



- Cards can only be put down as long as there are more natural cards than wild cards in the runs.

### **The Discard Pile**

- If a player wishes to take the discard pile, they must have two naturals of the top card of the pile.
- If neither she or her partner has melded yet, she must do so now and count the value of the top card towards the amount she needs.
- Once a player has melded, it counts for both the player and her partner and the partner can now take the pile without melding if they wish, adding the cards to their combined runs.

### **Scoring**

- Once a player has gone out, the other players must add up the points for all the cards left in their hand and Pony and subtract them from the total points for cards laid down on the table for their team.
- The team that goes out receives an extra 100 points.
- The score for the hand for each team is determined and then added to the running score from the previous hands.

### **Points needed to Make an Initial Meld**

The number of points needed to make an initial meld for that hand is based on the team running score as follows:

- 0-2499 the meld count is 50 points
- 2500-3499 the meld count is 90 points
- 3500-4999 the meld count is 120 points
- 5000-7499 the meld count is 150 points
- 7500 plus the meld count is 180 points

Play continues until one team reaches 10,000 points. If both teams go over 10,000 points, the highest score wins.