

MANIPULATION RULES

1. Draw for table numbers.
2. Four players to each table.
3. Deal 11 cards.
4. Play 4 hands.
5. Total individual scores for Round 1. Give scores to Chairman.
6. Play as for Round 1.
7. Total individual scores for Round 2. Give scores to Chairman.
8. Chairman combines the two scores.
9. Low scorer is declared the winner.
10. If a tie for two score, lowest scorers play one round of 3 hands. Scores for this round will be added to scores of the two previous rounds. Low scorer is declared the winner.

OFFICIAL RULES FOR PLAY

1. Draw card for deal, high card deals.
2. First player to left of dealer must play 3 cards in set or run.
3. All others may play 1 or more but must not knowingly hold plays in hand.
4. If unable to play from hand, player must draw from deck until able to play.
5. Each player will knock when he has completed playing and may not reopen play until another turn.
6. Manipulation of cards on table may be done to rid players of all cards, always leaving at least 3 cards in a set or run.
7. When one person plays all cards, all others count cards in hand.

Aces	15 points
10 thru Kings	10 points
All others	5 points
8. Player with lowest score is declared the winner.