

Gin Rummy

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RUM.

There are several varieties of this game, and quite a number of ways of playing them, but the standard method, as adopted by the best clubs, is that here given. The principal divisions of the game are those played with the single pack, and those played with the double pack and two jokers.

SINGLE-PACK RUM.

CARDS. The full pack of fifty-two cards is used, ranking from the K Q J down to the ace, the suits having no rank. The ace may also be used in sequence with the king as the top of a sequence.

PLAYERS. Any number from two to six may play, but four or five makes the best game.

CUTTING. The cards are spread and drawn for choice of seats and first deal. The lowest cut has first choice, the next lowest sitting on his left and so on round the table.

DEALING. When two play, ten cards are given to each. When three play, seven to each. When four play, six to each. The cards are dealt one at a time until all are helped and the next card is turned face up on the table as a starter for the discard pile. The stock is left beside this card, face down.

OBJECT OF THE GAME. The aim of the players is to get rid of the cards dealt them and those they draw from the stock by laying face upward on the table any combinations of three of a kind, or three in sequence and suit.

METHOD OF PLAYING. The player to the left of the dealer begins by taking into his hand the card that is face up, if it suits him, or the top card of the stock. If he takes the top of the stock, he puts it into his hand without showing it. He may then lay out any combination of three cards that he holds, but he is not obliged to do so. Whether he lays out anything or not, he must discard a card, face up, to take the place of the one drawn. This discard is always placed beside the stock, and of course covers up any card already there.

LAYING OUT. After drawing from the stock and before discarding, a player may lay out any three cards, but no more than three at one time. Or he may add one card from his hand to any combination already laid out by another player, but he cannot add more than one card in this way. He may add a card to a combination laid out by himself if he wishes to.

CALLING OUT. Each player in turn to the left draws, lays out and discards in this manner until some player gets rid of his last card, when he calls out, and the game comes to an end. The last card in a player's hand may be got rid of by laying it out in combination, or by discarding it if it is the only card left.

SCORING. As soon as any player calls out it is too late for any other player to lay down any combinations he may hold. Each player in turn to the left shows his hand and the winner gets credit for the pip value of his cards, jacks being worth 11, queens 12, kings 13.

It sometimes happens that the stock is exhausted before any player calls out. In this case the discards are turned face down without shuffling them and the pile drawn from as if it were the stock.

SPLASHES. The game is sometimes played with the condition that if any player chooses to risk holding his hand until he can lay it all down at once, or lay down all but the one which he is allowed to discard, he wins double from each of the others. This prompts a player with a good hand to hold it up for a round or two on the chance of getting down a splash, but the player who sees there is no chance for him should get rid of as many cards as he can before the splash comes,

and in many cases some player will get rid of all his cards in two or three rounds, and win without a splash.

POKER RUM.

CARDS. In this variety of the game, the A K Q J are worth ten points each, the ace eleven, and the remaining cards their face value. The ace may be used as the top of a sequence Q K A, or the bottom of A 2 3, but not as part of a round-the-corner, K A 2.

DEALING. Ten cards are always given to each player, no matter how many are in the game. If there are more than three at the table, the double pack must be used, so as to leave cards enough for the stock.

OBJECT OF THE GAME. The aim of the player is to draw cards from the stock or discard pile until the pip value of the unmatched cards in his hand amounts to 15 or less. Sequences may run to any length, and four, five, or six of a kind is in order. The cards in hand that do not fit any combination of three or more are deadwood, and the object is to reduce this deadwood to less than fifteen.

METHOD OF PLAYING. Each player in turn to the left of the dealer draws a card from the stock or the discard pile and discards one in its place, face up. No player is allowed to lay down anything until he can show his whole hand, and then only when his deadwood is fifteen or less, and he is not obliged to lay down even then if he prefers to wait until he can reduce his deadwood still further.

THE SHOW-DOWN. As soon as any player can show down his hand, the game is at an end. He lays out his combinations and pushes them aside. Then he announces the pip value of his deadwood, after discarding a card in place of the one drawn. Suppose he draws the seven of hearts, and lays down the 6 7 8 9 of that suit; J Q K of clubs; discards the king of spades and leaves two deuces and a five for his deadwood. That is nine points.

Each of the other players in turn to the left then lays down his hand and pushes aside all combinations held. If the pip value of his deadwood is more than that of the player calling for the show-down, he pays the difference. If any player has less than the caller, then he is the winner, and each one at the table pays him, the caller paying him double as a penalty. In case of ties for low, they divide the losses of the others.

POKER GIN.

This is a variety of poker rum in which the deadwood must not exceed ten points and each player is allowed not only to put aside his own combinations after the call for a show-down comes, but may add any of his odd cards to the combinations laid out by the one who calls for a show-down.

Suppose that in the example given for poker rum, the caller showing 6 7 8 9 of hearts, J Q K of clubs, and nine in his deadwood, another player has in his ten cards the 7 8 9 of diamonds; 6 7 8 of spades, two fours and the tens of clubs and hearts.

When the show-down is called for, he has twenty-eight points in his deadwood; but by adding his club ten to the caller's sequence of J Q K, and the heart ten to the caller's 6 7 8 9 in that suit, he reduces his deadwood to eight points, the pair of fours, and beats the caller out by a point.

PENALTIES. If any player turns out to have less in his deadwood than the caller, as in the example just given, the caller forfeits ten points to him, in addition to having to pay for the difference. Should a player call for a show-down when he has more than ten in his deadwood, he loses five points to each of the others at the table and takes up his cards again.

DOUBLE-PACK RUM.

CARDS. This game is always played with two full packs of fifty-two cards each and two jokers, all shuffled together and used as one. The ace may be high or low in sequences.

DEALING. Ten cards are given to each player, one at a time, and the next card is turned up and laid beside the stock to start the discard pile.

LAYING OUT. Sequences in suit may run to any length, and any number of cards or combinations may be laid out at one time. Five, six or seven of a kind may be shown, and four of a kind may be of any suits. There is no obligation to lay out anything, but the player who lays out can do so only in his proper turn, after drawing a card. He may add as many cards as he pleases to any combinations already on the table, either of his own or other players.

THE JOKERS. These two cards have peculiar privileges. A joker may be called anything the holder pleases. If it is used as the interior of a sequence, such as 6 joker 8 of hearts, it must remain there, but if it is placed at the end of a sequence, any player has the right to remove it to the other end, placing it crossways, to show that it has been moved, provided he can put a card in its place, or add one to the sequence below the joker. A joker once moved cannot be moved again.

Suppose some player has laid out the 6 7 joker of clubs. The joker stands for the 8 of clubs. Another player holding the actual 8 of clubs could move the joker to the position of the 5 and add his 8. Or if he had the 4 of clubs, he could move the joker to represent the 5 and add his 4 to the sequence, or he might add both 8 and 4 if he held those cards.

On account of the privilege of laying out as many cards at a time as the player pleases, and adding as many as he can to other combinations, this is a much livelier game than the ordinary single-pack rum. The settling is the same, the winner getting the pip value of each player's hand. In case no one has all his cards down before the stock is exhausted, which is very unusual, however, the discards are turned face down and drawn from again.