

Cariboo Rummy or sixty-five

Deal 11 cards to each player. If the dealer picks the exact number of cards to be dealt, give 50 bonus points. Each player has 13 pennies, nickels or dimes. Players need to get a score of 300 before they can begin playing on other hands or putting down three of kind or runs.

The player picks from the top of the deck, card face down, for free. Player must discard after every turn. If player wants to buy the face up card (from discard pile) they must pay a penny (nickel or dime) and pick up three cards from the pile. A player can pick up more than one card, but they pay a penny each and if they pick up more than one card, they pay another penny and pick up three more cards.

High score wins.

1 set of three; 2 sets of three

1 set of four; 2 sets of four

1 set of five; 2 sets of five

1 set of six; 2 sets of six

Scoring

Jokers - wild	50
Kings/twos - wild	20
Aces	15
Ten, Jack, Queen	10
Nine to three	5