

# Liverpool Rummy Rules

**Number of Players:** Three to eight can play but four is optimal.

**The Game:** Each game consists of seven hands with differing number of cards dealt and a different goal of play.

**The Goal:** Each of the hands dealt have a different goal (contract) for the players. Cards are to be played (laid down) in either a “bunch” — three or more cards of the same ordinal value (3 Kings, 3 sevens, etc.) or a “straight” — four or more cards in a suit sequence (5, 6, 7, 8 of hearts).

**The Deal:** The sequence of play and the # of cards dealt are:

Hand #	# of cards	Goal of Hand
1	7	Two Bunches
2	10	One Bunch and One Straight
3	10	Two Straights
4	10	Three Bunches
5	12	Two Bunches and One Straight
6	12	Two Straights and One Bunch
7	14	Three Straights

After dealing, the dealer puts the remaining cards face down in the center as the pickup pile. The top card is turned face up to begin the discard pile.

**The Play:** The person to the dealer's left starts play by drawing either the top of the pickup deck or from the discard pile, and then discards one card. Before discarding, provided he has laid down the groups of cards required for the hand (hand #1 – two bunches), the player may play any cards that fit into a bunch or straight already on the table in front of the other players. The player may not lay down any more bunches or straights in front of them other than what is the goal of that hand.

The player whose turn it is has the choice of picking the top card of the pickup deck or one or more cards from the discard pile. For every “extra” card taken from the discard pile (they get one card for “free”), the player needs to take one penalty card from the pickup deck.

If the player takes the card from the pickup deck that makes the top card of the discard pile available to the other players. Other players should indicate their desire for the card by “knocking” (literally, putting their hand out knocking once on the table).

The players that “knocked” then cut to see who gets the card (plus the penalty card). They can not discard. The original player then continues their play.

**Wild Cards:** A joker may be used to fill in a missing card in a bunch or a straight. When a joker has been laid down as part of a straight, any other player (provided they have gone down and it's their turn) may pick up the joker by substituting the card it had represented. The player may then use the joker to help lay down more cards.

As the Ace counts as either high or low, it may be played as a low card or a high card in a straight but not both.

**Scoring:** In each hand, play ends when a player lays down all his cards which may include a discard. Each other player is then charged the value of each card remaining in his hand. The player having the lowest score at the end of the seventh hand is the winner.

One variation on scoring is to take 25 points off the score of the person who goes out in a hand. It gives players a chance to lower their scores and enhances competition. On the scorecard put “<-25>” to highlight who went out.

**Card Values:** Ace count as 15 points; Jokers count as 25; each face card counts 10; each other card counts as it's value (8, 5, etc).

**The Decks:** A minimum of two decks is required. Each deck has 52 cards and two Jokers. As you run out of cards in the pickup deck you can add another deck to the game. We've found three decks works best with four players.

**Playing for Quarters:** Grandma Mahlum loves to play for money so we started to have each player put a buck into a pot and then each player puts 25¢ in the middle for each hand. The winner of each hand wins the quarters; the winner at the end of the game (lowest score after seven hands) wins the pot.

**Scorecards:** Go to [www.liverpoolrummy.com](http://www.liverpoolrummy.com) and sign up for the Liverpool Rummy Newsletter and we'll email you a template (Word or PDF format) for printing your own scorecards. The LPR scorecards show the order of the hands to be dealt, have columns for up to eight players and print two to a page. The quarterly LPR News contains hints for playing the game, rules clarifications and interesting comments sent in by other LPR fanatics.

Enjoy!