

The Rules of Rummy - How To Play Rummy

Rummy (also known as Regular Rummy, Straight Rummy, Basic Rummy, Standard Rummy or Traditional Rummy) remains one of the most popular Rummy card games. As with many other Rummy games, it is well suited to wagering as it contains all the exciting ingredients of a high octane Poker game but with a great deal more skill involved.

These are the default, most commonly used Rummy rules which we understand to be as close as possible to being the official rules of this card game, though no official rules actually exist as such. However, optional variations on certain elements of play do exist and are given in the section "Other House Rules". These rules were originally prepared for a real life card playing situation and they were also used to design the multi-player version of this game which can be played online right here at Rummy.com

Players & Deck - Straight Rummy may be played by 2 - 6 players and uses a standard playing card deck of 52 cards. The game can be played for a round, a number of rounds or to a target score which needs to be agreed before the start of play.

The Deal - The first dealer is chosen at random. Otherwise, it can be decided by each player drawing a single card from the deck, with the lowest card getting to deal first. The number of cards dealt is dependent on the number of players as below:

2 Players :: 10 cards each
3 or 4 Players :: 7 cards each
5 or 6 Players :: 6 cards each

After each game, if there are just two players, the deal alternates. If there are more than two players, the deal moves clockwise (to the left) around the table. Starting with the player to his left, the dealer deals the cards one at a time to each player around the table until all players have the required number of cards. The dealer places the remaining cards face down on the table to become the stock. He then turns over the top card and places it face up on the table to the right of the stock to start the discard pile. Once the cards have been dealt, the players can then examine and sort their cards. The player to the left of the dealer takes the first turn.

HOW TO PLAY TURN BY TURN

The object of the game is to dispose of all your cards and you can do this in one of three ways after the initial draw.

Draw (Compulsory) - Each player begins their turn by either drawing a single card from the top of the stock pile, or taking the top card from the discard pile - this is called "Drawing" or "The Draw". If you draw from stock, you add the card to your hand without showing it to the other players. If you draw a card from the discard pile you do the same but your opponents will know what card you have taken as the discard pile is face up and the top card can be seen by all

players.

(1) Melding (Optional) - Cards may be grouped by placing approved combinations (ie melds) of three or more cards from your hand face up in the designated meld area on the table before you. Alternatively, you may choose to keep melds in your hand for reasons of strategy and/or the chance to gain a bonus. There are two kinds of combinations: Runs and Sets.

A Run (aka sequence) is three or more cards of the same suit in sequence:

Set (aka group) is three or four cards of the same rank and different suits:

(2) Laying Off (Optional) - This involves adding cards from your hand to melds previously placed on the table by yourself or other players. Cards added must form a legitimate meld. Thus, if there is a run of 4 5 6 on the table, you may add 3 or you could add 2 and 3 or even 2 3 and 7. You are also not permitted to move cards from one meld to another to form new melds. You are not obligated to lay off cards just because you can but there is no limit to the number of cards you can lay off during a single turn.

(3) Discarding (Compulsory) - This is where you place a card from your hand on the discard pile. Each player must end their turn by discarding one card from his hand face up on the discard pile. Once the player has discarded, his turn is over and he may not play any cards again until the turn moves back to him.

A single turn therefore, consists of a player drawing a card (compulsory). He or she may optionally place a meld on the table and/or lay off cards to an existing meld or melds on the table (if any). He or she must then discard one card thus ending a turn (compulsory).

What if the stock pile runs out?

If the stock pile runs out, the top card from the discard pile is set aside and the remainder of the discard pile is shuffled and turned face down to become the new stock pile. The top card starts the new discard pile.

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