



Gin Rummy



There are many variations, but this is probably the most popular.

Cards

Two standard decks of 52 cards are used.

While one player deals, the other shuffles the second deck ready for the next deal.

Players

Basic Gin Rummy is for two players.

Objective

As in Rummy, each player tries to meld the cards in groups or sequences. Unlike basic rummy, it is possible to win a hand without melding all the cards.

Choice of first dealer

The player cutting the higher card has the choice of deck and if he wants first deal.

Deal

The dealer deals 10 cards face down to each player, beginning with his opponents and dealing one card at a time.

The 21st card is then turned face up and becomes the first card on the discard pile (the upcard).

The remaining cards are placed face down on the table alongside the upcard to form the stock.

Start of play

The non-dealer decides whether or not he wants the upcard. If he decides not to take it, the dealer has the option of taking it. If the dealer does not want it, then the non-dealer must draw the top stock card. Whichever player takes a card must then discard one.

Turn of play

In subsequent turns a player takes the top card from either the discard pile or the stock, and then discards. Players do not lay melds on the table until one player ends the hand by 'going gin' or 'knocking'.

Going 'Gin'

A player goes gin if he can meld all 10 of his cards in matched sets. He declares this when it is his turn, and lays all his cards face up on the table. His opponent may then lay down his own melds, but he may not lay off any cards onto the winner's melds.

Knocking

This is an alternative way of going out. It may be done if the unmatched cards - deadwood - in a player's hand add up to 10 points or less. A player can knock only when it is his turn. He draws a card in the usual way, knocks on the table, and discards one card face down. He then lays out all his remaining cards face up on the table, grouping them into melds and unmatched cards. His opponent must then, without drawing, lay out his cards on the table.

Cards should be grouped into melds and unmatched cards, but the player also has the opportunity of laying off cards onto the knocker's melds. Each player's deadwood cards are then totalled and the totals compared.

Scoring a Hand

1. If a player Goes Gin he gets a 25 point bonus in addition to the value of the opponent's deadwood.
2. If a player Knocks and his deadwood count is less than his opponent's, the knocker wins the hand and his score is the difference between the two counts.
3. If a player knocks and his opponent's deadwood count is lower than or the same as his own, the opponent has 'undercut' the knocker and wins the hand. the deadwood counts.

No Game

The last two cards in the stock may not be drawn. If the player who draws the fiftieth card is unable to go gin or knock, the hand is a tie and no points are scored. The same dealer deals for the next hand.

Box (or line)

A running total is kept of each player's score. When a player wins a hand, a horizontal line called a box is drawn under his score. (These have been done for you on the score sheets.)

Game Score

The first player to score 100 or more points ends the game and has 100 points added to his score. If his opponent has failed to win a hand, the winner then doubles his score (including the 100 point bonus).

Finally, for every hand a player has won - as shown by the boxes in his running score - he receives an additional 25 point bonus.