

Rummy Rules — Cheat Sheet

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The one-page guide to classic Rummy: deal, meld, score, win.

Free online Rummy & Gin Rummy

OBJECTIVE

Be the **first to get rid of all your cards** by arranging them into melds and discarding the rest.

SETUP & DEAL

Deck: standard 52 cards. **Players:** 2–4.

2 players: 10 cards each.

3–4 players: 7 cards each.

Remaining cards = face-down **stock**. Flip top card to start the **discard pile**.

MELDS

Set

3–4 cards of the **same rank** (e.g. 7♠ 7♥ 7♣).

Run

3+ consecutive cards, **same suit** (e.g. 5♥ 6♥ 7♥).

Aces are low: A-2-3 is valid; runs can't wrap K-A-2.

A TURN, IN ORDER

1. **Draw** — top of stock or discard pile.
2. **Meld** — lay down any sets/runs.
3. **Lay off** — add cards to melds on the table.
4. **Discard** one card to end your turn.

SCORING

CARD	POINTS
Face cards (J, Q, K)	10
Aces	1
Number cards (2–9)	Face value

Round ends when a player melds/discards their last card. The winner scores the points still left in everyone else's hands.

GOING RUMMY

Empty your **entire hand in one turn** with no earlier melds or lay-offs = "**going Rummy**". Your points for that round are **doubled**.

QUICK TIPS

- Meld early; don't sit on high cards.
- Discard high cards you can't use.
- Watch what opponents pick up.
- Keep flexible middle cards for runs.
- Lay off aggressively to empty fast.

POPULAR VARIANTS

Rummy 500 — score your melds, play to 500.

Gin Rummy — 2 players, knock on low deadwood.

Contract / Shanghai / Liverpool — a set hand each round.

13-Card Indian Rummy — pure sequence + jokers.