

Generic Rules

4 - 9 count 5 points each

10 - K count 10 points

Aces count 20

Jokers & 2's count 50 (wild)

3's count 500

Use one deck for every person playing. Play partners; 2 partners for 4 handed, 3 partners for 6 handed, 4 partners for 8 handed. Each player selects what he thinks are 22 cards and makes 2 hands of 11 cards each. He then returns any extra cards to the top of the deck or gets however many he needs to equal 22. If he gets 22 exactly, the team receives 100 points for his exactness. Each person chooses one of his 11 card hands and does not look at the other one until he plays all of the cards in his first hand. The person to the left of the dealer goes first and draws 2 cards. If he has a total of 150 points (playing in sets of 3 or more) he melds or lays down his playable cards. If partner has meld 150 or more, the other partner does not need any special amount and can play any new sets of 3 and add cards to his partner's sets. Once a team has 5000 points, the required initial meld becomes 250.

Wild cards may be played with any cards except 3's or 2's. No more than 1 wild card less than "real" cards can be played at anytime in a set until it's closed. Example: if 2 "real" cards are played, there can only be 1 wild card. If 3 "real" cards are played, there can be only 2 wild cards, etc. A closed set contains 7 cards for 4 and 6 handed and 10 cards for 8 handed. A group of 7 completes a set or book. Each team needs a set of with no wild cards within it (making a clean or red set) and a set with wild cards (making a dirty or black set).

Before going out, a player must have played his entire second hand and may discard 1 card if not playable. He can discard a playable card if it would add to negative score. A player must also ask his partner's permission prior to going out.

All closed or completed sets count as positive score and all sets not closed are negative score, including those cards left in a player's hand or second hand.

A game is 10,000 points.