

# 17 Step Crazy Rummy



Sets	Points	
1 - 1 Set of 3, 1 Run of 4	Ace	15
2 - 2 Sets of 3	2	25
3 - 2 Runs of 4	Joker	50
4 - 3 Sets of 3	3 - 8	5
5 - 3 Runs of 3	9 - K	10
6 - 1 Run of 6, 1 Set of 3		
7 - 1 Run of 7, 1 Set of 3		
8 - 1 Run of 7, 1 Set of 4		
9 - 1 Run of 8, 1 Set of 3		
10 - 3 Sets of 3, 1 Run of 3		
11 - 3 Runs of 3, 1 Set of 3		
12 - 2 Sets of 4, 1 Run of 4		
13 - 2 Runs of 4, 1 Set of 4		
14 - 1 Run of 8, 1 Set of 4		
15 - 4 Sets of 3		
16 - 1 Run of 9, 1 Set of 3		
17 - 1 Run of 11		

**Objective**  
Lay down set # 17, and go out  
Lowest points wins

**Rules**  
2 deck of cards are used for every 2 players  
13 cards are dealt to each player  
Each player must draw 2 cards or take the pile on their turn  
The pile is up for the taking by any player at the start of their turn  
You can take the pile even if you cannot lay down a set  
You must lay down your main set before you can lay down extra sets  
You can take a player's wild cards, if you have the exact card replacement  
To end your turn, you either discard card 1 card to the pile, or go out.  
When a player goes out, count only what is left in hand

**Bonus Points**  
Bonus points are deducted off your score  
Set of 4, all same suit -25 pts  
Exact Deal -50 pts

If you have not layed down your main set, you must repeat the set

Dealer _____						Dealer _____					
Set #	Points	Set #	Points	Set #	Points	Set #	Points	Set #	Points	Set #	Points