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Beginner lessons for Rummy

Master Rummy Basics for Fun and Strategy!

DEFINITION

Rummy is a popular card game where players form sets and runs to win. The goal is to arrange your cards into valid combinations before your opponents do.

KEY CONCEPTS

Sets and Runs

A set consists of three or four cards of the same rank, while a run is three or more consecutive cards of the same suit.

Melding

Melding is the act of laying down your sets and runs on the table to score points.

Scoring

Points are calculated based on the cards left in opponents' hands when one player goes out.

Drawing and Discarding

Players take turns drawing a card from the deck or discard pile and then discarding one card to maintain a hand of 10 cards.

Going Out

A player goes out when they successfully meld all their cards, ending the round.

EXAMPLES

- Form a set with three 7s: 7♠, 7♥, 7♦.
- Create a run with 4, 5, and 6 of hearts: 4♥, 5♥, 6♥.
- Discard a card that doesn't help your hand.

MEMORY TIPS

- ★ Remember 'Sets are Same, Runs are Sequential' to distinguish between them.
- ★ Use the acronym D.R.E.A.M. for Draw, Reveal, End, Arrange, Meld.
- ★ Visualize a 'Rummy Run' as a train of consecutive cards.

COMMON MISTAKES

- ✗ Failing to discard a card after drawing.
- ✗ Not keeping track of opponents' melds.
- ✗ Melding too early and losing potential points.

QUICK RECAP

Rummy is about forming sets and runs with your cards. Players draw and discard to optimize their hands, aiming to go out first. Remember the key concepts of melding and scoring to enhance your strategy.