

Gin Rummy Rules

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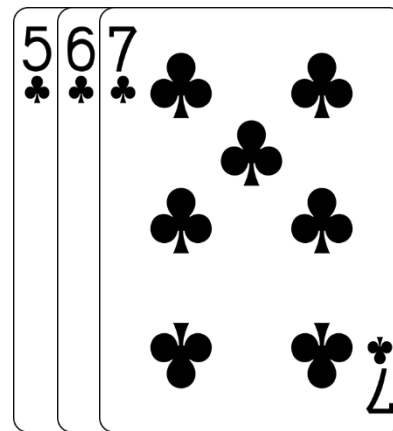
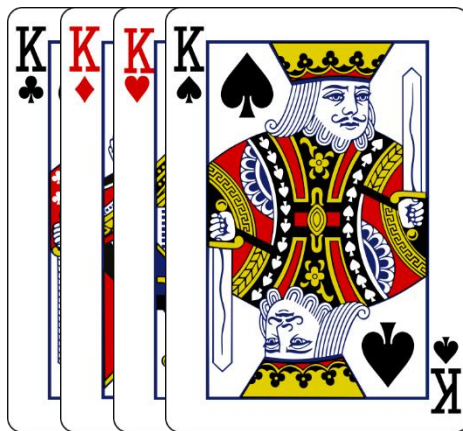
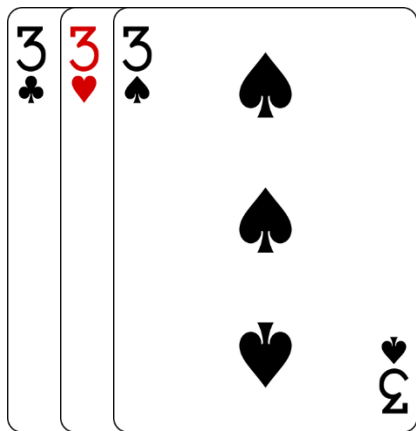


Overview

- Gin Rummy is a 52-card standard deck game where two players on each turn ...
 - draw a card to and discard a card from a 10 card hand, in order to ...
 - form sets of cards called “melds” faster than their opponent, in order to ...
 - score points from unmelded opponent cards.
- Gin Rummy is a game of
 - Chance – face down draw from a shuffled draw pile
 - Imperfect information – private card hands

Melds, Sets, and Runs

- As with other Rummy games, players seek to collect sets of cards called ***melds***. Melds are of two types:
 - ***Sets*** – 3 or 4 cards of the same ***rank*** (A, 2, ..., 10, J, Q, K)
 - ***Runs*** – 3 or more consecutive cards of the same ***suit*** (Clubs, Hearts, Spades, Diamonds)
 - Melds are disjoint, i.e. do not share cards



Deadwood

- Cards not in melds are referred to as ***deadwood***.
- Cards have associated deadwood point values:
 - Aces = 1
 - 2-10 according to their number
 - Face cards (J, Q, K) = 10
- **Deadwood points** are the sum of card point values from all deadwood cards.
- Players play so as to reduce their deadwood points.

Game Setup

- A random dealer **deals 10 cards** to each player. (The dealer then alternates until the game end.)
- The remaining 32 cards are placed face-down to form the **draw pile**.
- Then, the top card is turned face-up to start the face-up **discard pile**.
- The top card of the discard pile is called the ***upcard***.



Normal Versus First Turn

- Normal turn: A player **draws** either the upcard or the top of the draw pile. Then, the player **discards** a card (just-drawn upcard excluded).
- First turn:
 - The non-dealer may start by drawing the upcard.
 - If declined, the dealer may start by drawing the upcard.
 - If declined, the non-dealer must start by drawing from the draw pile.

Example Draw and Discard



Knocking (Ending the Hand)

- If, after discarding, a player has ≤ 10 deadwood points, the player may **knock**.
- If the player knocks:
 - If there is 0 deadwood ("**gin**"), the player scores a 25 point **gin bonus** plus the opponent's deadwood (case 1).
 - Otherwise, the opponent **lays off** their deadwood cards that can be added to the knocker's melds, reducing deadwood points.
 - If the knocker still has less deadwood than their opponent, the knocker scores the difference in deadwood points.
 - Otherwise, if the knocker has the same or greater deadwood than their opponent, the opponent scores a 25 **undercut bonus** plus the difference in deadwood points.

Example: Going Gin



Example: Scoring Without Gin



Example: Undercut



End Game and Replay Condition

- A player scoring a total of 100 or more points *wins the game*.
- In the event that the hand has not ended after a turn with *only 2 cards remaining in the draw pile*, nothing is scored, all cards are shuffled, and the hand is *replayed* with the same dealer.

Final Notes

- U.K. gin and undercut bonuses are 20 and 10, respectively. 25 point bonuses are common in North America.
- This description omits “box scores” for tournament play. Our object is to maximize the number of games won.
- There are different conventions for choosing the dealer, and many Gin Rummy variations. This represents the most common Gin Rummy play in North American literature and competition.