigger than about a fifth of your velocity before it goes into a sprint.
- Check the references every few months. A framework upgrade can make yesterday’s 8 a 3.

Printable cards, a facilitator’s sheet and the guides behind this page: scrum-poker.dev/guides