

# Laws of Oklahoma

Adopted by the Regency and  
Cavendish clubs of New York

1. Two, three, or four may play. A pack of one hundred and five cards consisting of two regular packs plus one Joker is used. *The use of the Joker is optional.*
2. At the start of each game the players cut cards. The Joker is low and cards rank as in Bridge. Low has choice of seats, second low has second choice, et cetera. Low deals the first hand.
3. Each player is dealt thirteen cards, one at a time. The next card is faced and becomes the up card. The remainder of the pack becomes the stock.
4. It is a misdeal if a card is faced in the deal, or if a card is found faced in the stock before a player has gone out, or if before each player has completed his first play it is discovered that one or more players was dealt the wrong number of cards. If this is discovered after the first play, the hand is played out, but the winner of the hand (the player who melds out) is not entitled to any bonus for going out unless it is agreed that his own hand was correct.
5. The winner of a hand deals the next hand.
6. The players play in turn, commencing with the player to the left of the dealer. A play consists of three parts. A: The draw. B: The meld (optional). C: The discard. Play continues until a player melds out. The player who melds out *must complete his play by discarding.*
7. A meld consists of three or four cards of the same denomination or of a sequence of three or more cards of the same suit. A player may add to his sequence melds indefinitely and may add a fourth card to three of a kind. *Four of a kind is a closed meld and may not be added to.* However, a player may have two separate melds of three or four of the same kind.
8. Deuces are wild and may be used as any card. Once melded, they become the same as the card they represent and may not be replaced.
9. The Joker also is wild, but may be replaced by the card it represents in the following manner: A: The player who melds the Joker announces the specific card it represents. B: After drawing from the stock, or taking the discard pile, he may replace the Joker by the card it represents and either retain the Joker in his hand, or use it in another meld.
10. At the conclusion of the hand all players are credited with their melded cards and debited with the unmelded cards in their hands. The player who goes out is also given a bonus of one hundred points.
11. In melding a sequence, the Ace may be either high (Ace, King, Queen) or low (Ace, Two, Three).
12. The count is as follows: Aces count twenty. Kings, Queens, Jacks, Tens, Nines, and Eights count ten. Sevens, Sixes, Fives, Fours, and Threes count five. The Queen of Spades counts fifty for you if melded, or one hundred

against you, if left in your hand. The Joker counts one hundred for you, if melded, or two hundred against you, if left in your hand. A Deuce is counted as the card it represents if melded, except that if it is melded as the Queen of Spades, it only counts ten. If melded as a two, in an Ace, Two, Three or Two, Three, Four sequence, it counts five. It counts twenty against you if left in your hand.

13. As a first play, each player in turn has the option of taking and immediately melding the up card. If no one takes it, the first player draws from the stock.

14. On subsequent plays, a player either draws the top card from the stock or takes the entire discard pile. In taking the discard pile, he must first take the top card and (a) add it directly to a meld he already has on the table; (b) use it to replace the Joker (see Law 9); (c) meld it by adding two or more cards to it from his own hand.

15. The discard pile is kept so that only the top card is visible.

16. The meld of the top card of the discard pile is immediately final. All other melds are tentative and may be changed around or even picked up until the player has completed his play by discarding whereupon they also become final.

17. If the player whose turn it is to draw touches the discard pile (except accidentally in reaching for the stock) in such manner as to expose one or more cards, he must take the pile if he legally can. If he can't, he is penalized twenty-five points.

18. If a player draws from the stock

out of turn he must replace the card and is penalized twenty-five points.

19. If a player, in drawing from the stock, sees any card other than the top one, he is penalized twenty-five points.

20. A player must tell the number of cards in his hand, if asked.

21. The Queen of Spades may only be discarded: (a) To complete the play of going out. (b) When a player holds only two cards and each of them is a Queen of Spades.

22. The game ends at the conclusion of that hand in which one or more of the players has attained a score of one thousand points or more. The high player wins the game and is given a bonus of two hundred points. If there is a tie, the bonus is divided among the tying players.

23. If a player who has previously drawn from the stock melds out all at once, he is given a bonus of two hundred and fifty points. This bonus is given at the end of the game and after the winner has already been determined. This is known as "Going out concealed." *N. B. This bonus is not given to a player who goes out on his first draw.*

24. If play continues until stock is exhausted, the player who draws the last card discards, and the hand is scored without anyone being given the bonus for going out.

25. In scoring a game, each player's score including concealed bonuses is taken to the nearest hundred (fifty points count as an extra hundred, forty-five points as nothing). Each player wins from those with lower scores and loses to those with higher scores.

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