Gin Rummy

Score Sheet. 2 players, 2 games per sheet, game to 100.

Date _____

Players _____

Game 1

Circle K for knock, G for gin, U for undercut.

Hand	How	Player 1		Player 2	
		Points	Total	Points	Total
1	K G U				
2	K G U				
3	K G U				
4	K G U				
5	K G U				
6	K G U				
7	K G U				
8	K G U				
9	K G U				
10	K G U				
11	K G U				
12	K G U				
13	K G U				
14	K G U				
15	K G U				
Box bonus: 25 per hand won					
Game bonus: 100, or 200 for a shutout					
Final score (higher wins)					

Game 2

Circle K for knock, G for gin, U for undercut.

Hand	How	Player 1		Player 2	
		Points	Total	Points	Total
1	K G U				
2	K G U				
3	K G U				
4	K G U				
5	K G U				
6	K G U				
7	K G U				
8	K G U				
9	K G U				
10	K G U				
11	K G U				
12	K G U				
13	K G U				
14	K G U				
15	K G U				
Box bonus: 25 per hand won					
Game bonus: 100, or 200 for a shutout					
Final score (higher wins)					

Scoring at a glance

- Deadwood (unmatched cards): ace 1, number cards their number, jack, queen and king 10.
- Knock with 10 or less deadwood. If yours is lower after the opponent lays off, you score the difference.
- Undercut: if the opponent ties or beats the knocker, they score the difference plus 25.
- Gin (no deadwood): 25 plus the opponent's deadwood. Gin can never be undercut.
- The game ends when a player reaches 100. That player adds 100, or 200 if the other player never scored.
- Box bonus: each player adds 25 for every hand they won. The higher final score wins.
- Classic values some tables use: gin 20, undercut 10, box 20.

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