Useful Chart - How to Play \& Rummy Guidelines for Valid Rummy Declaration:


Handy directions to follow while declaring with 13 Cards:

| PURE SEQUENCE | IMPURE SEQUENCE | SET 1 \& SET 2 |
| :---: | :---: | :---: |
| COMPULSORY to make | NOT COMPULSORY <br> (Can make to fulfill minimum 2 sequence requirement) | NOT COMPULSORY <br> (Can make to complete 13 Cards valid grouping) |
| Made with 3 or More Cards | Made with 3 or More Cards | Made with 3 or 4 Cards without Joker. <br> OR <br> Made with 3, 4 or More Cards with Joker. |
| Cards of SAME <br> SUIT in SEQUENTIAL ORDER | Cards of SAME SUIT in SEQUENTIAL ORDER with Wild Card Joker or Printed Joker | Cards of SAME VALUE \& DIFFERENT SUIT (2 Cards of same color but different suit can be used Ex-5a 5 5४). |
| CANNOT USE JOKER or WILD CARD | CAN USE JOKER or WILD CARD | CAN USE JOKER or WILD CARD |

Combination possible as per the above rules to declare 13 cards in Rummy:


1. There is one Pure Sequence of 4 cards
2. There is Impure Sequence of $\mathbf{3}$ cards where $\mathbf{8 k}^{\boldsymbol{*}}$ is a wild joker
3. There is a "Set $\mathbf{1 "}$ of $\mathbf{3}$ cards
4. There is a "Set 2" of $\mathbf{3}$ cards having a "Printed Joker"
