SNATCH *rummy*

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Your Partner Is Part of Your Hand.

Look across the table before you look for your own next play.

ONE TABLE. TWO WAYS TO BEGIN.

Partner’s protected starter



Useful cards in your hand



Selected cards only; assume more cards remain in your hand.

A · Start your pair first

Play the two 8s. A starter earns no bonus. Finish with a discard or available pass.

B · Complete for the team first

Play 6♠ on 5♠–7♠. Secure 15 points. Use the bonus play to start those same two 8s.

Your hand reaches across the table

Your partner’s hand is private, but their table cards are visible. Look for a card that completes their starter or extends either partner’s secured combinations. Both secured areas count toward one team score.

Order can create another opportunity

Starting the two 8s is legal. Completing the spade starter first secures three cards and earns another play. You can still start the 8s afterward, then finish your turn. Helping your partner can also advance your own plan.

That is a useful habit, not a universal instruction. Check exposed starters, possible snatches and Joker exchanges before choosing your sequence.

Pass with a purpose

Secret Pass replaces your discard once per hand: give one card face down to your partner and end your turn. A card you cannot use may help them. Choose from visible clues, without knowing their concealed cards.

Going out is a team decision

Going out first earns your team 20 points. Each other player still gets one final turn. Under standard Snatcharama Last Lap, all unfinished starters open to everyone, and no one may Secret Pass.

Before going out, ask: what could your partner secure? What could opponents snatch? Which unfinished starters might remain a team penalty? The bonus is only part of the final score.

One team. Two hands. Look at both sides of the opportunity.