

Gin Rummy

The rules on one page

Players

2. Versions for 3 or 4 are further down.

You need

A standard 52-card deck with no jokers, plus paper and a pencil for the score

Goal

Form sets and runs in your hand, then knock with 10 points or less of unmatched cards, or go gin with none

Game ends

When a player reaches 100 points. End-of-game bonuses are then added.

Setup

1. Use one standard 52-card deck with the jokers taken out. The king is the highest card and the ace the lowest.
2. To choose the first dealer, spread the cards face down and each draw one. The higher card deals. After that, the winner of each hand deals the next.
3. Deal 10 cards to each player, one at a time and face down.
4. Turn the next card face up. This is the upcard, and it starts the discard pile. Put the other 31 cards face down beside it as the stock.

How to play

1. **Take or pass the upcard.** The non-dealer may take the upcard. If they pass, the dealer may take it. If both pass, the non-dealer draws the top card of the stock. Whoever takes a card discards one, and then the other player has a turn.
2. **Draw, then discard.** On each turn, take the top card of the stock or the top card of the discard pile. Then discard one card face up. You may not throw back a card you just took from the discard pile.
3. **Build melds and count deadwood.** A meld is a set of 3 or 4 cards of one rank, or a run of 3 or more cards in a row in one suit. The ace is low, so A-2-3 is a run and Q-K-A is not. Cards outside your melds are deadwood. Face cards count 10, aces 1 and other cards their number.
4. **Knock.** After you draw, you may knock if your deadwood, not counting your discard, is 10 points or less. Discard one card face down. Then lay your hand face up, melds apart from deadwood.
5. **Go gin.** Knocking with no deadwood at all is going gin. The other player lays out their hand but may not lay off any cards.
6. **Lay off and compare.** After a knock without gin, the other player lays out their melds and deadwood. They may then lay off deadwood cards on the knocker's melds: a fourth card on a set, or the next card at either end of a run. Cards laid off stop counting as deadwood.

7. Score the hand. If the knocker has less deadwood, the knocker scores the difference. If the other player has the same or less, that is an undercut: they score the difference plus 10. Gin scores 20 plus the other player's deadwood.

8. If the stock runs down. When only 2 cards are left in the stock and the player who just drew discards without knocking, the hand ends. Nobody scores, and the same dealer deals again.

What counts as a meld

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

Scoring

Points for one hand

What happened	Who scores	Points
Knock, and the knocker has less deadwood	Knocker	The difference in deadwood
Undercut: the other player has the same deadwood or less	Other player	The difference plus 10
Gin	The player who went gin	20 plus the other player's deadwood
The stock runs down to 2 cards with no knock	Nobody	0

Bonuses added when the game ends

Bonus	Who gets it	Points
Game bonus	The first player to 100	100
Shutout: the loser scored nothing in the whole game	The winner	200 game bonus instead of 100
Box bonus	Each player	20 for each hand they won

The first player whose total reaches 100 or more wins the game. Add the game bonus and both players' box bonuses. The difference between the two final totals is the winning margin.

