

Russian Rummy

Hand	Meld
1	2 Sets
2	1 Set, 1 Run of 4
3	2 Runs of 4
4	3 Sets
5	1 Set, 1 Run of 7
6	2 Sets, 1 Run of 5
7	3 Runs of 4
8	1 Set, 1 Run of 10
9	3 Sets, 1 Run of 5
10	3 Runs of 5

Length of Run	Number of Wild Cards
run of 4	up to 1 wild
run of 5	up to 2 wilds
run of 7	up to 3 wilds
run of 10	up to 4 wilds

Set – at least three cards of the same face value in any suit (cannot contain wilds)

Run – consecutive cards in the same suite (3 is low, Ace is high). Runs can contain more cards than specified and contain wilds. Two runs in a hand can be in the same suit if three cards separate them.

Wild – 2's and Jokers. You cannot buy or pick up a wild from the discard pile.

Laying Off – Once you've melded, you can add to a set, extend a run, or cover a wild on another player's meld, but not your own. You cannot lay off a wild card.

Buying – Any player can "buy" a discarded card by also taking the top card from the Draw Pile. You can buy 3 times per hand and buying precedence goes in turn order. You cannot buy once you've melded.

Card Point Values

3-7	8-K	2,A	Joker
5pt	10pt	20pt	50pt