



GIN RUMMY

Record and compute Box scores (winning deals) only.*	Game 1		Game 2		Game 3	
	Player 1	Player 2	Player 1	Player 2	Player 1	Player 2
Box 1						
Box 2						
Box 3						
Box 4						
Box 5						
Box 6						
Box 7						
Box 8						
Box 9						
Box 10						
GB						
BB or SB						
TOTAL						

SAMPLE

* Add your latest winning score to your previous score, keeping a running total.

See the pad back for scoring details.

There are one of three possible outcomes for each hand.

1. One player goes "gin".
2. One player "knocks".
3. 50 cards have been used with no gin or knock. In this case, no points are scored.

SAMPLE

The game ends when the first person reaches 100 points.

Points Calculation (<i>Cards in sets or runs are not counted.</i>)	
Ace	1
2-10	Face value of each card
Jack, Queen, King	10
Gin	Add the value of opponents unmatched remainder (deadwood) <i>plus</i> 25 bonus points.
Knocker – with fewer points in the unmatched remainder (deadwood) than your opponent	Add the difference in points to your score.
Knocker's Opponent – with the same or fewer points in the unmatched remainder (deadwood) than the knocker (underknock or undercut)	Add the difference in points to your score <i>plus</i> 20 bonus points.
If final draw (11th card) is used in Gin	Add 6 bonus points.
GB = Game Bonus – first player to reach 100 points	Add 100 bonus points.
BB = Box Bonus – number of boxes more than opponent	Add 20 bonus points for each.
SB = Shutout Bonus – one player wins all hands	Add 100 bonus points.

Variation for Hollywood-style scoring – Place points for a second win in the Game 2 column. Add those same points to the points in first column keeping a running total. Place points for a third win in the Game 3 column. Add those same points to the points in the first column and the second column keeping a running total in each. Thereafter, won points are added to the scores in all three columns. If the loser fails to score at all, in a column, the winner's score is doubled in that column. The loser proceeds to the next column. Once all columns are won, the game ends. The highest three-column total wins.