

Aggravation Rummy Phases Guide

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**Cut these out and give one to each player.*

Phase Number	Meld Requirement	Example
Phase One:	1 set of 3 and 2 pairs	(Example: 222, 33, KK)
Phase Two:	3 sets of 3	(Example: 444, QQQ, AAA)
Phase Three:	1 set of 3 and 2 runs of 4, any suits	(Example: 888, 4567, JQKA)
Phase Four:	8 card straight, any suits	(Example: 345678910)
Phase Five:	2 sets of 4	(Example: 7777, KKKK)
Phase Six:	6 card straight and 1 set of 4, any suits	(Example: 234567, QQQQ)
Phase Seven:	9 card straight, same suit	(Example: 2345678910)

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