

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