

# Metzker Book Of Card Game Rules 2026

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Revision 1 (Jan/2026)



# Alphapetical Index of Games

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# General Rules

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## Players

- The number of players the game can be played with will be listed. In some games the amount of players does not matter but usually in these games more players is better.
- When dealing the cards for the first round the dealer is randomly selected unless the rules state differently.

## Cards

- A deck of card refers to a standard 52 card deck and does not include Jokers unless the rules mention them.
- Occasionally a game will require you to remove certain cards as the game will not play properly if those cards are included

## Game Play

- Usually the player to the left of the dealer will start the play and then play will progress around the table in a clockwise direction. If there is a variance to this rule it will be mentioned specifically
- If a game requires bidding it will generally start at the player to the left of the dealer and go around the table in a clockwise direction.
- Some games have a Trump Suit. Generally a trump card of any value will beat the highest card in any other suit. Usually you can only play a trump card if you do not have the suit which has been lead out.
- Some games have Wild Cards. A Wild Card can generally be used as a replacement for any card the player wishes it to be. There may be limitations to the amount of Wild Cards that can be used at a particular time.

## Disputes

- Although we have tried to be thorough with the rules there will be times when the rule statement is vague or subject to interpretation. In these cases the players must come to an acceptable standard in relation to how they are going to play out the game
- The exception to the above rule is when there appears to have been a change in how the rules are applied during a game. In this case a player can argue their point if they feel they are being held to **“A Higher Standard”** than the other players and if a decision can not be made by unanimous decision then the player arguing for their case can proceed to play as they wish. This is known as **“The Kali Effect”**

## Scoring

- Some games require a score sheet to be kept. The scorekeeper can be elected or volunteer.
- If there is a dispute about the scoring the scorekeeper shall make the final determination of the score unless it is shown that they are winning, in which case other players may review the score keeping.

## Alternate Rules

- There are often times when we are playing a game when somebody says “That’s not how we play” so I have added some alternate rules that we have heard from other people. This are not “Our Official Rules” but can change the way the game plays out dramitically if used.
- If there are Alternate Rules listed you need to determine if you are using those alternate rules before starting game play.

# 10 Dime Rummy

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## Players and Cards

- 3-4 decks of cards, including jokers
- Any number of people can play
- 12 cards are dealt to each player and one card is turned up by the stock pile

## Object of the Game

- Highest score at the end of the 8<sup>th</sup> round wins the pot.

## Required Meld for each hand

1 <sup>st</sup>	1 set of 3	5 <sup>th</sup>	1 set of 5
2 <sup>nd</sup>	2 sets of 3	6 <sup>th</sup>	2 sets of 5
3 <sup>rd</sup>	1 set of 4	7 <sup>th</sup>	1 set of 6
4 <sup>th</sup>	2 sets of 4	8 <sup>th</sup>	2 sets of 6

## Basic Game Play

- Jokers and 2's are wild
- Runs are not permitted – **SETS ONLY**
- Each player begins the game with ten dimes
- Draw one card at the beginning of each round from the stock pile and discard at the end of each turn
- If you want the top card from the discard pile you must buy it; you throw a dime in the pot and get the discard and two more cards from the stock pile. If you want another card throw another dime in the pot and take the next discard and two more cards from the pile. You can continue buying cards until you are satisfied or out of dimes.
- To score, count all points played out in front of you less any cards still in your hand.

## Details

- You may go out **with or without a discard**
- When you play down your meld you may go out the same round if everybody has had at least one play
- Once you have satisfied the initial meld, additional sets can be set down with a minimum of 3 to each set.
- You can play on other players cards immediately after you meld. You play in front of yourself so that you can include these points in your count.
- You **cannot steal wild cards** from melded cards
- You have to have at least equal amounts of tame cards to wild cards.

## Scoring

Jokers	50 points
2s	25 points
Aces	20 points
K-10	10 points
9-3	5 points

# 500 Rummy

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## Players and Cards

- 1 deck of cards (without Jokers)
- 4 players, opposites are partners
- Each player is dealt 12 cards, with 4 to the kitty

## Object of the Game

- Each team attempts to win the bid and then to take enough tricks to get the amount of points they bid.
- First team to 500 wins, or the first team to minus 150 loses

## Dealing/Bidding

- Deal all cards out evenly to the four players except for 4 cards which are dealt into the "Kitty"
- Bidding begins with the player to the left of the dealer. Each player has a chance to bid, in turn, either passing or making a bid higher than any preceding bid. The bidding may be repetitious and continues in a clock-wise direction until three players "pass", leaving the bid to the last highest bidder. Once a player passes, they may not bid again for that hand. If all the players pass, the dealer must take the bid for the minimum bid.
- Minimum bid is 60 and bidding increases in minimum 5 increments
- A no trump bid is higher than a regular bid (Eg.70 no trump is worth more than 70 hearts) and is worth an extra 50 points if you make your bid.
- The highest bidder calls the trump suit and then picks up the four cards from the "kitty" and discards four cards from their hand face down out of play. You may not discard any counter cards.

## Game play

- The player after the dealer starts the play by leading out with a card.
- A player must follow the suit led if possible.
- Collect tricks and each team counts the points they have collected at the end of each round.
- If the bidding team made the amount they bid or more then they get those points added to their score. And the non-bidding team always gets to score the amount they collected in their tricks (up to 495).
- If the bidding team does not take the number of points as declared by their bid ("gets set"), they then must subtract the total amount bid from their total score or "go in the hole" if there is no score at that point.
- You can lose the game by going to minus 150 or you must "bid out" to win at 500.

## Scoring/Counters

Aces	10 points
10's	10 points
5's	5 points
Queen of spades	25 points

Total per hand is 125 points

# Arizona Rummy

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## Players and Cards

- 3-4 decks of cards, including jokers
- Any number of people can play

## Object of the Game

- Low score wins
- 11 rounds played, 3s to Kings

## Basic Game Play

- 1<sup>st</sup> round deal 3 cards and 3s are wild, continue dealing all the way up to Kings in this fashion.
  - Kings are 13 cards, Queens are 12 cards, Jacks are 11 cards, etc.
- **Runs and sets are permitted**
- **Discard in front of you** (not in one communal pile)
- You can pick from the centre pile or any players pile
- You may only play on your own cards.

## Detail Game Play

- You **must have a discard** to go out
- You **may go out in the first round (see below)**
- Once you go out you place your discard face down on the pile and give each player one card face down. Each player now has an opportunity to play as many cards as they can in front of them.
- You count back any cards remaining in your hand.
- You must have at least one natural card in each grouping.
- Aces are high or low

## Scoring

Jokers	50 points
Wilds	25 points
Ace	20 points
K-10	10 points
9-2	5 points

# Canadian Salad (Whist)

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## Players and Cards

- One deck of cards, no jokers
- Four Players

## Object of the Game

- Low score wins
- You do not want points
- Whoever takes the tricks counts the card value below

## Game Play

- NO TRUMPS at all
- You **MUST** follow suit lead if possible.
- If someone manages to catch all cards of interest on a round, they score zero but everyone else scores 100 points. - i.e. All Aces on round 7, or All hearts on round 4, etc. This does NOT apply to single events such as LAST TRICK and the KING OF SPADES scoring.

Round 1	Red cards	5 points each (total 130)
Round 2	Even cards (2,4,6,8,10,Q)	5 points each (total 120)
Round 3	Each trick	10 points each (total 130)
Round 4	Each heart	10 points each (total 130)
Round 5	Each face card	10 points each (total 120)
Round 6	Each seven	30 points each (total 120)
Round 7	Each Ace	30 points each (total 120)
Round 8	Each Queen	30 points each (total 120)
Round 9	King of spades	75 points each
Round 10	Last trick	75 points each

# Desert Rummy

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## Players and Cards

- 2 decks of cards for 4 or 5 people including Jokers; 3-4 decks for 6 or more people
- Any number of people can play
- **Deal 13 cards to each player** (updated rule)

## Object of the Game

- First Player to complete the 11th meld wins.

## Order of Melds required to move to next set

1	2 sets of 3
2	2 runs of 3
3	1 run of 4 and 1 set of 3
4	2 sets of 4
5	1 run of 5 and 1 set of 3
6	3 sets of 3
7	1 run of 7
8	2 runs of 4 in same suit
9	1 run of 6 and 1 set of 3
10	2 sets of 5
11	1 run of 9

## Basic Game Play

- Jokers and twos are wild.
- Play consists of draw, play and discard in centre pile. Play continues until a player that has melded goes out. A new hand then begins. There are no points to count.
- When you are able to make your meld you may set those cards down. You can not lay down any extra cards in the round that you meld.
- If you don't make your meld you have to replay that hand in the next round. Each player could be on a different meld at any given time.
- You can only add additional cards onto your own cards (not the other players)
- Play continues until the first player completes their 11th meld.
- Score keeping only consists of tracking who has melded on each hand.

## Detail Game Play

- You **MUST** have at least an equal amount of tame cards to wilds.
- Ace can count as high or low
- If you have in your hand the natural card that is represented by some wild card on the table in a run only (not from a set), you can substitute the natural card from your hand for the wild card, and then use the wild card as part of a set/run you are making. Note that the wild card you replace must be used immediately and can not be put in your hand. **This can only be done to meld or after you have melded.** (updated rule)
- You **MUST** have a discard to go out.

# Euchre

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## Players and Cards

- 1 decks of cards, remove all but Ace to 9
- 4 people play, opposites are partners
- “Bowers” are the Jack of the trump suit (the 'right' bower) and the Jack of the suit that is the same color as the trump suit (the 'left' bower). These two cards are the highest and second highest cards

## Object of the Game

- First team to 10 wins the game
- Scoring is counted using two fives, uncovering spots as points are earned

## Dealing/Bidding

- Dealer always allows player to the left to cut the cards, cards are dealt by two or more at a time
- 5 cards are dealt to each player and one card is turned face up on the kitty to indicate trump
- Beginning with the player on the dealer's left, each player gets a chance to accept or decline that suit as trump. To accept the proposed suit, a player tells the dealer to pick up the face-up card. The dealer then adds that card to his hand and discards one card face down on top of the kitty. If the partner of the dealer wants this trump they must go alone
- To decline the proposed suit, a player just passes. If all players pass, the card is turned over. Bidding begins again, with each player getting a chance to call any suit as trump (in order around the table after the dealer) The original declined trump may not be called. As soon as any player calls trump, play begins. If everybody passes a second time, then everybody throws their cards in and the deal passes to the left.
- At any time during bidding you can declare you are “Going Alone” If the person who would have lead the hand is sitting out, the next player in the rotation leads, otherwise the hand is played as normal, minus one person. If you take all five tricks, you get double points! Otherwise it is all the normal amount of points.

## Game Play

- The player to the left of the dealer leads, you must follow suit if you can
- No Ace-No Face - If a player is dealt a hand with only 9s and 10s everybody's hands are thrown in and the deal passes to the left.

## Scoring

- Bidding Team:

less than 3 tricks Euchre!	other team gets 2 points
3 - 4 tricks	1 point
5 tricks	2 points
5 tricks (going alone)	4 points

# Five Hundreds

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## Players and Cards

- 1 decks of cards, without jokers
- 2 to 4 people can play. This game is good for 2 or 3 people.
- 7 cards are dealt to each player and one card is turned face up in front of the stock pile
- There are no wilds

## Object of the Game

- First person to 500 wins (if multiple people go over 500 in the same round, higher score wins)  
Aces can be high or low (eg a run can be A-2-3 or Q-K-A)

## Basic Game Play

- The player to the left of the dealer leads
- A turn consists of drawing, melding and discarding.
- Cards are laid as sets and runs (minimum of three)
- MELD: Once you meld (any amount of sets or runs) you can add onto other players cards (you can add on in the same round you meld), put the extra cards in front of you so you can count them in your score
- When discarding, lay them out in a stacked line so you can see all discarded cards
- You may “dig deep” to pick a card, eg; if you see a card far back that you want you grab all the cards in front all the way to the card that you want. You **MUST** be able to play the card that you have dug to get using at least one card from your hand
- If another player discards a card that can be played out on the table the first person to call RUMMY can pick up that card and play it with their cards (does not count as a turn)
- You **MUST** have a discard to end the game, your final discard cannot be a playable card
- If you have only playable cards in your hand but no discard you need to keep discarding playable cards each round (someone else will likely call rummy and pick them up) until you get a card you can discard so you can go out

## Scoring

Count back any cards in your hand against any cards on the table

Ace	25 points
K-10	10 points
9-2	5 points

# Golf

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## Players and Cards

- 3-4 decks of cards, including jokers
- Any number of people can play
- Deal 8 cards to each player, do not look at your cards, place them in two rows of four

## Object of the Game

- Low score wins the pot
- 9 rounds of “golf” are played

## Game Play

- Ante in 1 quarter to start and highest score on each round pays 1 quarter.
- If two or more people tie with the highest score they both pay
- You may look at the two cards located in the bottom row in the outer corners. You may look at these cards as many times as you want throughout the game but do not turn them over until you are ready to play them.
- Play starts with the person to the dealer’s left
- You can either take a card from the stack or the discard pile
- If you exchange one of your cards for one of these you must place it face up
- You can exchange any of your up cards as many times as you want
- If you do not use the card picked up you still must turn up one of your cards on each turn
- Play goes until one player has all 8 cards turned up. Each player has one turn after this.
- Players can also knock whenever they like during their turn (prior to discard) if they feel they have a good hand early on in the play. All other players get one turn after the knock.
- After everybody has finished playing, turn the rest of your cards over (if there are any) and count your points.
- Turning your cards over before all players have finished playing gives other players an advantage so wait until every player has finished before turning your final cards.
- Highest score in each round pays 1 quarter.
- If the person that knocked is the highest they pay double.

## Scoring

Kings	Free
Pair	Free (this is two cards of the same value above/below each other)
Red 7s	Free
Jokers	Minus 5
Q-10	10
9-2	Face value
Ace	1
Block of 4 cards	Minus 10
Block of 4 Jokers	Minus 50

A block is two identical pair side by side / up and down forming a block of four cards anywhere in your hand.

# Hand and Foot Canasta

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## Players and Cards

- Use one more deck of cards than there are people playing, including jokers
- 2, 4 or 6 people can play, two teams
- Decide who deals, then one player will deal 15 cards in the hand and the other player will deal 13 cards in the foot, turn one card up by for the discard pile
- If the card turned up is a wild card it should be covered with another card

## Object of the Game

- High score wins

## Card Count Values:

Jokers (wild)	50 points
2s (wild)	25 points
Ace	20 points
K-8	10 points
4-7	5 points
Black 3	5 points

## Minimum Meld:

Round 1	90
Round 2	120
Round 3	150
Round 4	180

## Points and Going Out

For Going Out	100 points	
Red Three	100 points each	
Each Red Canasta	500 points	7 natural cards
Each Black Canasta	300 points	7 mixed natural and wilds
Wild Canasta	2000 points	7 wild cards

- After all the canastas are totalled and marked down (The Over), the “card count” from all the cards on the table, including cards contained in the completed canastas (The Under) will be counted according to the Card Count Values. The red threes do not get counted again.
- Then count of the cards that any players have in their hand or foot at the end of the round. These must be subtracted from the plus card count on the table (The Under).

# Hand and Foot Canasta (con't)

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## Game Play

- The player may pick up two cards from the stock-pile, or pick the pile (ALL of the discard pile) and discard one card at the end of their turn.
- A player can pick up the discard pile (if a meld has been established) and they have a pair of the same rank as the top card. You can include the top card of the pile in your count for your meld.
- These three cards, the pair and the top card only, must be played onto the table to make or add to a canasta, immediately. Eg. if there is 5 cards in a started canasta out then you must have 4 matching cards in your hand, two to close the canasta and 2 to start a new canasta with the picked card.
- A wild card may be discarded to freeze the discard pile.
- Black threes freeze the discard pile.
- When a player (in their turn), finds a red three in their hand they should immediately, place it face up on the table and draw another card from the stock-pile to replace it.
- When a player is able to use all the cards in their hand, they then may pick up their foot and continue laying. If a discard had to be made the player must wait until the next turn to play.

## The Meld

- Red threes do not count toward the meld
- Melds consist of sets only, with a minimum of three cards of the same rank for a "starting" meld.
- You must have at least as many naturals as wild to start each set

## Going Out

- If you are in your foot and you have 5 or more black threes you may use all your black three's at once as a final discard only.
- The team must have "completed" at least, 1 red, 1 black and 1 wild canasta before they can go out.
- If the stockpile is out of cards the game is over, although the next player can pick the pile if they have the right cards in their hand
- No discard is necessary when going out.
- If you do not meld, any red threes on the table count against you.

## Alternate Rules

- A canasta of 7's must be made before you can go out

# Hearts

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## Players and Cards

- One deck of cards without Jokers
- In a 4-player game of Hearts, each player gets 12 cards and 4 are dealt into the center (the Kitty)
- If a different number of people are playing then deal the cards until they are distributed with the remainder going into the middle. There must always be at least 2 cards in the middle.

## Goal

- Played to 100 points. The player with the lowest score wins.
- Your goal in each hand is to
  - (A) Avoid winning any tricks that include a heart or the queen of spades, or
  - (B) Win all 13 hearts and the Queen of Spades (POWER).

## Basic Game Play

- Aces are high down to 2's which are low.
- There is no trump suit.
- After looking at his or her hand, each player chooses three cards and passes them face down to another player (see passing rotation below). All players must pass their own cards before looking at the cards received from an opponent. If more than 4 people are playing then only pass 2 cards.
  - Left
  - Right
  - across the table
  - no passing (keeper)
- If more than four players change the "Across" round to be "2 players to the left".
- The player holding the 2 of clubs after the pass plays that card to start the first trick. If nobody has the 2 of clubs it must be in the Kitty and then the 3 of clubs will lead, etc.
- Each player must follow suit if possible. If a player has no cards in the suit led, a card of any other suit may be played. The winner of the first trick gets to look at the cards in the middle of the table. They do not get to play them but if there are points they must count them at the end of the round.
- The highest card of the suit led wins a trick. The winner of the trick keeps all points in front of himself or herself, face down. The winner of a trick starts the next play.
- Hearts may not be led until a heart or the Queen of Spades has been played (sluffed). The Queen of Spades can be led at any time. If the person with the lead only has hearts and none have been sluffed then the deal passes to the left.

## Scoring

Hearts are 1 point each

Queen of Spades is 13 points.

POWER - If one player has won all 13 hearts and the Queen of Spades then 26 points is added to every other player's score and the person Getting Power gets zero.

Once any person reaches 100 points the game is over and the person with the lowest score is declared the winner.

# Horseshit Rummy

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## Players and Cards

- 3-4 decks of cards, remove 2s and jokers
- Any number of people can play

## Object of the Game

- First player to 1500 wins

## Basic Game Play

- Dealer starts dealing to the player on their left and the first card will be turned up. This card will indicate how many cards that player will receive, (e.g. if the first card is a 5 they will receive four more cards face down) that hand. Deal continues similar for each player. Aces are 14 cards, Kings are 13 cards, Queens are 12 cards, Jacks are 11 cards, etc. The face up card for the Dealer is wild for everyone.
- **Only sets** are permitted. No runs.
- Meld is 3 or more of a kind. You can only lay down one set on your meld. Other playable cards can be played on the next round
- When you discard you stack the discard pile staggered down-ward so you can see all cards in the discard pile. You can pick the pile as “deep” as you want to as long as you have at least two matching natural cards in your hand to the card you are picking to. You can not use wild cards to pick the pile.

## Detail Game Play

- You may play on the other players cards the round after you have melded. You play in front of yourself so that you can include these points in your count.
- You can not lay down any cards on other players in the round that you meld.
- You do NOT have to discard to go out
- You may go out in the first round
- You can not pick a wild card from the discard pile unless it's in the pile you pick up with a pair.
- You must have at least one natural card in each grouping.
- You **cannot steal wild cards** from melded cards
- Count all points played out in front of you less any cards still in your hand.

## Scoring

Wilds	100 points
Ace	100 points
K-10	10 points
9-3	5 points

## Alternate Rules

- Aces are 50 points instead of 100 points
- If a wild card is the flip card you can pick the pile with matching cards. EG; if a Joker is flipped it requires 2 Jokers to pick the pile, not a wild card and a Joker, etc.

# Honeymoon Whist (new game rules under review)

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## **Players and Cards**

- One deck of cards, no jokers
- Two people

## **Object of the Game**

- High score after all 5 rounds wins

## **Game Play**

- Cut for deal – low card plays first (important due to the five hands)
- You must follow suit if possible
- Deal 2 cards to each player; first player looks at their two cards and discards one. Then draws one card from the stock pile and decides if they want it. If they want it, they put it in their hand and discard the next card after looking at it. If they do not want the first card, they discard it and keep the next card blind.
- Play moves to next player in the same manner.
- Each round after this the player draws one card from the stock pile and decides if they want it. If they want it, they put it in their hand and discard the next card after looking at it. If they do not want it, they discard it and keep the next card blind.
- Take as many tricks as you can – you score tricks after you take 6

## **Rounds**

1. Clubs trump
2. Diamonds trump
3. Hearts trump
4. Spades trump
5. No-trump

# Oh Hell! (Screw your neighbour)

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## Players and Cards

- 1 deck of cards, not including jokers
- 3 – 7 people can play

## Object of the Game

- To accurately predict how many tricks you will take and get the highest score.

## Game Play

- Play 10 to 1 and then back up to 10 if there are 3 to 5 people
- Play 7 to 1 and then back up to 7 if there are 6 or 7 people
- Round one – Ten (or 7 cards are dealt depending on the number of players) to each player.
- Consecutive rounds will have 1 less card dealt each time until the play is down to one card. Then increase the amount of cards dealt until you are back to the amount you dealt in the first round (Either 10 or 7 depending on the number of players)
- After the cards are dealt turn one card up to determine trump
- Player to the left of the dealer states their bid, this continues around the table to the dealer. The dealer must make the bid **Not Equal to the number of cards that have been dealt** when adding the other bids.
- For the round where only one card is dealt all players place their hands in the middle of the table and knock 2 times and on the third knock either stick out one finger to indicate they will take one trick or keep their hands closed to indicate 0 tricks.
- Tricks bid are marked under each players name
- Player to the left of the dealer leads.
- If the player is successful in getting their exact bid they get a 1 in front of their bid. Eg. 1 becomes an 11. If not successful then they get a scratch and no points for that round.

## Winning

- The highest score after all the rounds have been played is declared the winner

# Push (Rummy)

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## Players and Cards

- 2 decks of cards, including jokers; 4 player game, in partnership

## Object of the Game

- Low score wins.

## Basic Game Play

1 <sup>st</sup> deal	6 cards dealt	2 sets of three
2 <sup>nd</sup> deal	7 cards dealt	1 set of 3, 1 run of 4
3 <sup>rd</sup> deal	8 cards dealt	2 runs of 4
4 <sup>th</sup> deal	9 cards dealt	3 sets of 3
5 <sup>th</sup> deal	10 cards dealt	2 runs of 5

- Jokers and twos are wild.
- A turn consists of drawing, melding and discarding.
  - If you want the top card of the discard pile, take it and add it to your hand, or
  - If you do not want the top card of the discard pile, take a face-down card off the top of the stock cards, put it on top of the card from the discard pile, and push these two cards to the opponent on your left. You then draw the next card from the stock and add it to your own hand.
- After melding you can, in the same or subsequent turns, put down any further melds you wish to, or add cards onto any melds that are already on the table.
- If your partner has already melded, this does not entitle you to meld.
- Play continues until one player gets rid of all their cards (goes out).
- As soon as a player goes out, the hand is scored. **The team** of the player who went out counts nothing for this hand (the cards belonging to the partner of the player who went out do not count). The two opponents count the **total value of cards remaining in their hands**.

## Detail Game Play

- The first face-up card in discard pile is not allowed to be a wild card, the dealer must bury it in the stock and turn up a new card to start the discard pile.
- Ace can count as high or low but once melded, runs cannot be split up or joined together, only extended.
- It is possible to go out in the melding part of a turn, by melding all of your cards, or to meld all but one of your cards, and go out by discarding your last card.
- If a meld consists of wild cards, the player must specify whether it is meant to be a set or a run. and what the wild card represents; in the case of a set it is only necessary to specify the rank of the set. Wild cards can be used for any number of cards in a set or run.
- If you have in your hand the natural card that is represented by some wild card on the table, you can substitute the natural card from your hand for the wild card. Note that the wild card you replace must be used immediately in a meld.

## Scoring

- Wild cards are 25 points
- Ace are 20 points
- K Q J 10 are 10 points
- 9-3 are 5 points

**Alternate Rule 1** - Each set can only have one of each suit. This will make the game considerably harder

# Saskatchewan Rummy

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## Players and Cards

- 1 deck of cards, no jokers
- Any number of people can play
- All cards are dealt out to make equal numbered hands.
- If some cards need to be removed so that all the players get equal amount of cards remove the 2s and/or 3s.

## Object of the Game

- Pay as little as possible in the first 5 hands and go out as quickly as possible in the last hand.

## Game Play

- Aces are high
- No trump
- Game play begins with the person to the left of the dealer

## Rounds

First round	Each trick you take pay 5cents
Second round	Each heart you take pay 5cents
Third round	Each queen you take pay 10 cents
Fourth round	King of clubs pays 25 cents
Fifth round	Last trick pays 50 cents
Last Round (PayDay)	

Game play begins with the person to the left of the dealer putting a 7 from their hand in the middle of the table. If they do not have a 7 then the person to their left plays a 7. Once a 7 has been laid out the next player can play either a 6 or an 8 of the matching suit or they may play another 7. If you cannot play you pay 5 cents and pass your turn. Remember some 2s or 3s may be missing and Aces are played on top of the Kings.

## Winnings (Last Round)

- First player out of cards takes half the money in the pot.
- Second and Third players out of cards divide the remaining pot

# Sweep

---

## Players and Cards

- Enough decks to ensure there are at least 18 cards (can be more) for each person, **jokers are not used**
- Any number of people can play
- 18 or more cards are dealt to each player (typically 22 cards are dealt to each player)
  - 10 or more cards are in your hand
  - 4 are face down (blind)
  - 4 are face up on top of the four blind cards
  - Discard any left over cards but keep them to deal the next round

## Object of the Game

- First person to get rid of their hand and all blind cards wins the round. The rest of the players total their points left in their hand and down cards and they are counted against them
- Kings are high - Aces are low, 10's are lower than Aces (they are considered Wild)

## Basic Game Play

- The player to the left of the dealer leads
- The player leads out cards as sets (same rank) in the center of the table. They will generally start with their highest card(s) as there are less opportunity to play these cards unless they have the lead
- The next player is allowed to play a matching card to what was lead or lower card(s). If they make a matching set of 4 on the table they Sweep the cards from the play area and get to lead.
- A matching set on the table can have a **maximum of four cards**. (EG; if you have a set of 5 matching cards you can only play 4 of them at one time)
- When you play the face up card on top of your blind card you DO NOT turn up the blind card, the blind card will always be played blind and can be played any time once they are exposed. If you use a blind card and it is playable you can then add any matching cards in your hand to that play.
- If you do not have a card equal to or smaller than what is in the set played you must pick up the set pile on the table (if you have to pick up anyways you could consider playing one of your blind cards if any are available) The lead passes to the left of the person that had to pick. You **CAN NOT** play a face up card that can't beat what is on the table to make a blind card available.
- A 10 is a special card and "Sweeps the board" (closes off the set even if it does not have 4 cards), you then get to start a new set
- The player finishing a round (getting rid of all their cards first) deals the next round

## Scoring

- The players that did not go out count the remaining points left in their hand and down cards. Face cards are 10 points each, 2 to 9 are face value, Aces are 1 point, 10's are 25 points
- The game ends when one player reaches 300 points. Lowest score is the winner.

## Alternate Rules (Scoop, a slightly different game)

- The Jokers are used and are the lowest card. Once somebody has played a 10 then everybody is asked if they want to play a Joker. If they do then they win that round and get to lead. Jokers are 50 points.
- Matching sets on the table must be a **minimum of 4** to Sweep them but can include as many as the final player has. EG; if 3s are on the table and the next player has 3 more they may play them all and then Sweep.
- If you can not beat the last card played you can pick everything laid down and then you get the lead.

# Thirty One

---

## Players and Cards

- 1 decks of cards, not including jokers
- Any number of people can play
- Each player starts with 3 quarters

## Object of the Game

- To be the closest to 31 in one suit (or to get 3 of a kind, See Alternate Rules).
- Last player remaining wins the pot.

## Game Play

- 3 cards dealt to each player, turn one face up at the stock pile
- The dealer deals 3 cards face down to each player and one face up in the center of the table (the discard pile)
- Player to the left of the dealer starts
- At your turn you may draw a card from the stock pile or the discard pile.

## Scoring/Winning

- If you have 31 you set your cards down, no one gets another turn and everyone else pays. **See Alternate Rule 1**
- If you think you are high (or at least not lowest) you can knock any time during your turn before you discard.

### **See Alternate Rule 2**

- After somebody knocks everybody else gets one more turn.
- Three of the same cards is worth 30 ½. **See Alternate Rule 3**
- Whoever has the lowest score loses a quarter
- If several players tie for lowest they each lose a quarter
- If the person that knocked is lowest they pay double
- You have one round on your face after you are out of quarters
- Players out of the game **can** be accidentally dealt back into the game

## Alternate Rules (Norton Rules)

**Alternate Rule 1** If somebody gets 31 and lays down only the lowest has to pay

**Alternate Rule 2** If you want to knock that is your entire turn. No playing allowed.

**Alternate Rule 3** Three of a kind has no value

# Dice (10,000)

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## Players and Cards

- 6 dice
- Any number of people can play

## Object of the Game

- First player to get at least 10,000 and then back down to zero or less

## Game Play

- A total of 1,000 is required to meld. Your score does not count until you have melded.
- You **MUST** keep at least one dice each time you re-roll in order to qualify to continue rolling.
- You may not at any time re-roll dice that have been held.
- If during a turn, all the dice count, the player **MUST** roll them all again.
- A player may stop at any time during a turn and score all that was rolled to that point (except above)
- If a player decides to save and score a "held" count and not roll again, the next player **MAY** attempt to better the saved count by taking over at that point, and roll the balance of the dice in an attempt to increase the count. If you roll any additional points, you then score the saved count, plus whatever you rolled. If you do not save it with any additional points, you then, "Blew It" for that turn.
- When you roll above 10,000 you note the score that you stopped at even if its well above 10,000. You are now working down from this score.
- First person to zero or less wins and game play stops.

## Scoring

5	50
1	100

### **Rolled in one roll**

3 of a kind 1's	1,000
3 of a kind	x00 (eg 3 2's is 200, 3 4,s is 400)
4 of a kind	x00 times 2 (eg 4 2's is 400, 4 3's is 600)
5 of a kind	x00 times 4 (eg 5 2's is 800, 5 3's is 1200)
Straight	1,000
3 Pair	1,500
6 of a kind in one roll	= is an immediate game win

**Alternate Rule 1** –everyone gets one turn after a player gets to zero or less. We do not, if you win, you win.

**Alternate Rule 2** – Some people play to exactly zero, we do not as its monotonous and "no fun"

**Alternate Rule 3** – The game ends when a person reaches 10,000. You do not play back to 0.

# Chicken Foot (Dominoes)

---

## Players and Cards

- 7 tiles each
- Any number of people can play

## Object of the Game

- Low score wins.

## Game Play

- First round starts with 0-0 and continues up to the next double each round.
- Players continue to draw from the chicken yard if nobody was dealt the initial double for this round.
- The initial double must have tiles played on all four arms before any arm is extended by a second tile.
- A player unable to make a play on the table must draw a tile from the chicken yard. If this tile can be played, the player may do so at once.
- Doubles are placed crosswise. When a double is played, the player must declare "chicken foot" to warn the other players that special rules are in effect. The toes of the chicken foot must be filled with three more dominoes before tiles can be played elsewhere in the barnyard.

the previous end  
of the arm



Three tiles that  
match the double

- After the chicken foot is completed, the game may proceed with plays on any open arms. A player with one tile left in his hand may announce this fact as a courtesy, but it is not required.
- The hand ends when one player dominoes or the hand blocks. Each player gets the total number of pips left in his hand. The [0-0] is worth 50 points.

# Mexican Train (Dominoes)

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## Players and Cards

- 2 to 4 players - 15 dominoes each
- 5 to 6 players - 11 dominoes each
- 7 to 8 players - 8 dominoes each

## Object of the Game

- The player with the lowest total score after all rounds is the winner.

## Game Play

- The game begins with the double 12 and each hand thereafter uses the next lowest number
- If no one has the Double 12, each player draws a domino from the “pile”. If the Double 12 is not drawn by any player in the first round of drawing, a second round of drawing occurs.
- Radiating from the center Double, each player has their own space on which to play their train. No other player may play on another player’s train until a player has been unable to play and has placed a marker on their last played domino or their assigned spot, if they have not yet played any dominoes.
- The separate Mexican train runs around the table and may be played on by any player. It must begin with the same number as is on the center double (eg: double 12 in the center, the train begins with a 12).
- The player who played the double in the center starts the play, continuing clockwise around the table. The first player may play on the center double or start the Mexican train. If the first player does not begin the Mexican train, the train may be begun by any of the ensuing players when their turn arrives.
- The following players may then play on the Mexican train. Each player has the option of playing on their own train or the Mexican train, using the Mexican train to “slough off” the dominoes that do not fit into their personal train.
- When a player cannot play on their own train, the Mexican train or a “marked” train of another player, then they draw a domino from the boneyard. If they cannot play that domino on the board, then they place a marker on the last domino of their train. All players may then play on this player’s train as their turn arrives. If this player can play anywhere on the board at their next turn, the marker is then removed and no other player may play on that train.
- If a player plays a double during play, they must then play another domino somewhere on the board - their train, the Mexican train, or a marked train. If a player is able, they may play doubles in more than one spot. Even though two or more doubles have been played, only one additional domino must be placed somewhere on the board. If a player cannot follow-up the double with another domino, they draw. EXCEPTION: A player may go out with a double without having to play another domino.
- As play proceeds, any player who is down to one domino must give notice to the other players.
- When one player has played all their dominoes, the other players must add up the total of their remaining dominoes and give that total to the scorekeeper. Double blank count 0.

## Alternate Rules

- To speed up the game, before turning the dominoes over to “shuffle”, the double to be used to begin the next hand may be held out and placed in the center after the players have drawn their hands. With this method, the player who “went out” on the preceding hand, begins the play.
- The Double blank counts as 50 points if you get caught with it.

# Sticks

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## Players and Cards

- 3-4 decks of cards, jokers included
- Any number of people can play
- Each player is dealt 15 cards

## Object of the Game

- The first person to collect 7 sticks is the winner.

## Basic Game Play

- 2s and Jokers are wild
- A set is a minimum of three cards of the same face value
- A run is a minimum of three cards of the same suit in chronological sequence
- Each player draws a stick from the pot and puts it face down in front of them.
- At the beginning of each turn you draw a card from the deck or the discard pile.
- Each play ends with a discard (you must have a discard).
- Once you meet the requirements of your stick you turn the stick face up and play the cards in front of you. No extra cards beyond the stick requirement can be played at this time.
- The player tries to get rid of remaining cards in subsequent hands. When one player has played all of their cards the play stops and the cards are dealt again. Everyone with their sticks still face down continues to leave them that way for the next hand.

## Details

- Each sequence of cards must have at least one natural card (the rest can be wilds)
- Once you have played your stick you may replace wild cards from other players SETS with natural cards in your hand. You may not take wild cards from RUNS. If you take a wild card you must play it in that turn, you may not keep it in your hand for the next turn.
- You are allowed to lay down cards that correspond with other players cards on the table whether they be Runs or Sets once you have played your stick. You may add on directly to the cards in front of the other players.
- If you draw a free stick put it face up and draw another stick.
- If a "free" stick is drawn and will become that person's 7th stick it does not count and another stick must be drawn.
- New sticks for appropriate players are drawn at the beginning of each round.

## Alternate Rules

- A stick can be traded in after you have held it for one hand and have viewed your cards for your next hand (eg. Before trading your stick in you can look at your cards you have been dealt)
- Any card that corresponds with those already laid down by other players **may not** be used as a discards. Eg. If you had your stick played and you could add these cards onto cards already on the table you may not discard it. This includes wild cards.

# 5 In a Row (Board Game)

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## **Players and Cards**

- 2 decks of cards, no jokers
- 2 or 4 people can play, with four players opposites are partners
- Five cards are dealt to each player.

## **Object of the game**

- To get three rows of five discs. They may be in any direction as long as they are all in a row.
- One disc may be part of another row if the rows cross each other.

## **Game Play**

- Players choose color of disc.
- The first player places a card face up on the table and places a disc on the matching card on the board. They then draw a card from the pile. If you forget to draw a card you miss your next turn to play and only get to draw a card.
- There are no jacks on the board. If you have a one-eyed jack you may take one of the opposition's discs off the board. If you have a two-eyed jack you may place one of your discs on any unoccupied space on the board when its your turn to play.
- When it is your turn to play if you have a card in your hand for which both spaces are occupied you may discard it and replace it with a card from the deck.
- If the draw pile is finished before the end of the game the discard pile is shuffled and becomes the draw pile.
- When a line of five is completed say "5 in a row" and place a double disc on the discs so that they are easily recognized.
- Once a row of five discs is completed no player may remove a disc from it.

# Fast Track (Board Game)

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## Players and Cards

- 2 to 6 people can play, with or without partners. If playing partners your partner will be across the board.
- Each player gets one full deck of cards including Jokers
- If only 2 or 3 people are playing it is acceptable for each player to play 2 hands at once.

## Object of the game

- To get all of your pegs “Home” either as an individual player or as a team.

## Game Play

- Chose your colour and put your pegs into your Start Holding Pen
- Cut cards to determine who goes first. Highest card will play first
- The first player will flip over a card off their pile and play it according to the rules for that card
- They will continue to play if their card is one that makes them play again (A, Joker, 6 or face), if not their turn is over and the player to their left plays next
- If the draw pile is finished before the end of the game the discard pile is shuffled and becomes the draw pile.

## Special Moves

- Forward movement is clockwise around the board. Backward movement is counter clockwise.
- If you land on a spot occupied by another peg it is sent back to his Start Holding Pen, even if it is your partner
- All marbles in their own Home Base row are safe from being sent back to the Start Holding Pen. These marbles are also safe from having to be moved backwards
- You must never hop over your own marble, whether you are moving forwards or backwards. However, a marble can pass another marble of the same color if it is taking an alternate course, such as the fast track, as long as it does not hop over a marble of the same color.
- The fast track can be entered from anywhere on the board as long as your play ends on one of the Fast Track spots
- The bull's eye positions can only be entered by using a 6 when played if you have a peg in your Exit position.
- Marbles in the fast track must be moved out of the fast track before any other marbles of the same color can be moved or the Fast Track is lost and the play continues around the board normally.
- You can not go forward past the entrance to your home. If your only play is to go past your home entrance then you can not play

## Card moves

- Ace – Get out of Start Holding Pen or Move 1 forward, play again
- Joker – Get out of Start Holding Pen or Move 1 forward, play again
- 6 - Get out of Start Holding Pen, Move from Exit to Bullseye or Move 6 forward, play again
- Face Cards – Move 1 forward or get out of Center Bullseye, play again
- 7 – Can split between 2 marbles or use all on one marble
- 4 – Move 4 backwards only
- All other cards – Move forward the value of the card



# Jokers Wild (Board Game)

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## Players and Cards

- 3-4 decks of cards, jokers included
- 2 or 4 people can play, with four players opposites are partners
- Deal 5 cards to each player

## Object of the Game

- The team getting all their marbles into their “Castle” first is the winner.

## Game Play

- At each turn play a card and then draw a card from the centre pile at the end of your turn
- An Ace or Face card is needed to move a marble from out of “Home” to the starting place
- At your turn, you move according to the card you choose to play. Place the card which matches your move face up on the discard pile.
- If you cannot play, you must discard a card and pick a new card to replace it.
- You cannot pass if you have a play in your hand, even if you don’t want to play it.
- You may NOT jump (pass) your own marble or your partners marble.
- When all of your marbles have been moved from “Home” to your “Castle” you then assist your partner.

## Card values

- Ace Moves 1 place or moves marble from “Home” to the starting point
- Face Moves 10 places or moves marble from “Home” to the starting point
- Two thru Ten Moves face value
- Seven May move 7 places OR may be split in any way between TWO of your marbles.  
You may also use part of a 7 to move your last marble into your castle and the remainder to move a marble of your partners. The only time you can waste the extra part of a 7 is on your very last marble into the castle.
- Eight ONLY moves backwards 8 places
- Joker The use of the Joker must always involve the use of two marbles (one must be your own)  
May be used by taking your marble (already out of home) and taking the place of any marble on the board.

If it is an opponents marble you send them back to “Home”

If it is your partners marble you send them to the entrance to their “Castle”

If your partners entrance to their “Castle” has an opponent on it you will also send that marble “Home”

# Rummoli (board game)

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## Players and Cards

- 1 decks of cards, not including jokers
- 2 to 8 players, 4 or more is best
- Betting chips or small coins, Rummoli Game Board

## Object of the Game

- Play out cards that allow you to claim the chips in each section of the board
- Aces are high, 2 is the lowest card

## Dealing and startup

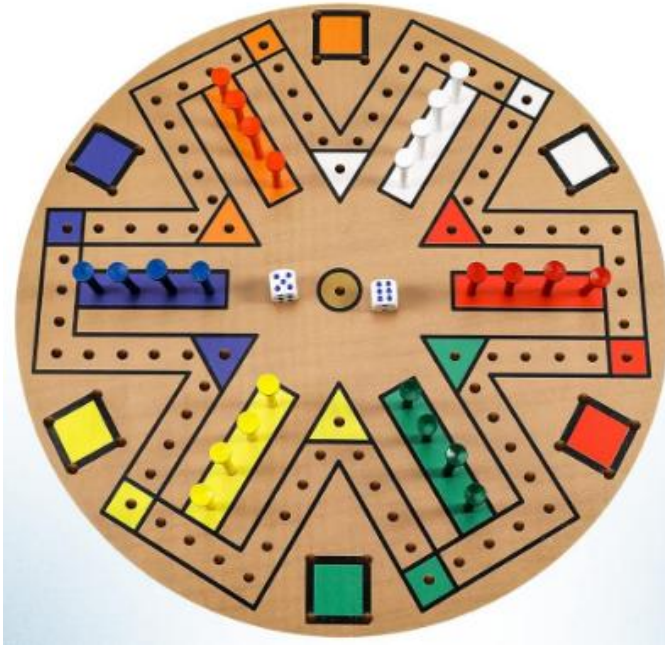
- Cut cards to determine who deals first. High card will deal
- Divide up the chips with equal amounts to each person (each player starting with approximately 50 chips)
- Alternatively, play with nickels and each player brings their own nickels
- Each player puts one "chip" into every slot on the board at the start of every round.
- Deal out the cards to each player as well as a "Widow hand" in the middle of the table. All players may not get the same amount of cards.
- After looking at the cards in his own hand, the dealer may either exchange his hand for the Widow or auction the Widow off to the highest bidder and keep the proceeds. The player purchasing the Widow must play it even if the cards are worse than their original cards. The dead cards are not used in this round.
- The deal passes to the left and at the start of each new hand each player places another chip on each of the nine spaces on the board. Remember to use the dead cards from the last round.

## Game play

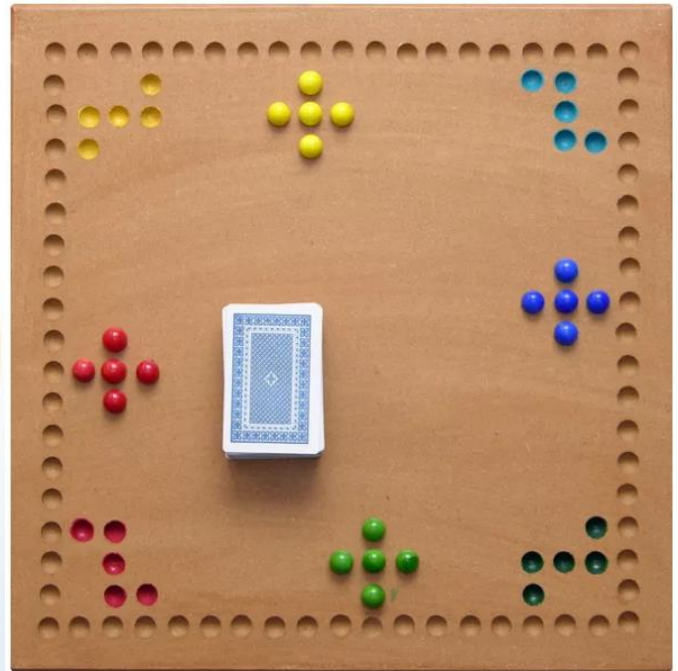
- The player to the left of the dealer will start by playing the lowest card in their hand. The player having the next consecutive card in the same suit then plays it. As they need to be consecutive numbers the play will not continue in a circle around the table. The play continues in this manner until the ace of the suit has been played or until nobody has the proper card due to it being in the dead hand or already played.
- The player who played the last card now plays the lowest card in his hand in a suit of the opposite colour to the suit last played and play continues in this manner until one player runs out of cards. If you do not have a suit of the opposite colour play passes to the next player.
- When a player lays down a card or cards matching one of the spaces on the board they collect the chips that are in that space. Some spaces will not get collected each round and the chips will build up in them until the matching card(s) are played in a different round. If a player misses collecting their payout they do not get to collect it later.
- The first player to get rid of all his cards collects the chips on the space marked "Rummoli" and this marks the end of one round.
- At this point each player finds the 5 cards that will create their best poker hand and the highest poker hand will take the chips in the spot marked as "Poker"
- If a player does not have enough chips to ante the next rnd then they are out of the game. (Alternate Rules)
- When the players decide to end the game have the next dealer declare the spot with the lowest amount of chips and deal a poker hand face up to each player to determine the winner of that pot. Proceed dealing poker hands until all of the pots are claimed.

Alternate Rules - Allow players to re-buy chips if they run out

# Game Board Layouts



Fast Track



Jokers Wild



Five in a Row



Rummoli

# Court Whist

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## Players and Cards

- 1 decks of cards per table, not including jokers
- 4 players per table, no limit to the number of tables you can have
- All card are dealt out each round

## Object of the Game

- High score at the end of the 7 rounds wins

## Game Play

- Each group of 4 people plays one set of 4 hands as seen on the score sheet.
- After each set of 4 hands, the winners move to a new table, men move counter-clockwise and ladies move clockwise. If there is a tie after the 4 hands then all players will cut and the highest man and highest lady will move.
- One of the losers moves either left or right one chair at the table so all players get new partner each round.
- All players cut for the deal first time they play a round, high card deals. After that the deal progresses around the table clockwise so that all players get a chance to deal once.
- Deal all cards. Person to the left of the dealer plays the first card.
- Trump is decided as instructed on the score sheet. Players must follow suit if possible.
- Points are counted up after each hand by partners (except Conspiracy) and recorded on the score sheets.
- Each player needs a copy of the score sheet.
- For "Conspiracy" the last card dealt out is trump and is given to the dealer after everybody sees it.
- Partners are selected at random and each set of partners will include one lady and one man.

ACES HIGH AT ALL TIMES - INCLUDING CUTS.

SIT OUTS (if necessary) WILL TAKE A SCORE OF 8 AT EACH HAND

Score sheet is on the next page

# Court Whist score card

Name: \_\_\_\_\_

Game 1 – Coronation – Partners	Score
Total tricks taken	
Trump declared by owner of <b>King-Spades</b>	
Trump declared by owner of <b>King-Hearts</b>	
Trump declared by owner of <b>King-Clubs</b>	
Trump declared by owner of <b>King-Diamonds</b>	
Total – possible 13	

Game 2 – Prosperity – Partners	Score
Each trick counts as double	
Spades Trump	
<b>Hearts</b> Trump	
Clubs Trump	
<b>Diamonds</b> Trump	
Total – possible 26	

Game 3 – Conspiracy – no partners	Score
Each player scores own tricks only	
Last card is turned up for trump	
Last card is turned up for trump	
Last card is turned up for trump	
Last card is turned up for trump	
Total – possible 13	

Game 4 – Chivalry – Partners	Score
2 <b>extra</b> for each trick taken by lady	
Spades Trump	
<b>Hearts</b> Trump	
Clubs Trump	
<b>Diamonds</b> Trump	
Total – possible 13 to 39	

Game 5 – Revolution – Partners	Score
Each side scores opponents tricks	
No trump	
No trump	
No trump	
No trump	
Total – possible 13	

Game 6 – Confiscation – Partners	Score
Each player speaking after cards dealt forfeits 3 points which are deducted from speakers total	
Spades Trump	
<b>Hearts</b> Trump	
Clubs Trump	
<b>Diamonds</b> Trump	
Total – possible 13	

Game 7 – Restoration - Partners	Score
Count each Face Card as a point in addition to the tricks	
Spades Trump	
<b>Hearts</b> Trump	
Clubs Trump	
<b>Diamonds</b> Trump	
Total – possible 25	

GRAND TOTAL	Score
Game 1 total	
Game 2 total	
Game 3 total	
Game 4 total	
Game 5 total	
Game 6 total	
Game 7 total	
Grand Total	

# Gin Rummy – Tournament Rules

## Players and Cards

- 1 deck of cards, not including jokers – per couple
- Any **even** number of people can play

## Object of the Game

- There are three games played concurrently, each game ends when one team reaches 200 points in that game
- Collect sets and runs until you can Gin, Double Gin or decide to Run

## Basic Game Play

- A run is three or more of the same suit in consecutive order. A set is three or more of the same rank.
- Collect sets and runs until your unmatched cards (deadwood) are less than 10.
- Aces are High or Low but can not be both. EG; Run of A, 2, 3 is allowed as well as Q, K, A but not of K, A, 2
- Deal out 13 cards to your oponent and 12 cards to yourself. Your oponent does not get a draw the first round, only a discard. There is no card flipped over when dealing
- After the first play a turn consists of a draw from the stock pile or the top card of the discard pile followed by a discard.
- Guys against Girls as a team (this can be modified but it will be easier to explain the rules as Guys against Girls)
- Guys on one side of the table, girls on the other side.
- Girls rotate one spot after every round so that all the girls get to play all the guys.
- To start the first round one couple cuts to decide who deals first, high card deals. If the Girls win the cut each of the Girls will deal a hand to their partner
- Your “opponents points” are the unmatched/unplayable cards

## Detailed Game Play

- You may Gin or Run on any turn including the first turn.
- A player is never forced to gin if able to (EG; they can wait for a Double Gin).
- Keep playing trying to match all the cards in your hand into sets and runs.
- Do not lay down your cards until you have decided to go out (hold them all in your hand)
- A card can only belong to one combination at a time. You cannot use the same card in two different sequences at the same time
- If the player goes Gin, the opponent is **not allowed** to lay off any unmatched cards.
- The person going out is never allowed to lay off cards on the opponents cards.

ACE are 1 point  
 K-Q-J-10 are 10 points  
 9-2 are Face value

SCORE SHEET					
Guys			Girls		
Game 1	Game 2	Game 3	Game 1	Game 2	Game 3
5	10	15	10	15	20
15	25		25	35	
30			45		

# Gin Rummy – Tournament Rules (con't)

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## Ending a Round

**DOUBLE GIN** - All cards match and you do not have a discard so you lay them down and declare “Double Gin”.

- Your oponent lays down any sets or runs that they have and counts their unmatched cards.
- The person going out earns your oponent’s points plus “2 Gins”

**GIN** – All your cards match so you lay them down with a discard and declare “Gin”.

- Your oponent lays down any sets or runs that they have and counts their unmatched cards.
- The person going out earns your oponent’s points plus “1 Gin”

**RUN** - You feel that you have less points left in your hand after laying out than your oponent and your unmatched points are less than 10

- You lay down what you can play and declare a “Run with X points” (cards that don’t match) EG; I Run with 6.
- Your oponent then gets to lay down their cards plus they can play any of their unmatched cards on your hand.
- The person going out earns your oponents points less the amount they Ran with.
- There are no “Gins” awarded. If the oponent has equal to or less points than the person that Ran then they get awarded double the points that the person Ran with plus 25 points. EG; 6 x 2 plus 25 = 37 points

**STOCK PILE** - The play also ends if the stock pile runs out. Each player lays down what they can and counts their left over points.

- The person with the least points gets the difference of the points. There are no Gins awarded

## Scoring

- The scorekeeper needs a worksheet as well as the scoresheet. (see sample scoresheet on previous page)
- At the end of each round each set of players report their results to the scorekeeper. Example: Guy Ginned and caught girl with 10 points, Girl Double Ginned and caught guy with 10 points, etc
- Total the points for each team (all girls totalled and all guys totalled) and then subtract the lower team’s points from the higher team’s points. The higher scoring team will be awarded the points and will also be the dealers for the next round.
- Total the Gins scored by each team and the team with the higher number of Gins will be awarded the difference
- Awarding Points - In the first round of getting points the team will score the points in their first game game column only. The second time a team scores points they will get those points added to their first game column points and will also get them awarded in the second game column, the third time a team scores points they will get the points awarded in each game (column). So the first game will always have the highest amount of points and the third game will have the least amount of points
- Awarding Gins – You can not get awarded Gins until you have points in a game. The first time a team scores there will be no Gins awarded as they did not previously have points on the board. Once they have points in a column then they can be awarded Gins by putting a circle around the points and adding (sometimes empty) circles for each Gin they got. Make the circles large enough to write future scores in them. Once they have points in each of the 3 games (columns) then they will be awarded Gins in each game.
- **Each game goes to 200 points**, once a team has won a game (column) they will be awarded 200 points plus 25 points for each Gin they got in that game. The losing team will be awarded 25 points for each Gin in that game, no score for points. Play will continue in the other 2 games until all three games are finished.
- The team with the highest score after all 3 games are completed will be declared the winner

# About the Book

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Back in the early 2000's, after many concerns and questions about the rules to particular card games (and many late night phone calls to our parents), it was decided to compile a book that listed the rules for most of the common games that we play. Along with help from many family members, Brent Metzker and Barb Chernoff made a book to make everybody's life easier. A lot of the rules were just typed up but as the book was expanded, some rules were taken off of the internet. We update and reprint the book every few years and the 2025 version is the 6<sup>th</sup> Edition. We do not claim any of these rules to be "The official rules" for the rest of the world but that is what they are to us. For the 2025 edition we have added several "Alternate Rules" we have been told by other people. Feel free to customize your game play using these rules if you desire. If you wish to make comments about errors, typos, add notes to rules, or forward new games, please feel free to send them to [brent.metzker@gmail.com](mailto:brent.metzker@gmail.com)

From our familys to yours

