

# Hand and Foot

**THE CARDS:** 6 regular decks with jokers.

**OBJECT:** to score points by melding, with the goal of scoring red books and black books. Red books count 500 points and black books equal 300 points.

**MELDING:** a meld consists of at least 3 cards all of the same rank, which are placed on table —meld consists of 3 naturals or 2 naturals and a wild card (joker or deuce). A book is a meld of seven (7) cards (no wild card) worth 500 points or four (4) naturals with three (3) wild cards (jokers and/or deuces) worth 300 points.

**THE PLAY:** (High card draw to determine first dealer.) Shuffle all decks and place cards face down in several small piles in center of table. Each player draws cards from different piles until 22 cards have been drawn – two stacks of eleven. The player picks one stack in each hand, and crossing his/her arms exchanges cards with the person on either side. Without looking at either hand the players place one hand face down out of the way, this becomes their **foot**, the other is their playing hand. The remaining cards are placed in the center of the table in 2 piles leaving room for a discard pile between them. A card is turned up to begin the discard pile. The starting player may pick up that card and not have to discard, or he/she may draw and when finished playing discard. There after players draw two cards when it is their turn or pick up the discard pile if it has a five (5) card minimum. To pick up the discard pile, the player must have two naturals in his/her hand, then proceed playing and discard. If the player is melding with the discard pile, only the top card may be used in the meld. After laying down, he/she may play any other of the cards [picked up] from the discard pile. Partners play on their cards, and opponents play on their own cards. A black three or a red three freezes the discard pile from pickup. Sometimes you have to freeze the pile with a wild card if you have too many.

**INITIAL MELD:** EACH CARD HAS A POINT VALUE FOR MELDING.

**Joker** = 50 Points; **Deuce & Ace** = 20 Points; **Kings Thru 8** = 10 Points; **7 Thru 4** = 5 Points; **Black 3's** = 5 Points;

**Red Threes** = 500 Points When Left In Hand Or Foot

The first meld of the game must total a minimum of 50 points. To calculate, simply add the value of the cards in your hand. Remember, you must have one red book [7 cards same value and one black book [7 cards same value with no more than 3 wild cards] to go out. SECOND HAND – 90 points meld; THIRD HAND – 120 points meld; FOURTH HAND – 150 points meld. Once you have made your initial meld, you may add cards to your melds which are already on the table or make new melds, before discarding to end your turn. [In tournament games you receive 500 points for going out (not 100).]

**GOING OUT:** The [hand] ends when a partner has no more cards and both are in foot and agree to end the game. Count points by numerical value [books and value of cards on table making books] plus the bonus for going out.. [Opponents] subtract numerical value of cards left in hand and/or foot from their meld. [Highest score at the end of 4 hands is the winner.]