

Gin Rummy Help And Features

1. About Gin Rummy

Gin Rummy is a 2-player draw-and-discard card game played with a standard 52-card deck. The goal is to finish the game with the higher score by winning hands through knocking, going gin, or making big gin.

Topic	Standard Gin Rummy Rules Used By This Scorecard
Players	2 individual players
Deck	Standard 52-card deck
Goal	Highest total score wins
Hand Finish Types	Knock, Gin, Big Gin, Undercut
Default Knock Limit	10 deadwood points
Default Gin Bonus	25 points
Default Big Gin Bonus	31 points
Default Undercut Bonus	25 points
Default Box Bonus	25 points per hand won, added when the game ends
Default Game Bonus	100 points
Default Shutout Bonus	100 points
End Of Game	Game ends when a player reaches 100 or more base game points after a hand

Local Gin Rummy rules vary. If your group uses different bonuses, a different knock limit, or a different target score, change those values in the scorecard customization settings before you start.

2. How This Scorecard Scores Gin Rummy

This scorecard records one completed hand at a time after the deadwood has been counted. It does not track individual draws, discards, or meld layout during the hand. Instead, it asks for the knocker, the hand result, and the final deadwood counts, then calculates the awarded points automatically.

Scoring Values

Scoring Item	Default Value	How The Scorecard Uses It
Knock	Opponent deadwood minus knocker deadwood	Awarded to the knocker when the knocker has lower deadwood
Gin	Opponent deadwood + gin bonus	Awarded to the knocker when the knocker has 0 deadwood
Big Gin	Opponent deadwood + big gin bonus	Awarded to the knocker when the knocker finishes with big gin
Undercut	Knocker deadwood minus opponent deadwood + undercut bonus	Awarded to the opponent when the knocker ties or loses on deadwood
Box Bonus	Hands won x box bonus	Added only on the game-ending hand

Scoring Item	Default Value	How The Scorecard Uses It
Game Bonus	Fixed bonus	Added only on the game-ending hand
Shutout Bonus	Fixed bonus	Added only when the loser has 0 points at game end

How To Enter A Hand

Step	What You Do	What The Scorecard Does
1	Select the knocking player	Uses that player as the knocker reference for the hand
2	Enter final deadwood for both players	Uses those values to validate the hand and calculate points
3	Select `Knock`, `Gin`, `Big Gin`, or `Undercut`	Applies the matching scoring rule
4	Review the Save Hand preview	Shows the awarded points for the hand, including end-game bonuses when the hand ends the game
5	Click `Save Hand`	Saves the hand, updates totals, advances the hand number, and clears the entry controls

Hand Validation And Saved Results

Rule	What Must Be True Before Save Is Enabled
Knocker	One player must be selected as the knocker
Result	A hand result must be selected
Deadwood Inputs	Both deadwood entries must be whole numbers that are 0 or higher
Knock Limit	For `Knock` and `Undercut`, the knocker's deadwood must be at or below the configured knock limit
Gin / Big Gin	For `Gin` and `Big Gin`, the knocker's deadwood must be 0
Knock Result	A `Knock` hand must leave the opponent with more deadwood than the knocker
Undercut Result	An `Undercut` hand must leave the opponent with deadwood that is equal to or lower than the knocker

Scorecard Reading Guide

On The Scorecard	Meaning
Running totals near the top	Shows the live game total for each player
Current Hand row	Shows which hand number will be saved next
Knocking Player row	Shows who ended the hand
Deadwood row	Shows the entered deadwood values for the saved hand

On The Scorecard	Meaning
Result row	Shows which hand result rule is being applied
Save Hand preview	Shows the points that will be awarded for the hand
Saved Round Scores	Shows one line per completed hand with the saved points and running totals
Bonus note on final hand	Indicates when game bonus, box bonus, or shutout bonus were added

Important Scorecard Behavior

- The scorecard is built for standard 2-player Gin Rummy.
- The scorecard saves hand-by-hand progress and resumes saved games.
- The game-ending hand can include box bonus, game bonus, and shutout bonus automatically.
- The save button stays disabled until the hand result is valid enough to score correctly.
- The scorecard does not currently track Hollywood Gin or other multi-column match formats.

3. Scorecard Features

Core Play Features

UI Cue	Feature	What It Does
Scorecard title at top	Rename scorecard	Lets you change the scorecard name
Player order row	Set playing order	Lets you arrange players to match the table
`□` dealer / next-player marker row	Set first / next player	Keeps the table order aligned with play
Current Hand row	Show hand number	Helps players keep the hand count straight
Knocking Player row	Select knocker	Marks who ended the hand
Deadwood row	Enter deadwood totals	Records the final deadwood counts for the hand
Result row	Select hand finish type	Applies knock, gin, big gin, or undercut scoring
Save Hand row	Save hand	Saves the hand and updates totals
Round Scores section	View saved hand summaries	Shows one-line history rows for completed hands
Running totals row	Track cumulative score	Shows who is currently leading the game

Printing, Export, And History Features

UI Cue	Feature	What It Does
`□` on Current Hand row	Print blank scorecard	Prints a blank Gin Rummy score sheet using the current setup

UI Cue	Feature	What It Does
Wins / history header actions	Print completed game history	Prints the results history for completed Gin Rummy games
Wins / history header actions	Download JSON export	Downloads completed game history as a JSON file
Wins / history section	View completed games	Shows prior finished games and winners

Customization And Utility Features

UI Cue	Feature	What It Does
Scorecard customization control	Customize game ending score	Lets you change the score that ends the game
Scorecard customization control	Customize knock limit	Sets the highest deadwood total allowed for a knock
Scorecard customization control	Customize gin bonus	Changes the bonus added for gin
Scorecard customization control	Customize big gin bonus	Changes the bonus added for big gin
Scorecard customization control	Customize undercut bonus	Changes the bonus added for undercut hands
Scorecard customization control	Customize box bonus	Changes the per-hand box bonus applied at game end
Scorecard customization control	Customize game bonus	Changes the fixed game-ending bonus
Scorecard customization control	Customize shutout bonus	Changes the bonus for ending the game while the loser has 0 points
Scorecard customization control	Customize blank rows to print	Sets how many blank hands appear on a printed blank sheet
Restart control `↺` in results area	Restart current game	Clears hands from the current game and starts over
Scorecard notes control	Show / hide scorecard notes	Opens the Gin Rummy help PDF from inside the scorecard
Saved-game behavior	Resume in-progress game	Rebuilds the game from saved hands when reopened
Autosave behavior	Preserve hand history	Keeps saved hand results as play progresses

Gin Rummy-Specific Features Included In This Scorecard

- Guided hand entry that distinguishes knock, gin, big gin, and undercut.
- Automatic hand-point calculation from deadwood values instead of raw manual score entry.
- Automatic game-ending bonuses on the final saved hand.
- Bonus note display when the game-ending hand includes box bonus, game bonus, or shutout bonus.
- Save disable rules that keep impossible knock and undercut states from being recorded.