

For the more advanced card player, Rummy can be played in a number of different ways with rules to suit different age groups. Kids can beat their mates and then challenge the grown-ups.

Rummy is a card game in which you try to improve the hand that you're originally dealt. You can do this whenever it's your turn to play, either by drawing cards from a pile (or stock) or by picking up the card thrown away by your opponent and then discarding a card from your hand.

You can play Rummy with two or more players (for six or more players, you need a second deck of cards). You'll also need a paper and pencil for scoring.

The objective of Rummy

Your aim is to put (or meld) your cards into two types of combinations:

- **Runs:** Consecutive sequences of three or more cards of the same suit
- **Sets (or Books):** Three or four cards of the same rank. If you are using two decks, a set may include two identical cards of the same rank and suit.

REMEMBER

In most Rummy games, unlike the majority of other card games, aces can be high or low, but not both. So, runs involving the ace must take the form A-2-3 or A-K-Q but not K-A-2

The first person who manages to make his whole hand into combinations one way or another, with one card remaining to discard, wins the game.

How to play Rummy

Follow the rules and instructions below to understand how to play Rummy from start to finish:

1. Each player is dealt a certain number of cards from the deck. When playing Rummy with two, three, or four players, each player gets **ten cards**; when playing with five players, each player gets **six cards**. With more than five players, you must use two decks of cards and a hand of **seven cards**. The two-player game can also be played with seven cards each.
2. Designate a dealer at the start of the game. Then, the dealer deals out the hands and puts the undealt cards face-down on the centre of the table as **the stock**, placing the top card, turned upward, beside the stock as the first card of the discard pile.
3. The player to the left of the dealer plays first. She can either pick up the card on the discard pile or the top card from the stock. If she can put some or all of her hand into combinations, she may do so. If not, she discards one card from her hand, face-up onto the discard pile, and the turn of play moves to the next player.
4. The next player can either pick up the last card the previous player discarded or the top card from the stock. He can then **meld** some or all of his cards down in combinations. The play continues clockwise around the table. When the stock runs out, shuffle the discard pile and set it up again.

Other Rummy rules and tips

Now that you know the objective of the game and the basic instructions to play, here is a small list of additional Rummy rules and common tips to abide by:

- You cannot pick up the top discard and then throw the card back onto the pile.
- If you pick up two cards from the stock by accident and see either of them, you must put the bottom card back, which gives the next player an additional option. She can look at the returned card and take it if she wants it. If she doesn't want it, she puts it back into the middle of the stock and continues with her turn by taking the next card from the stock.
- When you pick up a card from the stock that you don't want, don't throw it away immediately. Put the card into your hand and then extract it. No player, regardless of skill level, needs to give gratuitous information away

Rummying with wild cards

You can play Rummy with wild cards by adding Jokers to the deck, or you can make the 2s or some other number wild.

You can substitute the card represented by a wild card when it is your turn to play. So, if a combination including a Joker, standing in for the King of Clubs is put on the table, the next player can put in the King of Clubs and pick up the Joker for use elsewhere.

If you put down two eights and a joker, you do not have to announce which eight the joker represents, but with a run such as 5-6-Joker, the assumption is that the joker represents the 7

When playing with wild cards, you may not want to put combinations containing wild cards down immediately; you don't want to give another player the use of a wild card by way of the substitution. Of course, if you feel obliged to put down the set or run, try to ensure that the card your wild card replaces has already been played in some other set or run

When playing Rummy, you can only put down a combination during your turn. The correct timing is to pick up a card from the stock or discard pile, put down your meld, and then make your discard. The advantage of putting down a combination before you're ready to go out completely is that you reduce your exposure if you lose the game. However, you do run a few risks by putting down a run or meld.

The disadvantage of putting your cards on the table is that any player can now add to your meld of three of a kind (by adding the fourth card) or extend your runs. Although adding to your combinations proves very beneficial to your opponents, the longer the game goes on, the more wary you should be of keeping melds in your hand.

Conversely, you can add to your opponents' combinations — or, if you draw the right card, you can add an additional card to your own melds. If you want to add a card to an existing combination, put down any combinations you have, add to the existing set or run, and then make a discard. Your turn finishes with the discard, so make sure that you don't mix up the order of events. If you do, you can't put down any combinations you may have until your next turn.

If you put down an imperfect run, you simply pick up the cards and put them back in your hand. But by revealing the cards in your hand to everyone else at the table, your chances of getting anything useful from the other players decrease. Better put on your glasses and double-check before laying any cards on the table.

When you have a set of four of a kind, no card can add to the combination, if you are playing with a single deck of cards, so you're safe to put these sets down immediately. The only reason to hold them is if you're close to going out and you want to play for the extra score. Additionally, if you can possibly use a card in the set for a run, you may want to retain the combination in your hand until you know how you want to use the cards. For example, you may want to hold some of the cards in the following figure until you get some more information.

Good Luck and enjoy Rummy!!