Rummy 500 Rules

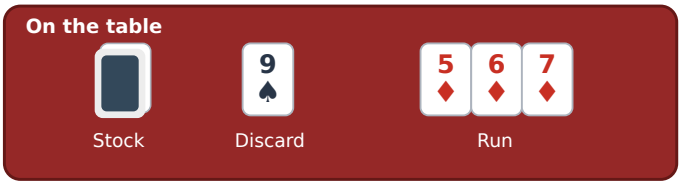
Official 500-point rules (500 Rum) for 2 to 8 players

Objective

Be the first player to reach **500 points**. A game is played over several hands. In each hand you score the cards you put on the table and lose the value of the cards still in your hand.

Setup

- **Players:** 2 to 8, each playing alone.
- **Cards:** one standard 52-card deck. With 5 or more players, shuffle two decks together.
- **Deal:** 7 cards each. With only two players, deal 13 cards each.
- Put the rest face down as the **stock**. Turn its top card face up to start the **discard pile**.
- Keep the discard pile fanned out so that every card in it stays visible.



Melds

- **Set:** 3 or 4 cards of the same rank, such as 8♠ 8♥ 8♣.
- **Run:** 3 or more cards in a row in the same suit, such as 5♦ 6♦ 7♦.
- An ace is high (Q-K-A) or low (A-2-3). A run cannot go around the corner: K-A-2 is not allowed.

Your turn

Play goes clockwise, starting with the player on the dealer's left. A turn has three steps.

1. Draw. Take the top card of the stock, **or** take a card from the discard pile. You may pick any card in the pile, on two conditions: you also take every card lying on top of it, and you use the card you picked in a meld right away. The other cards you took go into your hand or onto the table.

2. Meld (optional). Lay down sets and runs. You may also **lay off** cards on any meld already on the table, yours or an opponent's. Keep the cards you lay off in front of you: they score for you.

3. Discard. End your turn by placing one card face up on the discard pile.

End of a hand

The hand stops at once when a player has no cards left, either by melding every card or by melding all but one and discarding it. It also stops if the stock is empty and the player whose turn it is does not want to draw from the discard pile.

Card values

Card	Points
Ace	**15**
Ace used low in A-2-3	**1**
King, Queen, Jack	**10**
2 to 10	**Face value**

Scoring a hand

- Add up the value of all the cards you have on the table.
- Subtract the value of the cards left in your hand, even if they could have been melded.
- Add the result to your running total. A hand, and a total, can be negative.

Example. You have K♠ K♥ K♦ and 4♣ 5♣ 6♣ on the table: 30 + 15 = **45**. You still hold a queen and a 7: 10 + 7 = **17**. Your score for the hand is 45 - 17 = **+28**.

Winning the game

Deal new hands, passing the deal to the left, until a player reaches **500 points or more**. If two or more players get there in the same hand, the highest total wins. If they are tied, play another hand.

Popular house rules

Rummy 500 is played with many local variations. Agree on these before the first deal.

- **Jokers:** add two jokers as wild cards worth 15 points each.
- **Calling "Rummy!":** if a discard could have been melded, any other player may call "Rummy!" before the next draw and take it.
- **Final discard:** you must finish with a discard to go out.
- **5-10-15 count:** 2 to 9 are worth 5, 10 to King 10, aces 15.
- **Go out to win:** you can only win on a hand in which you go out.

These rules follow the classic 500 Rum game played to 500 points. The Rummy 500 app plays a faster version in which every game is a single hand.

Read the illustrated rules · rummy500.com

Scan the QR code to open the rules on your phone.
Free to print for your table.