

## Argentina Rummy

### Golden Games

#### Game set-up

- Minimum of 3 players per table, maximum of 9 – playing with 3 decks of cards, including jokers
- Each player receives 10 chips – color doesn't matter. Once you spend them, you cannot get additional chips.
- 1 deck of cards is spread on the table. Each player draws a card and places it face-up in front of them. The player with the highest card starts the deal. The deal rotates to the left of the first dealer.
- Dealer deals 10 cards to each player.
- The aim of each hand is to discard all your cards first.
- Once a player goes out, all other players total up cards left in their hand. After 7 hands, the player with the lowest score is the winner.

#### How to play the game

- Dealer deals 10 cards.
- Dealer turns over one card from the deck and calls out what it is. If the card is wild, the dealer gets to keep it and doesn't discard.
- If the card is not wild, players may buy the card with a chip. If two people simultaneously want to buy the card, the player closest to the left of the dealer wins the card.
- If it is your turn when you buy the card, you only get that card. If it is not your turn when you buy the card, you may draw two additional cards from the deck.
- Play continues to the left and the next person draws a card which they may keep or discard. Discarding ends that player's turn. When discarding, the player must call out what the card is so that other players may buy it if needed.
- Once a hand is complete, the player to the left of the first dealer becomes the dealer; subsequent play moves around the table to permit each player to deal.

#### Laying down Qualified Matches

- Players may only lay down cards on the table when they meet the requirements of the hand.
- Qualified matches change with each hand and get more difficult with each subsequent hand.
- Players may play off any other player's cards once that player has laid down a qualified match.
- If a player uses a wild card in a match, another player may trade a card that matches the other cards for the wild card, but it must be played immediately.

## **Qualified Matches**

Qualified Matches – by hand:

- Hand 1 – deuces are wild – two sets of three
- Hand 2 - deuces are wild – one set of four
- Hand 3 - deuces are wild – two sets of four
- Hand 4 – deuces wild – one set of five
- Hand 5 – aces, deuces and jokers are wild - two sets of five
- Hand 6 – aces, deuces and jokers are wild – one set of six
- Hand 7 – aces, deuces and jokers are wild - one set of seven

**In the event play goes past 12 noon, the event manager will eliminate Hands 4 and 5 from the game.**

## **Scoring**

One player will be designated score keeper.

- Each player totals up their card value at the end of each hand and reports it to the scorekeeper.
- Card values:

Cards 3 – 8 are 5 points each

Cards 9, 10 and all face cards are 10 points each

Aces and deuces are 15 points each

Jokers are 50 points each

**Gold, Silver and Bronze awards will be awarded to the lowest scores in order. In the event of a tie, dual awards will be made.**

**Event manager decisions are final.**