

Rummy

The rules on one page

Players

2 to 6. Best with 2 to 4.

You need

A standard 52-card deck, plus paper and a pencil for the score

Goal

Be the first to get rid of all your cards by laying them down in sets and runs

Game ends

When a player reaches the target score agreed before the first deal, such as 100 points

Setup

1. Use a standard 52-card deck with no jokers. Aces are low and kings are high.
2. Pick the first dealer at random. After each hand the deal passes to the left. With 2 players, the winner of a hand deals next.
3. Deal one card at a time, face down, starting on the dealer's left: 10 cards each for 2 players, 7 each for 3 or 4, and 6 each for 5 or 6.
4. Stack the rest face down as the stock. Turn its top card face up beside it to start the discard pile. The player on the dealer's left goes first, and turns pass clockwise.

How to play

1. **Draw one card.** Start your turn by drawing one card: the top card of the stock or the top card of the discard pile.
2. **Lay down melds if you want to.** You may lay sets and runs from your hand face up on the table. These are melds. A set is 3 or 4 cards of the same rank, such as three 9s. A run is 3 or more cards of one suit in order, such as 5-6-7. The ace is low, so queen-king-ace is not a run.
3. **Lay off cards if you want to.** You may also lay off cards, which means adding cards from your hand to any meld on the table, yours or another player's. A set can take its fourth card. A run can grow at either end.
4. **Discard one card.** End your turn by putting one card from your hand face up on the discard pile. If you took the top discard this turn, you may not put that same card back.
5. **Go out to win the hand.** You go out when you get rid of your last card. The hand ends at once and you win it. The last card may be melded, laid off or discarded, so you do not need a final discard.
6. **Go rummy for a double score.** Going rummy is getting rid of your whole hand in one turn when you have not laid down or laid off any cards before. It doubles your score for the hand.

7. If the stock runs out. If the stock is used up, the next player may still take the top discard. If they do not want it, turn the discard pile face down without shuffling. It becomes the new stock, and that player draws from it.

8. Score the hand. The other players add up the cards left in their hands. Kings, queens and jacks count 10, aces count 1, and other cards count the number on them. The winner scores the total, or double the total for going rummy. The deal then moves on.

What counts as a meld

Cards	Meld	Why
7♠ 7♥ 7♦ 7♣	Yes, a set	4 cards of the same rank
10♥ J♥ Q♥ K♥	Yes, a run	Same suit, in order, with the king at the top
A♣ 2♣ 3♣	Yes, a run	The ace is low
Q♠ K♠ A♠	No	The ace cannot be high
K♥ A♥ 2♥	No	A run cannot pass through the ace
4♥ 5♥ 6♠	No	A run must stay in one suit
J♣ J♦	No	A meld needs at least 3 cards

Scoring

What each card left in a hand is worth

Card	Points
King, queen or jack	10
2 through 10	The number on the card
Ace	1

What the winner scores for the hand

How the hand ended	The winner scores
A player goes out	The total of all the cards left in the other players' hands
A player goes rummy	Double that total

Agree on a target score before the first deal, such as 100 points. The first player to reach the target wins the game.

