

# DISJOINT RUMMY

by Mark Steere

**INTRODUCTION** Disjoint Rummy is a two player Rummy game. The object is to form melds with all of the cards in your hand. One player will necessarily fill his hand with melds. The stock cannot deplete with both players holding dead cards. Mark Steere designed Disjoint Rummy in December, 2022.

## LEGAL MELDS

A A A

2 3 4 same suit

5 5 5

6 7 8 same suit

9 9 9

10 J Q same suit

K K K

**DECK** Remove all 13 Clubs from a 52 card deck.

**GROUPS** A group is comprised of 1 or more cards which form part or all of a meld. A singleton is a group of size 1.

**DEAL** The randomly chosen dealer deals 12 cards each, face down, one card at a time, starting with the non-dealer. The remaining cards form the face down stock.

**PLAY** Play begins with the non-dealer who removes a card from the stock and either adds it to his hand or places it face up on the table, beginning the discard pile. If he adds a card to his hand, he must then discard a card to begin the discard pile. After that, players take turns (starting with the dealer) adding a card from the discard pile to their hand and discarding, or adding a card from the stock and discarding, or simply placing the top stock card onto the discard pile.

**ADDING A CARD FROM THE DISCARD PILE** To begin your turn, if you can use the top card of the discard pile to expand any of your groups, you must do so, unless the group is your only singleton, in which case you can't. If you add a card from the discard pile, you must discard a card (see **DISCARDING** below). If you can't expand any of your groups with the top discard pile card, subject to the preceding restriction, you must try to add a card from the stock.

**ADDING A CARD FROM THE STOCK** Take the top card from the stock and view it privately. If you can use it to expand any of your groups, you must do so, unless the group is your only singleton, in which case you can't. After adding a card, you must discard. If you can't expand any of your groups with the stock card, subject to the preceding restriction, and if you have one or more singletons in your hand, you must replace one of the singletons with the stock card, and discard the replaced singleton.

**DISCARDING** After expanding one of your groups, you must discard a card from your smallest group. In case you have more than one smallest group of the same size, you can select which of these groups to discard from. If after discarding, your hand is comprised of 4 melds, you have won. A winner will be determined using the original stock. Reshuffling the discard pile won't be necessary.

**DISCARDING THE STOCK CARD** If you can't add a card to your hand from the discard pile or the stock, you must place the stock card onto the discard pile.

**AUTHOR'S NOTE** Feel free to publish this rule sheet and to program the game of Disjoint Rummy. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at [marksteeregames.com](http://marksteeregames.com).