

Title:

Rules And Variations

Word Count:

704

Summary:

After the deal has been completed, the non- dealer may pick up the knock card and add it to hi

Keywords:

gin rummy, free gin rummy, rummy

Article Body:

After the deal has been completed, the non- dealer may pick up the knock card and add it to hi

Thereafter each player in turn completes a play by adding either the top card from the turned-
to have made a play and must now discard to complete his play.

Completion of the Hand

Play continues until (a) a player knocks; (b) a player reaches gin; or (c) neither player knoo

The Point Count

Matched cards count zero points; unmatched cards from Ace through 10 count the face value of t
If an Ace is used in a sequence, it can only be used as low card (such as Ace-2-3); if a King

Knock or Gin

A player who is able to end the hand after drawing a card announces his intention to knock or

A player may knock when, after drawing but before discarding, his unmatched cards total the va

If a player makes an illegal knock, the game continues except that the cards of the illegal kn

Scoring Toward Game

1. If the player who knocks has a lower unmatched point count than his opponent, he wins the h
2. If the player who knocks has an unmatched point count equal to or higher than his opponent,

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