

Gin Rummy

PLAYERS 2

DECK 52 cards, no jokers

TYPE Rummy

LEVEL Medium

GAME First to 100

THE GOAL

Arrange your ten cards into sets and runs, then end the hand when your leftover cards (deadwood) are worth 10 or less.

SETUP

Two players, one 52-card deck without jokers. Aces are always low: A-2-3 is a run, Q-K-A is not.

THE DEAL

Ten cards each. Turn the top of the stock face up. For this first card only, the non-dealer may take it or pass, then the dealer; if both pass, the non-dealer draws from the stock.

A TURN

- Draw the top card of the stock or of the discard pile.
- Discard one card face up, but not the card you just took from the discard pile.
- Melds stay in your hand: you never lay them down during play.

SPECIAL CARDS

- **Knock:** with 10 or less deadwood, discard face down and spread your hand.
- **Gin:** all ten cards melded. The opponent may not lay off.
- After a knock, the opponent spreads and may lay off deadwood on your melds.

SCORING

- **Deadwood:** king, queen, jack 10, ace 1, other cards face value.
- **Knocker** with less deadwood scores the difference. Gin scores 20 plus the opponent's deadwood.
- **Undercut** (opponent has less or equal): the opponent scores 10 plus the difference.
- **Game:** first to 100 gets 100 bonus, plus 20 for each hand won, plus 100 more if the loser scored nothing.

WINNING

The first player to reach 100 points wins the game.

HOUSE RULES

- **Oklahoma Gin.** The first upcard sets the knocking limit: a 7 means you may knock with 7 or less. If it is a spade, that hand scores double. Games usually go to 150.
- **Bigger bonuses.** Some players count 25 instead of 20 for gin, and 20 or 25 instead of 10 for an undercut.
- **Hollywood Gin.** A way of scoring three games at the same time, on one score sheet, as you play.