01 / LEARN THE CONVENTION

Rules for careful practice

Read one convention. Follow one hand. Explain your answer.

OUR TEACHING AGREEMENT

Use two 52-card decks and two printed jokers. Deal 13 cards per learner. No ordinary rank is wild unless an exercise names it. These are stated lesson rules, not rules for every rummy game or external app.

What makes a completed hand?

- **Two sequences:** at least two separate runs, including at least one pure run.
- **Every card accounted for:** all 13 cards in valid groups; one physical card in one group only.
- **Aces at an end:** A-2-3 and Q-K-A work within one suit. K-A-2 does not.
- **Finish after the discard:** draw to 14, discard one, then check the remaining 13.

Three groups you should be able to explain

PURE SEQUENCE



3+ consecutive ranks in one suit. No card substitutes for another.

IMPURE SEQUENCE



Here the printed joker represents 9♠. This does not count as pure.

SET



3 or 4 of one rank, with distinct represented suits in this convention.

WHEN A WILD CARD IS ITSELF

If sixes are explicitly wild, 5♥-6♥-7♥ stays pure because 6♥ is used naturally. In 5♥-6♣-7♥, 6♣ substitutes for 6♥, so the run is impure. Every joker example in this guide uses at most one substitute per group.

At a teaching table, agree on turns, how to handle mistakes and when to stop. No money or score penalties are needed to learn these checks.

02 / FOLLOW THE HAND

Asha's three-turn example

A constructed hand for learning. Other players' turns are omitted.

The opening 13 cards

4♥ 5♥ 6♥ 8♣ 9♣ Q♠ Q♥ 2♦ 3♦ 4♦ JK JOKER K♣ 7♠

JK means a printed joker. The hearts and diamonds already form pure runs; the clubs and queens are incomplete. No ordinary rank is wild here.

1. **Draw 10♣ from the discard pile. Discard K♣.**

   The clubs now make 8♣-9♣-10♣. With the joker beside the queens, the proposed groups cover 12 cards; 7♠ remains outside them.

2. **Draw 2♠ from the stock. Discard that 2♠.**

   The hand returns to the same 13 cards. Our convention permits returning a stock draw, but not a card just taken from the discard pile.

3. **Draw 7♥ from the stock. Discard 7♠.**

   The heart run extends to four cards. Now arrange the remaining 13 and name the joker's exact role before declaring.

The final arrangement: 4 + 3 + 3 + 3 = 13

4♥ 5♥ 6♥ 7♥

PURE SEQUENCE

Four consecutive hearts.

8♣ 9♣ 10♣

PURE SEQUENCE

Three consecutive clubs.

Q♠ Q♥ JK JOKER

SET

Joker represents Q♦.

2♦ 3♦ 4♦

PURE SEQUENCE

Three consecutive diamonds.

Check: at least two sequences, a pure sequence, valid groups, exactly 13 cards and no overlap. The joker has one job; no card is left over.

03 / TRY THE QUESTIONS

Pause before the answer

Use page 1's convention. Write a reason, then compare with page 4.

01 Repair one card

Replace exactly one card to make a pure sequence. Can you find two different repairs?

7♥ 8♥ 10♥

My reason: _____

02 Is the wild card substituting?

For this question only, fours are wild. Both rows can work. Which is pure, and why?

A 3♣ 4♣ 5♣

B 3♣ 4♥ 5♣

My reason: _____

03 Check the whole hand

No rank is wild now. These 13 cards form valid individual groups. What stops a declaration?

3♥ 4♥ 5♥ 6♥ 8♣ 8♦ 8♠ J♥ J♦ J♠ K♣ K♦ K♥

My reason: _____

04 Complete the turn

After drawing 7♠ from the stock, you have these 14 cards. Choose a discard, then show all final groups and the joker's role.

4♠ 5♠ 6♠ 7♠ 9♣ 10♣ J♣ 2♥ 2♦ 2♣ Q♥ Q♦ JK JOKER 8♦

Discard: _____

Groups: _____

Practice note: a correct label is a start. The useful result is an explanation another learner can check against the actual cards.

04 / CHECK AND CONTINUE

Answers with reasons

Check the rule that changed, not just whether your cards match the sample.

01 / Two possible repairs

Replace 10♥ with 9♥ to form 7♥-8♥-9♥, or replace 7♥ with 9♥ to form 8♥-9♥-10♥. Each answer retains three cards, one suit and consecutive ranks.

02 / Natural role versus substitute

Row A is pure: 4♣ is used as the four of clubs. Row B is impure: 4♥ represents the missing 4♣. A wild rank does not force a card to substitute, but using a different suit in that position does.

03 / The second sequence is missing

There is one four-card heart sequence and three sets. Thirteen cards and valid individual groups are not enough: the convention requires at least two sequences. No set becomes a sequence by changing its label.

04 / Discard the eight of diamonds

Discard 8♦. Keep 4♠-5♠-6♠-7♠ and 9♣-10♣-J♣ as pure sequences; 2♥-2♦-2♣ as a set; and Q♥-Q♦-Joker as a set, naming the joker Q♣ (Q♠ also works). The sizes are 4 + 3 + 3 + 3 = 13, with every physical card used once.

Sources and fuller explanations

This is an explicitly chosen teaching convention. Pagat describes the 13-card structure, joker roles and variations, but describes three-card sets; this guide expressly permits four-card sets too. Bicycle illustrates why basic rummy procedures should not be imported without checking.

Primary rules: Pagat, Indian Rummy
https://www.pagat.com/rummy/indian.html

Compare a different family: Bicycle, Rummy
https://bicyclecards.com/how-to-play/rummy-rum

Follow the complete hand
rummy-primee.com/blog/rummy-prime-rules.html

Inspect sequences, sets and jokers
rummy-primee.com/blog/rummy-sequences-and-sets.html

Try the expanded exercise workbook
rummy-primee.com/blog/rummy-practice-exercises.html