

# Michigan Rummy

3-8 players

52 cards

Difficulty: Medium

Duration: Long

Accumulate the most chips across three phases: poker, stops, and rummy.

## SETUP

- Use a standard 52-card deck.
- Set up the board/layout with labeled chip sections.
- Players ante chips onto designated sections before each round.

## SCORING

- Poker phase: best hand wins the poker pot and bonus pots.
- Stops phase: playing target cards wins those chip pools; first out gets a bonus.
- Rummy phase: first to go out wins the rummy pot; others count penalties.

*Tip: Evaluate your hand for all three phases before committing to any one strategy.*

## ON YOUR TURN

- Phase 1: Play a poker hand with standard betting and showdown.
- Phase 2: Play ascending suit sequences (Newmarket-style) to claim boodle chips.
- Phase 3: Draw and discard to form rummy sets and runs; first to meld all cards wins.

Michigan Rummy is a three-phase game combining elements of poker, stops, and rummy, played on a special board or layout. Players compete through poker hands, sequential card play, and rummy melding across three distinct phases each round.

## Objective

Win chips across three phases: a poker phase, a Newmarket-style stops phase, and a rummy phase. The player who accumulates the most chips wins.

## Setup

1. **Players:** 3 to 8 players.
2. **Deck:** Standard 52-card deck.
3. **Board/Layout:** A playing surface with labeled sections for chip placement (poker bonuses, boodle cards, and rummy pot).
4. **Ante:** Players place chips on designated sections of the board before each round.

## Phase 1: Poker

- **Deal:** Each player receives a poker hand of 5 cards.
- **Betting:** A standard poker betting round occurs.
- **Showdown:** Best poker hand wins the poker pot and any applicable bonus pots (e.g., for pairs, straights).

## Phase 2: Stops (Michigan)

- **Play:** Using the same cards, players play ascending sequences by suit, Newmarket-style.
- **Boodle Cards:** Playing specific target cards (Ace of Hearts, King of Spades, etc.) wins those chip pools.
- **First Out:** The first player to empty their hand wins a bonus.

## Phase 3: Rummy

- **Play:** Using all dealt cards, players draw and discard to form sets and runs.
- **Going Out:** First player to meld all cards wins the rummy pot.
- **Penalties:** Remaining players count unmelded card values as penalty.

## Tips and Strategies

- Balance your strategy across all three phases — a hand strong in poker may be weak in stops.
- Chip management across phases is as important as card play.
- The three-phase structure means every card has multiple potential uses.

## Tips & Strategy

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Evaluate your hand for all three phases before committing to any one strategy. Sometimes a mediocre poker hand is excellent for the stops phase.

Chip allocation in the ante phase is a strategic decision itself. Placing more chips on pots you think you can win is a subtle skill.