

Gin Rummy Scoring Guide

Quick reference for scoring, bonuses, and end-of-hand rules.

Deadwood Values

- **Ace = 1.**
- **2–10 = face value.**
- **Jack, Queen, King = 10.**

Melds

- **Sets:** 3 or 4 cards of the same rank.
- **Runs:** 3 or more consecutive cards of the same suit.
- **Ace:** Low only.
- **Best layout:** Use the meld combination that minimizes deadwood.

Ways to Score

- **Knock (1–10 deadwood):** Defender may lay off when allowed. Score the difference if defender deadwood after layoff is higher.
- **20 Undercut bonus:** If defender deadwood after layoff is less than or equal to the knocker, defender scores 20 plus the difference.
- **25 Gin bonus:** Zero-deadwood hand after discard. No layoff. Score opponent deadwood plus 25.
- **31 Big Gin bonus:** All 11 cards meld immediately after the draw. No discard and no layoff. Score opponent deadwood plus 31.
- **Stock Closure:** When the stock reaches 2 cards remaining, the hand ends. Lower deadwood scores the difference. A tie scores 0.

Game Completion

- **Target score:** 100 wins the game by default.

K = Knock U = Undercut G = Gin BG = Big Gin DW = Deadwood

Gin Rummy Scorepad

Hand	P1 _____	P2 _____	P1 Total	P2 Total	Notes
1	K U G BG DW:	K U G BG DW:			
2	K U G BG DW:	K U G BG DW:			
3	K U G BG DW:	K U G BG DW:			
4	K U G BG DW:	K U G BG DW:			
5	K U G BG DW:	K U G BG DW:			
6	K U G BG DW:	K U G BG DW:			
7	K U G BG DW:	K U G BG DW:			
8	K U G BG DW:	K U G BG DW:			
9	K U G BG DW:	K U G BG DW:			
10	K U G BG DW:	K U G BG DW:			
11	K U G BG DW:	K U G BG DW:			
12	K U G BG DW:	K U G BG DW:			
13	K U G BG DW:	K U G BG DW:			
14	K U G BG DW:	K U G BG DW:			
15	K U G BG DW:	K U G BG DW:			
Winner					