

SCPD Rummy Q Club Rules

There are many variations to Rummy Q/-Tiles/-Cube and your game set may include directions that differ from these. However, our club uses these standardized rules for teaching new players, playing together at meetings and tournaments. The game is for 2 to 4 players, but we try to have 3 or 4 (better game).

Game set: consists of 106 tiles (2 sets of tiles numbered 1 to 13 in four different colors, and 2 jokers. Points are face value of numbers; joker is 25 points.

Object: Be the first to eliminate all the tiles from your rack. If keeping score, at the end of several games your objective is to have the fewest points. Low score wins.

Set up: Place tiles face down in the center of the table and mix them thoroughly. Each player selects a tile. The one with the lowest number starts the play. Others follow clockwise around the table. The tiles are replaced in the pile, mixed, and each player selects (picks up) 14 tiles to place in his rack (tray).

Play: Tiles are placed on the table in groups of three or more to make “sets” and “runs.” A set is three or four tiles of the same number in different colors (no tiles may be of the same color).

A run is a set of three or more tiles of consecutive numbers, all in the same color. (Number 1 is lowest and cannot follow 13.)

For the initial play, you must have a total of 25 points or more in sets and/or runs from your hand, and using no jokers. You may not play on others’ tiles during the initial play, but wait until your next turn. If you cannot play (lay down tiles) at your turn, you must pick up one tile from the remaining pile.

Each turn, you play or pick up, not both. You do not draw and play as in card games. When you complete your turn, you say “Pass” or “Go” to advise the next player you are finished. When you have only one tile left, you declare “one tile.”

Jokers: A joker in your hand (rack) is wild and may be used to add to what’s on the table or with 2 tiles from your rack. If it is used in a set, the color must be declared. (Example: If played with a red and blue ten, the joker would be named either black or yellow ten.)

You may “steal a joker” already played on the table and re-use it, if you have the tile of specified value and color to replace the joker...plus two, or more, tiles from your rack to play with the joker to make a new set or run. The joker then has a new value and color specified. You cannot put the joker in your rack for later use.

Never leave only one or two tiles in a set or run on the table – There must be three or more....or none. As you become experienced and skillful, play will become faster with much rearranging of tiles. This adds to the fun and challenge Have fun!

