

# Applewood

## Rank order

1 2 3 4 5 6 7 8 (9) (10) X

## Ordinary Combos

### Single

One (1) card played by itself

### Pair

Two cards of the same rank.

### Trip

Three cards of the same rank.

### Run

Three cards of consecutive rank.

### Bobtail

Four cards of consecutive rank.

### Straight

Five cards of consecutive rank.

### Stretch

Six cards of consecutive rank.

### Stair

Two pairs of consecutive rank.

### Tube

Three pairs of consecutive rank.

### Plate

Two triples of consecutive rank.

## Bombs

### 1. Quad

Four cards of the same rank.

### 2. Straight Flush

Five cards of consecutive rank.  
*In the same suit.*

### 3. Quint

Five cards of the same rank.

### 4. Stretch Flush

Six cards of consecutive rank.  
*In the same suit.*

### 5. Hex

Six cards of the same rank.

## Wild Cards

Each **X** can represent any rank from 1 to X in any suit. Wilds can help form ordinary combos AND **wilds can help form bombs!**

## Scoring

	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	WIN
<b>3</b>	2	1	0	-	-	-	6
<b>4</b>	3	2	1	0	-	-	8
<b>5</b>	4	3	2	1	0	-	10
<b>6</b>	5	4	3	2	1	0	12