

# Baja Rummy Tournament Rules

1. It is your responsibility to find a partner. You are welcome to solicit a partner by posting a notice in the signup area, announcing on the morning net or using the rummy email list.
2. If your partner is unable to play a scheduled game, it is your job to find a replacement partner or your team will be disqualified from that game and your opponents will be declared the winners.
3. If you do not show up for your scheduled game within 5 minutes of the posted start time your team will be disqualified and your opponents will be declared the winners.
4. Each team of partners plays in Division 1 (starts the first day of play at 10 am) and in Division 2 (starts the first day of play at 1 pm). If you win Division 1 you play the next day at 10 am. Win Division 2 you play the next day at 1 pm. Playoffs will be the third and fourth days.
5. The big winners are determined at the end when the winners of Division 1 play the winners of Division 2. If you are really good (lucky?) you could play two games on the first day, two games on the second day, one on one the third day and one on the fourth. Not so lucky? One game the first morning and one the first afternoon and you're out.
6. The team of partners you will play against in the first game of each division will be determined by a drawing of names from those signed up by the deadline.
7. The tournament bracket charts showing the players in the first games of each division will be posted on the first morning.
8. If you win a game, it is your responsibility to write your team names on the chart in the next bracket over before the time indicated for the start of the next game.
9. You will have 3 hours to complete each game. If the game is not finished within the 3-hour time limit the team with the highest score at 3 hours will be declared the winners.
10. You may choose to play your scheduled game before the posted time only if the other team agrees to the start time change. If the game is started before the posted time the time limit will be 3 hours from the time the game started.
11. If someone makes a mistake or picks up too many cards please work this out amongst yourselves using the honor system.
12. "Card Laid is a Card Played" Once your partner has seen the card you have played; you must leave it in play.
13. If you are still in the same foot and have not discarded, you may rearrange the cards you have just melded during your turn.
14. Table talk is not allowed. You may not discuss strategy or card play with your partner during the game.

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Points Needed to Meld		Point Value of Cards		Book & Run Values	
Total Partners Score	Points to Meld	4 thru 7	5	Book of 2's	2,000
0-5000	50	8 thru King	10	Run	1,500
5,001 – 10,000	90	Two & Ace	20	Red Book	500
10,001 – 15,000	120	Joker	50	Black Book	300
15,001 – 20,000	150	Black 3	-300	Going Out	200
		Red 3	-500		

**The Play:** The game is played with 8 decks of cards including jokers. All players deal three piles containing 11 cards each. The two outside piles (feet) are passed to opponents to the players left and right. Each player's feet shall remain visible to all players throughout play. All remaining cards are placed in the center in two draw piles. Each player cuts the cards and the high card plays first. A three is considered the lowest card followed by all playing cards with ace high, then two and then joker as the highest card. The person counterclockwise to the first player turns a card face up between the two draw piles. The first player draws two cards from either pile and draws the face up card in the center. That player then discards one card. Play continues clockwise with all players drawing two and discarding one card. To win the hand a player must have played all of their feet and completed the requirements in "Going Out" below. Once a hand has been completed the points for closed books, closed runs and going out are added to the team score. Then the points per card are counted for the closed books, closed runs and all melded cards. Those points are added to the team score. Cards held in a player's hand or contained in a player's feet are deducted from the team score. All cards are then shuffled, each player deals three piles of 11, passes feet to opponents and the player clockwise of the first player in the previous hand is now first. That player draws two cards and the center card and discards. Play continues with the players drawing two and discarding one. To win the game a team must have accumulated a score of 20,000 points or over.

**Scorekeeper:** Any of the four players may be designated the scorekeeper for the game. The score should remain visible so that all players may see the accumulated scores at any time throughout play.

**Melding:** Each player's initial meld must contain sufficient points as indicated in "Points Needed to Meld" above. Only one wildcard may be used in a three card meld. If the initial meld is made of four cards two may be wildcards. Melded cards are placed on the table in front of one of the partners. That partner's responsibility is to keep the cards orderly and visible. Once a book or run is closed it is taken from the melding area and held in a place visible to all.

**Discarding:** Once a card is placed on the discard pile and the player has removed their hand from it the card is considered discarded and play resumes.

**Drawing Discarded Card:** (This rule does not apply to the first player in a hand). One of the two cards drawn may be from the discard pile. If a card is drawn from the discard pile it must be played on a book or a run during that player's turn. The card drawn from the discard pile card may not be the 7<sup>th</sup> (or more) card played on a book or a run.

**Wildcards:** Jokers and twos are designated as wild cards. A maximum of 2 wild cards are allowed per black book. No wild cards are allowed in runs or in red books.

**Books:** A book is 7 cards of all the same number in any suit. A red book contains no wild cards. A black book must contain at least one wild card but no more than two. Once melded the last (top) card shall be displayed as a red card if there are no wild cards in a book. It shall be black if there are wild cards in the book. The 6<sup>th</sup> card of the melded cards in a book shall be placed at 90° to the rest indicating a card drawn from the discard pile cannot be played. You may add more than 7 cards to close a book. Once a book is closed no more cards may be added to it.

**Runs:** A run is 7 cards of the same suit in numerical order. Only 7 cards are allowed in a run. No 3's or wildcards are allowed in a run. The 6<sup>th</sup> card of the run shall be placed at 90° to the rest indicating a card drawn from the discard pile cannot be played.

**Feet:** Once your first hand is completely melded you may go into one of the feet provided by your opponents. No discard is required to go into your feet. If you don't have a discard, pick up your next foot and continue play. If you do have a discard you may pick up your foot but your turn is over.

**Going Out:** To go out you do not need a discard. The player that goes out must not have any feet. The partners melded cards must include at least one red book, one black book, one run and one book of twos. A book of twos is not considered a red book. The player going out must first ask their partner if they may go out. The partner answers yes or no without discussion. If the partner answers no they may not go out. The partners that go out receive an additional 200 points added to their score. If a player melds cards in an attempt to go out and then discovers they cannot the partners must add 300 points to their score.

**To Win:** The partners accumulated score must be at least 20,000 points.