Basic Rummy

The game is best played with two to four players, but up to six can take part.

The Deck

One standard deck of 52 cards is used. Cards in each suit rank, from low to high:

Ace 2 3 4 5 6 7 8 9 10 Jack Queen King

The Deal

The dealer is chosen randomly. In a two player game, each player is dealt a hand of ten cards. Seven cards each are dealt if there are three or four players, and when five or six play each player gets six cards. The cards are dealt one at a time, and after the deal, the next card is placed face up on the table to start the discard pile, and the remainder of the deck is placed face down beside it to form the **stock**. The players look at and sort their cards.
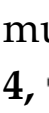
Object of the Game

The object of the game is to dispose of all the cards in your hand. There are three ways to get rid of cards: melding, laying off, and discarding.

- **Melding** is taking a combination of cards from your hand, and placing it face up in front of you on the table, where it stays. There are two kinds of combination which can be melded: sequences (also known as runs) and groups (also known as sets or books).
  - a **sequence** or **run** consists of three or more cards of the same suit in consecutive order, such as ♣4, ♣5, ♣6 or ♥8, ♥9, ♥10, ♥J.
  - a **group**, **set** or **book** is three or four cards of the

same rank, such as ♦7, ♥7, ♠7.

- **Laying off** is adding a card or cards from your hand to a meld already on the table. The cards added to a meld must make another valid meld. For example to the ♣4, ♣5, ♣6 you could add the ♣3 or the ♣7. You are not permitted to rearrange the melds in the process. For example, ♣2, ♥2, ♦2, ♠2 and ♠3, ♠4, ♠5 have been melded, you are not permitted to move the ♠2 from the group to the sequence, so as to lay off the ♠A.

- **Discarding** is playing a card from your hand on top of the discard pile. You get rid of one card this way at the end of each turn.

Play

If there are two players, they take alternate turns starting with the non dealer. If there are more than two players, they take turns in clockwise rotation, beginning with the player to dealer's left.

Each turn consists of the following parts:

1 **The Draw**. You **must** begin by taking one card from either the top of the Stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is face up, so you can see in advance what you are getting. The stock is face down, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.

2 **Melding**. If you have a valid group or sequence in your hand, you may lay **one** such combination face up on the table in front of you. You cannot meld more than one combination in a turn. Melding is **optional**; you

are not obliged to meld just because you can.

3 **Laying off**. This is also **optional**. If you wish, you may add cards to groups or sequences previously melded by yourself or others. There is no limit to the number of cards a player may lay off in one turn.

4 **The Discard** At the end of your turn, one card **must** be discarded from your hand and placed on top of the discard pile face up. If you began your turn by picking up the top card of the discard pile you are not allowed to end that turn by discarding the same card, leaving the pile unchanged - you must discard a different card. You may however pick up the discard on one turn and discard that same card at a later turn. If you draw a card from the stock, it can be discarded on the same turn if you wish.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

A player wins by either melding, laying off, or discarding all of his or her cards. Getting rid of your last card in one of these ways is called **going out**. As soon as someone goes out, play ceases and that player wins the game.