



Chinchón

Chinchón belongs to the *Rummy* family games, in which the purpose is always to form combinations with the cards that the players hold in their hands before the opponents.

There are other popular games that also belong to this family as *Gin Rummy*, *Remigio* or *Canasta*.

- **Object of the game**

The principal object of play is to meld out the entire hand of cards before the opponents and showing them at a time, according to the rules that are explained below.

- **The pack**

For *Chinchón*, the Spanish deck of 40 or 48 cards is used.

- **Number of players**

Chinchón is always an individual game. For two, three or four players, one deck is used. For five, six, seven or eight players, two decks.

- **Rank and value of cards**

The rank of cards, from highest to lowest, is: king (12), horse (11), jack (10), nine, eight, seven, six, five, four, three, two and ace.

When it is played with a deck of 48 cards, the value of cards is their pip values. When a deck of 40 cards is used, the value of face cards is different, counting jack as 8, horse as 9 and king as 10 points.

- **The deal**

Each player draws one card, being the *leader* the one who drawn the highest card. The player to the leader's left is the dealer. After the shuffle, the deck is cut by the player to the dealer's left and the dealer will give seven cards face down to each player, one at a time, anticlockwise. The undealt remainder of the pack is placed face down in the centre of the table, becoming the stock, and the top card is turned face up beside it to begin the discard pile.

- **Melds**

Each player, with the card in his hands, will try to form groups of cards of the same rank or sequences of the same suit, consecutive in rank.

Any of the explained melds, to be valid, must contain at least three cards. In the sequences, the ace can only link with two, three, etc, and king with horse, jack, etc.

When a player melds the seven cards in his hand, is called *Chinchón*.

- **The play**

The leader starts the game, taking the top card of the discard pile or, if he wishes, drawing the top card of the stock. Thereafter, he discards one of his cards, placing it face up to his right, just in case the next player in turn is interested in taking it, and finishing his turn. Each turn comprises a draw and a discard, which ends the player's turn.

Fournier



Chinchón

During the game, if any player draws inadvertently two cards, holding eight cards in his hands, or on the other hand, discards one card without having drawn, having six cards, in any of these cases, he will not be able to go out showing his melds. The player will continue in the game, trying to lose the lower possible amount of points or not to pay anything if he is able to complete his defective hand.

If the stock of cards is finished, without ending the game, the dealer will shuffle all the discards to continue the game.

One player can put his melds down when the value of the card or cards hold in his hand is lower than 5 points. If the player meets this requirement, he puts down his melds in front of him on the table, holding the remaining cards in his hands.

The next players, in their turn, may add cards to other player's previous melds, groups or sequences. When two decks are played, the sequences will be completed anticlockwise and no more than one card of each correlative value can be added.

Next, the following player puts down his combinations, adding the others, in the form before indicated, the cards that they hold without melding.

The play ends as soon as a player goes out by melding all but one of the cards in his hand and using the last card to close the game, placing it face down on the discard pile. A player can also go out by melding out his whole hand, leaving no discard.

The player that puts down all his cards melded at one time, *Chinchón*, has a bonus of 10 points and the advantage that no player will be able to add any card in his melds.

- **The scoring**

Chinchón is usually played up to 70 or 100 points. Before starting the game, each player adds the agreed amount into a pot placed in the centre of the table. When the hand is finished, each player counts the total value of their unmatched cards and writes them down in a sheet. When a player scores or exceeds the established score, he will be excluded from the game. The only player who does not exceed that score wins the game, taking the total amount of the table.

The player who puts all his cards down melded, *Chinchón*, discounts 10 points from his score.

- **Re-enlistment bonus**

When a player is excluded from the game, if he wishes, he can re-enlist one or more times, taking the points of the player with the highest score and putting the decided amount into the pot again. At least, two players must continue in the game as requirement to re-enlist.

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