

Hand and Foot Game Instructions

Object: The object of the game is to be the player with highest score.

Wild Cards - Jokers or deuces

Meld – 3 or more cards of the same value (can include wild card(s))

(example: three sevens or two Jacks and 1 wild card)

There must be more “natural” cards than Wild Cards

Three’s can never be used in a meld

Book – meld with at least 7 cards

If the book contains 1 or more Wild Cards, it is dirty (black)

If the book doesn’t contain any Wild Cards, it is clean (red)

Setup:

- The game is usually played in teams of 4 players
- 4 decks of cards are used including the Jokers
- The cards are mixed and spread on the center of the playing table face down
- Each player draws one card – highest card goes first. The cards are returned to the table faced down
- Each player selects a handful of cards and keeping them faced down, sorts them into 2 piles of 11 cards (22 cards in total)
- If a player selects more than 22 cards in total, the “extra” cards are returned to the table faced down
- If a player selects less than 22 cards in total, additional cards are selected from the table to make a total of 22 cards
- If a player selects exactly 22 cards, congratulations...the player earns 100 points!
- The first stack of 11 cards is the “hand” and the second stack of 11 cards is the “foot”. The first stack is placed cross-wise over the second stack and passed to the player on the left.
- The remaining cards on the table are arranged into 1 pile facing down in the center of the table
- Each player then picks up only their hand (11 cards on top of the stack they received) and looks at their cards. They may not look at their foot. The foot remains on the table faced-down

Play:

1. The person who drew the highest card goes first
2. They draw 1 card from the pile in the center of the table
3. They can keep the card and discard one card from their hand or discard the drawn card by placing it face up on the table (Deuces or Jokers can never be discarded)
4. The player to their right goes next following steps 2 and 3 listed above
5. The play continues clockwise (right) around the table

6. When a player has accumulated the minimum number of points required to “open” (or “lay down”) for the round (50, 90 or 120 points) they can open by laying the cards down face up in front of them or their partner
 - Each meld must contain at least 3 cards
 - There cannot be more wild cards than “natural cards”
 - Example: Three Aces (60 points) qualifies for a 50-point opener
 - Example: Four 7’s (40 points) plus three 4’s (15 points) totaling 55 points qualifies for a 50-point opener
 - Example: Two Kings (20 points) and 1 Joker (50 points) totaling 70 points qualifies for a 50-point opener
 - Example: One Ace and two Jokers would NOT qualify since there are more wild cards than a natural card (Ace)
 - 3’s (red or black) can only be discarded. They can’t be used for a meld.

Partner’s Play

- After a player has “opened”, when it is their turn, their partner can:
 - Add card(s) to the melds already displayed by handing it(them) to their partner who adds it(them) to their cards on the table
 - Example: there is a set of four Aces on the table, the partner can now add one or more Aces to the meld
 - The partner can add new meld(s) to the table by handing it(them) to their partner who will place them on the table
 - Note: one person is designated to keep the cards for their team

Drawing a card from the discard pile

- A player may draw from the discard pile provided:
 - It is their turn to play, and
 - The player or their partner has “opened”, and
 - There are at least 6 cards in the discard pile, and
 - They can make a set of at least 3 cards (using the top card in the discard pile) without the use of a wild card
- The player draws the top card from the discard pile and lays it on the table with at least 2 cards from their hand and
- The player then selects 5 additional cards from the top of the discard pile and places them in their hand

Making Books

- When a team has accumulated at least 7 cards in their meld, they can close the meld and make a book
- If the book has all natural cards (no wild cards) it is “red” or “natural” or “clean” and worth 500 points
- If the book has at least one wild card, it is “black” or “dirty” and worth 300 points
- Additional cards can be added to closed books

Playing the Foot

- The above play continues until a player has played all the cards in their hand
- If a player has a discard
 - The player places the card in the discard pile and their turn is over
 - The player can pick up and look at the cards in their foot. However, they cannot play it until their next turn
- If a player does not have a discard
 - They are “soaring” which means they pick up their foot, look at their cards and continue playing
 - When they have finished playing, they need to discard a card

Going Out

- In order to “go out” a player must:
 - Have played all the cards in their “hand” and “foot”, and
 - They must have a discard, and
 - The player and their partner must have at least 1 clean book (a set of 7 cards with no wild cards), and
 - The player and their partner must have at least 1 dirty book (a set of 7 cards with at least one wild card)
- If a player or their partner cannot meet all of the above, they play “open” until the above conditions are met or the opposing team “goes out”
- The team that “goes out” first gets 100 points and any cards held in their partners hand do not count against them. They are placed in the discard pile
- The team that didn’t go out, deducts from their score the value of all the cards they and their partner are holding in their hands (hope there are no red 3’s as they are a negative 500 points!) and in their foot (if applicable)

Scoring:

Draw exactly 22 cards – 100 points	Jokers (wild) – 50 points
Natural Book – 500 points <i>(Red – 7 cards, no wild cards)</i>	Deuces (wild) – 20 points
Dirty Book – 300 points <i>(Black – 7 cards, w/ wild cards)</i>	Aces – 20 points
Go out – 100 pts	6’s thru King – 10 points
	4’s & 5’s – 5 points
	Red 3’s – <u>minus</u> 500 points
	Black 3’s – 0