

Knock Rummy

2-6 players

52 cards

Difficulty: Easy

Duration: Short

Have the lowest deadwood when someone knocks.

SETUP

- 2-6 individual players.
- Deal 7-10 cards depending on player count.
- Place remaining cards as stock, flip one to start discards.

SCORING

- Winner collects deadwood differences from all players.
- Failed knocker pays double the difference as a penalty.

Tip: Knock when your deadwood is low, do not wait for a perfect hand.

ON YOUR TURN

- Draw from stock or discard pile.
- Organize your hand into melds.
- Knock to end the round or discard to continue.

Knock Rummy is a fast-paced rummy variant where players can end the round at any time by knocking, challenging opponents to have fewer deadwood points. It blends the melding of rummy with the bold timing of Gin Rummy.

Objective

Form melds (sets and runs) to reduce your deadwood (unmatched cards) and knock when you believe you have the lowest deadwood total at the table.

Setup

1. **Players:** 2 to 6 players, each playing individually.
2. **Deck:** A standard 52-card deck. Aces are low (1 point).
3. **Deal:** 7 cards each for 2 players, 10 cards each for 3-4 players, or 7 cards each for 5-6 players. Place the remaining deck as the stock pile and flip one card to start the discard pile.

Gameplay

1. **Step 1:** On your turn, draw one card from the stock pile or the top card of the discard pile.
2. **Step 2:** Arrange your hand into melds (sets of 3-4 same-rank cards or runs of 3+ consecutive cards in the same suit).
3. **Step 3:** Instead of discarding, you may knock to end the round if you believe your deadwood total is the lowest.
4. **Step 4:** After a knock, all players reveal their hands, form melds, and compare deadwood totals. The player with the lowest deadwood wins.

Scoring

- The winner collects the difference in deadwood points from each losing player.
- If the knocker does not have the lowest deadwood, they pay a penalty (double the difference) to the actual lowest player.

Variations

- **Rum Knock:** Players must have deadwood of 10 or less before they are allowed to knock.
- **No-Knock Rummy:** The round continues until someone goes out with zero deadwood, removing the knock option entirely.

Tips and Strategies

- Knock early if you have low deadwood, as waiting gives opponents more time to improve their hands.
- Track discards to estimate opponents' deadwood and decide the right moment to knock.
- Keep flexible cards that can fit into multiple potential melds.

Tips & Strategy

Timing your knock is everything. Knock too early and you risk getting undercut; wait too long and opponents will catch up.

Watching what opponents pick from the discard pile tells you about their hand. If they seem close to finishing, knocking quickly may be your best defense.