



IMPORTANT NOTES FOR PARTICIPANTS AND COMPETITION RULES

ELIGIBILITY:

- Aged 7 or above (before the Competition date)

PRELIMINARY ROUND COMPETITION DATES:

- 28 MAR 2026 (Saturday)
- 6 APR 2026 (Monday)
- 7 APR 2026 (Tuesday)

PRELIMINARY ROUND TIMETABLE:

4 sessions will be held on each competition day, details are as follows:

	Registration Time	Seating & Rule Announcement	Competition Time
Session 1	12:00 pm	12:30 pm	12:45 pm - 1:45 pm
Session 2	1:45 pm	2:15 pm	2:30 pm - 3:30 pm
Session 3	3:30 pm	4:00 pm	4:15 pm - 5:15 pm
Session 4	5:15 pm	5:45 pm	6:00 pm - 7:00 pm

REMARK: All participants must arrive at the venue according to the registration time as notified by the Organizer. Those who fail to arrive at the venue by the relevant Seating & Rule Announcement time, their right to participate in the competition will be automatically forfeited and will not be allowed to enter the competition venue and will not be further accommodated. All relevant registration fees will not be refunded.

QUOTAS FOR PRELIMINARY ROUND:

- 1200 (First-come-first-serve, limited quota)
- Preliminary round will take place on 3 days. 4 sessions will be held on each competition day. Each session will have 25 tables. Maximum 100 participants per session.

PRELIMINARY ROUND COMPETITION FORMAT & RESULTS CALCULATION METHOD:

- Each session is 60 minutes in duration and consist of 3 games. Once reaches the time limit of 60 minutes, any unfinished game will be ended, and value of remaining tiles on the racks will be counted. The participant with the lowest score is the winner of this unfinished game. If there is a tie in the score, the number of tiles remaining on the rack will be counted, the participant with lower number of tiles is the winner of this unfinished game.
- Results will first be calculated based on highest number of games won. If there is a tie in the number of games won, results will be calculated based on the highest total average scores of the 3 games. If there is a tie in the number of games won and total average score, results will then be based on the number of tiles left on the rack, the fewer the number of tiles, the better the results / higher the ranking.

QUALIFYING FOR THE FINALS:

- Results will be ranked based on the above calculation method. The top 120 participants will proceed to the Finals to be held on 12 APR 2026.

LOCATION & VENUE:

- M/F, The Annex, The Mills, 45 Pak Tin Par Street, Tsuen Wan, N.T., Hong Kong

SEATING ARRANGEMENT:

- As assigned by the Organizer

REFEREE & SUPERVISION:

Each referee will supervise 2 tables. **Participants on each table will time themselves and manage and record their own scoring.** At the end of each game, participants on each table should supervise themselves and record the results on the Score Sheet provided by the Organizer. Participants need to sign on the Score Sheet to confirm their scores. After signing on the Score Sheet, any subsequent complaints or appeals will not be accepted.

If there is any dispute during the competition, participants must inform the referee immediately. A Chief Referee from Babyboom Learning Co., Ltd., the sole distributor of Rummikub in Hong Kong and Macau, will supervise the proceeding of the entire competition. The Chief Referee's decision is final and binding upon all participants.

TIME KEEPING:

- A Rummikub Timer will be provided by the Organizer for participants to time themselves during the competition.
- The Organizer will email "Rummikub Timer – How to Use" to all participants, so that everyone can familiarize with how to operate the timer prior to the competition.

RESULTS ANNOUNCEMENT:

Preliminary Round results will be posted on the below sites on 9 April 2026:

Rummikub HK Facebook page: www.facebook.com/rummikubhk

Babyboom website: www.babyboom.com.hk

AWARDS (FINALS):

- There will be prizes awarded to the Champion, 1st runner-up and 2nd runner-up in the Finals.
- Preliminary Round results will not be carried forward to the Finals. Finals results will start fresh.
- There is also a "Super Family Award" – 2 family members as a unit. For the purpose of this Award, a family unit must consist of a child or teenager aged 7 – 18 and a parent aged 18 or over. To win this Award, the 2 family members must advance to the Finals at the same time. Ranking will be based on the summation of the results of the 2 family members, and the family with the best results will win this "Super Family Award".

MAPS & DIRECTIONS:



Free shuttle bus service from Tsuen Wan MTR station Exit A4



COMPETITION RULES

1. Before the game starts

- Before the start of the first game, participants will pick out number tiles 1-4 of any one colour (if the table only has 3 participants, then just pick out number tile 1-3). Place the tiles face down and mix thoroughly, then participant A, B, C and D (in this order) each picks a tile. The participant with the highest number begins the first game. Game proceeds clockwise. The second and third game will start with the winner from the last game, and game continues to proceed clockwise.
- After setting the sequence of play, the tiles will be mixed well by the participants and stacked up in multiples of 7 and the last stack will have 8 tiles.
- For the first game, participants must wait for the Organizer/referee signals before taking 2 stacks (14 tiles) and sorting them on his/her rack. The remaining tiles on the table are the pool.
- After sorting their tiles but before the game starts, if any participant gets 3 or more pairs of tiles (2 tiles of the same number and colour), he/she may request to reshuffle all the tiles and start again.
- If a tile is accidentally flipped over by another participant, the affected participant can request for a new tile from the pool and return the flipped open tile to the pool randomly.

2. Rules

2.1 Playing the game

- To enter the game, the first set or sets of tiles (can be ‘groups’ or ‘runs’) placed on the table must add up to a minimum of 30 points face value. This is known as the “initial meld”. The tiles (including jokers) used for the initial meld must come from each player’s rack. The participant cannot add or manipulate any sets on the table prior, or during the initial meld.
- After completing the initial meld, participants can manipulate the sets on the table and with tiles from his/her rack in subsequent turns. Only legitimate sets should remain at the end of the turn.
- If participant cannot play or decided not to place any tiles from his/her rack within the time limit, he/she should take one tile from the pool before the turn ends.

2.2 Using the Joker:

- There are 2 joker tiles that can represent any tile in the game. Participant can use the joker(s) to increase the chance of playing tiles onto the table.
- The joker can be retrieved from the table by replacing it with any tile(s), from the table or participant’s rack, as long as it can keep the set legitimate and it must be used in the same turn. The joker cannot be taken back to one’s rack. At least one tile from the participant’s rack must be used in the same turn.

2.3 Time Limit and Use of Timer:

- Each participant has 60 seconds to complete a turn. When a participant gets the Rummikub Timer from the preceding participant, he/she must immediately press the Joker button on the timer to start the 60 seconds countdown.
- When a participant has completed his/her play or want to end his/her turn earlier, he/she must call out “finish” and press the Joker button once more to stop the countdown. The next participant can then start the countdown and play.
- If a participant cannot complete his/her play/manipulation in 60 seconds, he/she must pick 1 penalty tile from the pool, and return all the tiles back to their original positions (including back go his/her rack).
- If a participant cannot complete his/her play/manipulation in 60 seconds and could not return all the tiles back to their original positions, the other participants can assist. If still cannot do so, the participant of this turn must take these leftover tiles back to his/her rack PLUS 1 penalty tile from the pool.
- If any participant empties all the tiles from his/her rack, he/she must call out “Rummikub” to end the game.



3. How to Score:

- The participant who first clears the rack is the winner. The other participants add up the value of the tiles on their racks as negative scores. The winner of the game receives a positive score equal to the total of all the other participants' scores.
- At the end of the competition, results/ranking will first be calculated based on the highest number of games won. If there is a tie in the number of games won, results/ranking will be calculated based on the total average scores of the 3 games. If there is a tie in the number of games won and total average score, results/ranking will then be based on the number of tiles left on the rack, the fewer the number of tiles, the better the results/higher the ranking.
- When the game ends, the penalty for having a joker on the rack is 30 points.
- When the game ends, if a participant had not performed an initial meld because he/she could not meld 30 points face value, he/she will be charged with 100 points.
- When the game ends, if a participant had the possibility but he/she chosen not to meld, he/she will be charged 200 points.
- When the game ends, if a participant deliberately knocks down the remaining tiles on his/her rack, preventing his/her scores to be recorded accurately, he/she will be charged 200 points.
- In the rare event that all the tiles in the pool are used before any participant goes "Rummikub", the value of tiles and number of tiles left on the racks will determine the results. The participant with the lowest value of tiles on his/her rack wins this game. If there is a tie, then the participant with fewer tiles left on the rack is the winner. Examples of scoring:

Example 1:

There are 4 participants (A, B, C, D). A's score is -5, B's score is -10, C's score is -15 and D's score is -20. In this case, A is the winner and all other losing participants will subtract his/her total from the winner's total. As a result, A's final score is +30, B's -5, C's -10 and D's -15.

Example 2:

There are 4 participants (A, B, C, D). A's score is -8 with 3 tiles left on the rack, B's score is -8 with 1 tile left on the rack, C's score is -20 with 2 tiles left on the rack, D's score is -18 with 4 tiles left on the rack. A and B have the lowest scores. C and D will subtract their negative scores from A/B's negative score, after that the total of C and D negative scores will be halved and scored equally to A and B as a positive number. As such, A has +11 points, B has +11 points, C has -12 points and D has -10 points. Finally, B is the winner because there is only 1 tile left on his/her rack.

Example 3:

There are 4 participants (A, B, C, D). A's score is -8 with 1 tile left on the rack, B's score is -8 with also 1 tile left on the rack, C's score is -20 with 2 tiles left on the rack, D's score is -18 with 4 tiles left on the rack. A and B have the lowest scores. C and D will subtract their negative scores from A/B's negative score, after that the total of C and D negative scores will be halved and scored equally to A and B as a positive number. As such, A has +11 points, B has +11 points, C has -12 points and D has -10 points. Finally, A & B are both winners of this game because they both have only 1 tile left on their racks.

Name	A			B			C			D		
	Game won (1/0)	Score (+/-)	Tile on Rack	Game won (1/0)	Score (+/-)	Tile on Rack	Game won (1/0)	Score (+/-)	Tile on Rack	Game won (1/0)	Score (+/-)	Tile on Rack
Example 1	1	+30	1	0	-5	1	0	-10	3	0	-15	4
Example 2	0	+11	3	1	+11	1	0	-12	2	0	-10	4
Example 3	1	+11	1	1	+11	1	0	-12	2	0	-10	4

The competition will be held under the rules and conditions listed above. Should there be any disputes, the Organiser reserves the rights to all final decisions.



Preliminary Round Score Sheet Sample

Rummikub 75th Anniversary Party & Player Tournament Preliminary Round Score Card

Date: _____

Referee: _____

Session number: _____

Table number: _____

Name	A			B			C			D		
	Game Won (1/0)	Score (+/-)	Tiles on rack	Game Won (1/0)	Score (+/-)	Tiles on rack	Game Won (1/0)	Score (+/-)	Tiles on rack	Game Won (1/0)	Score (+/-)	Tiles on rack
Game 1												
Game 2												
Game 3												
Total												
Participant Signature												

Remark:

- Each participant needs to sign on the score card to confirm the scores. After signing the score card, any subsequent complaints or appeals will not be accepted.



Organizer's Chop



Special Arrangement Under Severe Weather Conditions

Competition proceeds as usual	Suspension of Competition
Amber & Red Rainstorm Warning Tropical Cyclone Warning Signal No.3 or below.	Black Rainstorm Warning Tropical Cyclone Warning Signal No.8 or above
<p>If Tropical Cyclone Warning Signal No. 8 or above or Black Rainstorm Warning Signal is cancelled <u>2 hours before</u> the start of Registration Time of the first Competition, the Competition will take place as planned.</p> <p>For example, the Registration Time starts at 12:00 pm, Tropical Cyclone Warning Signal No. 8 is cancelled before 10:00 am, the Competition will take place as planned.</p>	<p>If Tropical Cyclone Warning Signal No.8 or above or Black Rainstorm Warning Signal is cancelled <u>less than 2 hours before</u> the start of the Registration Time of the first Competition, the Competition will be suspended.</p> <p>For example, the Registration Time starts at 12:00 pm, Tropical Cyclone Warning Signal No.8 is cancelled at 10:05 am, the Competition will be suspended.</p>

- If the Competition is suspended due to bad weather conditions, further notice will be issued to affected participants.



Code of Conduct

1. All participants must refrain from making noise, conversation or harassment of any kind that will interfere with the proceeding of the competition.
2. No eating or drinking is allowed in the competition venue. In case of taking medicine or emergency, please contact the referee immediately.
3. All personal belongings must be placed in the designated area in the venue. Any item that can assist the participant in the competition is not allowed. Participant will be disqualified if such items are found.
4. During the competition, all participants must switch off all mobile phones, beepers and any alarm devices and place them under the table, to avoid causing any disturbance to any other participants and the competition.
5. Please do not leave valuables belongings (such as wallets, mobile phones) unattended. The Organizer is not responsible for any personal belonging.
6. If a washroom break is required, participants should signal the referee for permission by raising their hands. When a participant is away for washroom break, the game is suspended and other participants can cover their rack with black cards provided by the referee. Game will resume when the participant has returned to the seat.
7. Please follow instructions given by the referee and Organizer's staff at all times.
8. If there are any questions during the competition, participants should signal the referee by raising their hands before asking the questions.
9. Referee will give maximum 2 verbal warnings to any participant who violates the rules or code of conduct of the competition. The Chief Referee and referee will investigate and decide whether to disqualify the offending participant who violate the rules or code of conduct after the 2 verbal warnings.
10. If a participant accidentally overturns any tiles in the tile pool when taking a tile from the pool, the overturned tiles will be placed back to the tile pool randomly by the participant.
11. If a participant touches the tiles from the tile pool, it means he/she gives up the right to play the tile in that round.
12. All participants must complete 3 games, and will be considered self-withdrawn from the competition if failed to do so.
13. When 3 games have ended and all results have been recorded, participants should remain seated quietly and wait for Organizer's staff instruction to leave the venue in orderly manner.
14. The Organizer does not recommend those who are unwell to participate in the competition. If any participant feels unwell during the competition, please inform the referee immediately for assistance. Participants who leave the competition venue due to health conditions will be considered self-withdrawn from the competition and will not be further accommodated.
15. In case of disputes, the Organizer reserves the right to all final decision.

Rummikub Competition – How to Use Joker

Example 1:

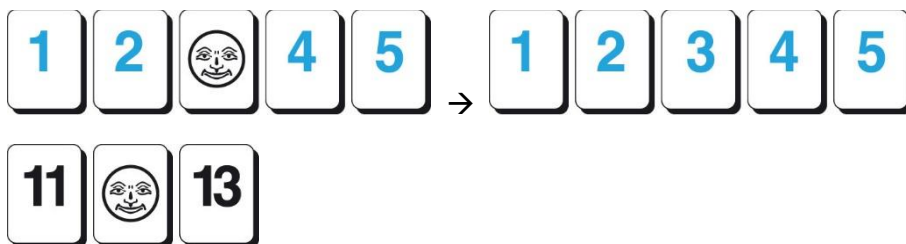


Table: Blue 1, Blue 2, Joker, Blue 4 & Blue 5

Contestant has Blue 3, Black 11 & Black 13 on the rack

Contestant can replace Joker with Blue 3, and forms a new set of Black 11, Joker and Black 13 on the table (Joker is representing Black 12).

Please note the joker has to be used in a new set and not to be retained on Contestant's rack.

Example 2:

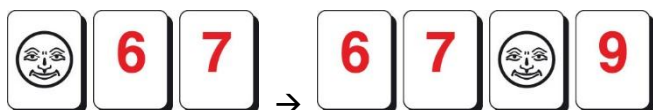


Table: Joker, Red 6 & Red 7 (Joker is representing Red 5)

Contestant has a Red 9 on the rack.

Contestant can change Joker to become "Red 8" and put down the Red 9 from his/her rack to form a new run.

Example 3:



Table: Joker, Red 6, Red 7 & Red 8 (Joker is representing Red 5)

Contestant has a Red 10 on the rack.

Contestant can change Joker to become "Red 9" and put down the Red 10 from his/her rack to form a new run.

Example 4:



Table: Joker, Blue 6, Blue 7 & Blue 8 (Joker is representing Blue 5)

Contestant has Yellow 2 & Yellow 3 on the rack

Contestant can take out the Joker and use it with the Yellow 2 & Yellow 3 to form a new set of Joker, Yellow 2 & Yellow 3 on the table. Joker is representing Yellow 1.

Example 5:

Table: Blue 4, Joker, Black 4 & Yellow 4

Contestant has Black 11 & Black 13 on his/her rack.

Contestant can take out the Joker, and form a new set of Black 11, Joker and Black 13 on the table. Joker is representing Black 12.

Example 6:

↓



Table: Red 2, Black 2, Blue 2; Red 3, Black 3, Blue 3; Red 4, Black 4, Joker (Joker is representing Blue 4 or Yellow 4)

Contestant has a Blue 5 on the rack.

Contestant can manipulate the tiles and form new sets: Red 2, Red 3, Red 4; Black 2, Black 3, Black 4; Blue 2, Blue 3, Joker, Blue 5 (Joker is representing Blue 4)

Example 7:

↓



Table: Red 6, Joker, Red 8 (Joker is representing Red 7); Red 9, Red 10, Red 11

Contestant has Red 4, Red 5, Blue 9 & Blue 10 on the rack.

Contestant can manipulate the tiles and form into new sets: Red 4, Red 5, Red 6; Red 8, Red 9, Red 10, Red 11; Joker, Blue 9, Blue 10 (Joker is representing Blue 8)

REMARK:

1. Joker can represent a tile of any numerical value or colour in a legitimate set after manipulation.
2. A Joker can only be retrieved from a set on the table by a Contestant to form a new set on the table using at least 1 tile from his/her rack.