

Hand and Foot

The rules on one page

Players

4, in 2 teams of 2. Also 2, 3, 5 or 6, with one more deck than players.

You need

5 standard decks with their jokers (270 cards), plus paper and a pencil

Goal

Build books of 7 cards, then go out by playing every card in your hand and foot

Game ends

After 4 rounds. The team with the higher total wins.

Setup

1. Shuffle 5 decks together, each with its 2 jokers: 270 cards. Partners sit across from each other.
2. Deal each player 11 cards for the hand, to pick up and look at. Then deal each player 11 more, face down, for the foot.
3. Stack the rest face down as the stock. Turn its top card face up to start the discard pile. If it is a red 3, a 2 or a joker, bury it in the stock and turn another.
4. The player on the dealer's left goes first. The deal passes to the left each round.

How to play

1. **Draw 2 cards.** Draw the top 2 cards of the stock. Whenever you hold a red 3, lay it face up and draw a replacement.
2. **Or take the discard pile.** Instead of drawing, you may take the top 7 cards of the discard pile. You need 2 natural cards matching the top card, which cannot be a black 3. Meld those 3 at once. The rest go into your hand.
3. **Make your team's first meld.** A meld is 3 to 7 cards of one rank, laid face up. Your team's first meld each round must be worth at least 50 points in round 1, 90 in round 2, 120 in round 3 and 150 in round 4. Several melds laid at once count together.
4. **Use wild cards and build books.** Jokers and 2s are wild. A meld may hold wild cards only if it has at least 4 natural cards. 3s are never melded. A meld of 7 cards is a closed book: clean with no wild cards, dirty with some.
5. **Discard 1 card.** End your turn by discarding 1 card face up. A black 3 on top of the pile stops the next player from taking it.
6. **Pick up your foot.** When your hand is used up, pick up your foot. If your last hand card went into a meld, keep playing from the foot and discard to end your turn. If it was your discard, play from the foot on your next turn.

7. Go out. To go out, your team needs at least 1 clean book and 1 dirty book, and you must be playing from your foot. Ask your partner first. If they agree, you must go out: meld your cards and discard the last one. This ends the round.

8. If the stock runs out. If a player wants to draw from the stock and it has too few cards, the round ends at once. Nobody gets the going-out bonus.

9. Score the round. Each team adds its bonuses and the value of its melded cards. Then it takes away the value of every card left in its players' hands and feet.

First meld minimum in each round

Round	Your team's first meld must be worth at least
1	50 points
2	90 points
3	120 points
4	150 points

Scoring

What each card is worth

Card	Points in a meld	Points if left in your hand or foot
Joker	50	Minus 50
2 or ace	20	Minus 20
King, queen, jack, 10, 9 or 8	10	Minus 10
7, 6, 5 or 4	5	Minus 5
Black 3	Cannot be melded	Minus 5
Red 3	100 when laid face up	Minus 100

Bonuses

What your team did	Points
Each clean book (7 cards, no wild cards)	500
Each dirty book (7 cards, with wild cards)	300
Went out	100

After 4 rounds, add up each team's round scores. The team with the higher total wins.

