

## *Rules of May I*

**Players and Cards** is best for four /five players Two standard packs of cards are used, including 4 jokers, making 108 cards in all. The jokers and twos are wild cards.

**Outline of the Game** During each hand, the object is to get rid of as many cards as possible from your hand by playing them onto the table as melds. When one player gets rid of all their cards, the cards remaining in the other player's hands score penalty points. The player with the lower total of penalty points after the twelfth deal wins.

**Melds** As in most rummy games, the possible melds are sets of equal cards and runs of consecutive cards in the same suit. Wild cards may be used as substitute for any cards in a set or run on a one to two basis. ( 1 wild to 2 regular cards). The minimum size of sets and runs is three cards, however; a longer run is required for the initial meld in some deals. (run of six can have two wild cards)

**Sets** A set consists of three or more cards of equal rank - for example three sevens or four queens. Since a double pack of cards is used there are two of each card, but, a set cannot contain two cards of the same suit. Therefore a set cannot contain more than four cards. However; a player can meld two separate sets of the same rank, for example ♣8-♥8-♠8 and ♥8-♠8-♦8

**Runs** A run consists of three or more cards of the same suit in sequence, such as 3-4-5-6 of spades, or 9-10-J of diamonds. Ace can count as high (as in J-Q-K-A) or low (as in A-2-3-4), but not both (K-A-2-3 is not allowed). A player can meld two separate runs in the same suit, for example 4-5-6-7 and 8-9-10-J, or these eight cards could be melded as a single run: 4-5-6-7-8-9-10-J, but once melded, runs cannot be split up or joined together, only extended.

**Wild cards** Twos and jokers are wild and can be used in any set or run to represent any natural card. However; in the runs it must be specific and may not be changed from that designation, except that it may be replaced with the natural card that it represents. When you lay down ♦4-♦5-♦6-(2-joker) you must specify whether it is 4-5-6-(2-joker), (7-8); 5-6-7-(2-joker), (8-9) or 6-7-8-(2-joker), (9-10), etc. etc. When the run sequence is established it can only be added to on either end. A two can also be used as a natural card (i.e. representing itself) in a run such as A-2-3-4.

## **Initial Meld Requirements**

In each deal, there is a minimum requirement for each player's initial meld, as follows:

**Deal 1:** the meld is 2 sets of three

**Deal 2:** the meld is 1 set of three and 1 run of four

**Deal 3:** the meld is 2 sets of four

**Deal 4:** the meld is 1 set of four and 1 run of four

**Deal 5:** the meld is 1 set of three and 1 run of five

**Deal 6:** the meld is 2 runs of four

**Deal 7:** the meld is 3 sets of three

**Deal 8:** the meld is 1 set of three and 1 run of six

**Deal 9:** the meld is 2 sets of three and 1 run of four

**Deal 10:** the meld is 1 set of three and 1 run of seven

**Deal 11:** the meld is 1 set of five and 1 run of five

**Deal 12:** the meld is 2 runs of five

**The Deal** The first dealer is chosen at random and the turn to deal passes clockwise. The deal consists of 12 cards to each player, one at a time. The next card is placed face up to start the discard pile, and the remaining cards are placed face down beside it to form the "stock". The first face-up card is not allowed to be a wild card; if the card turned up is a two or joker, the dealer must bury it in the stock and turn up a new card to start the discard pile.

**The Play** The player to dealer's left begins, and the turn to play continues clockwise. A turn consists of drawing, melding and discarding.

**Drawing** There are two options: you may have the top card of the stock pile or a top card from the discard pile. You must always draw a card prior to melding even if you are able to meld without doing so. You must always discard one card to the discard pile in your turn, (a discard is not required when "going out")

**Melding** Having drawn, you may if you wish meld cards by placing them face up on the table. Your first meld of each deal must meet the initial meld requirements for

that deal. Each player must meet these requirements before they are allowed to do any laying off cards. Having met the initial requirements you can, in subsequent turns, put down any further melds you wish to, or add cards onto any melds that are already on the table. You can lay off cards on your own melds, and on those of your opponents. While melding, if you have in your hand the natural card that is represented by some wild card on the table, you can substitute the natural card from your hand for the wild card, you must then use the wild card as part of any additional meld you are making. - you cannot take it into your hand. Note also that a two used as a natural card in a run such as A-2-3-4 cannot be claimed and re-used as a wild.

**Important :** While melding, if you have in your hand the natural card that is represented by some wild card in the melds you have placed on the table you can substitute the natural card from your hand for the wild card but you CANNOT use the wild card to create another meld. In the case of a run you can place the wild card at either end of the run.

**Discarding** The final part of each player's turn is to discard one card from hand face up onto the discard pile The objective is to meld or discard all of one's cards, and the play continues until one of the players manages to "go out" by getting rid of all the cards from their hand. It is possible to go out in the melding part of a turn, by melding all of your cards, or to meld all but one of your cards, and go out by discarding your last card.

**The Scoring** As soon as a player goes out, the hand is scored. The opponents must count and total the value of cards remaining in their hands.

The values of the individual cards are as follows:

Each 3, 4, 5, 6, 7, 8, 9 are 5 points

Each 10, J, Q, K are 10 points

Each ace is 15 points

Each two is 20 points

Each joker is 50 points

- Deal 1: 2 sets of three**
- Deal 2: 1 set of three and 1 run of four**
- Deal 3: 2 sets of four**
- Deal 4: 1 set of four and 1 run of four**
- Deal 5: 1 set of three and 1 run of five**
- Deal 6: 2 runs of four**
- Deal 7: 3 sets of three**
- Deal 8: 1 set of three and 1 run of six**
- Deal 9: 2 sets of three and 1 run of four**
- Deal 10: 1 set of three and 1 run of seven**
- Deal 11: 1 set of five and 1 run of five**
- Deal 12: 2 runs of five**