

## Hand And Foot Guidelines

Hand and Foot is a North American game related to Canasta, and is one of the most popular card games in Sun City Grand. There are usually two Singles Hand and Foot events per month and also an occasional tournament.

Basically, each player is dealt two sets of cards - the **Hand**, which is played first, and the **Foot**, which is played when the **Hand** has been used up. The aim is to get rid of cards from your **Hand** (11 cards), and then from your **Foot** (11 cards), by melding them.

A **Meld** is a set of three to seven cards of equal rank placed face up on the table.

A Meld cannot have fewer than three cards. After a Meld of three or more cards has been started, you can add additional cards to it until there are seven. Then it becomes a **Book**. You can meld cards of any rank from A, K, Q ... down to 4.

### Number of Decks:

2 Players ..... Four Decks + 8 Jokers

3 Players ..... Five Decks + 10 Jokers

4 Players As Partners ..... Five Decks + 10 Jokers

### Card Counts:

Jokers (wild) = 50 points.

Deuces (2's) (wild) = 20 points.

Aces = 20 points.

Face cards down thru 8 =10 points.

7's thru 4's = 5 points.

While jokers and twos are wild cards that can be added to a pair of cards in order to lay them down to meld, red and black threes can never be used to meld or lay down.

Each red and black three can only be used as a discard to "freeze" the discard pile so that the next person playing cannot take cards from the discard pile.

When someone goes out and if you are left with black threes in your hand, they only count as 5 points each against your score while red threes count as 500 points each against your score.

### Meld Points:

1<sup>st</sup> round = 50 points

2<sup>nd</sup> round = 90 points.

3<sup>rd</sup> round = 120 points.

4<sup>th</sup> round = 150 points.

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## **Play of cards:**

Sequences of the same number are saved, 7 cards = a Book

Three or more cards start the book, must have 2 natural cards to 1 (wild card).

## **To start:**

Try to pick up in one packet, 22 cards. If you pick-up 22 exactly, you score 100 points for you or your team.

Separate cards into 2 stacks, face down; 11 cards each.

Place 1 stack aside (your foot) use the other as your (hand).

Cut the deck for the highest card. This player starts the draw. Draw 2 cards. From either deck, must discard 1 card from your hand. If you are able to lay down meld, do so before discarding.

At any turn after melding, you can add additional cards to your books on the table, or start new books.

Try to keep your book of 7's clean (no wild cards); this gives you 1500 bonus points.

Five books are needed in order to go out.

2 red or clean books = 500 points each

3 black or dirty books = 300 points each

This is a minimum requirement, you may have as many books as you can get.

During play a player can pick up from the discard pile if they have a meld on the table and have 2 of the top card in their hand. The top card is taken along with the next 7 cards in the pile. You cannot pick up from the pile to make a meld. When playing partners, only 1 partner has to make the meld points to start their play. A discard of a 3 or wild card freezes the pile until another discard is made.

When you have used all cards in your Hand you then go to your Foot. If you have discarded; play from your Foot starts at the next turn. If you haven't discarded, play from your Foot can continue.

Play continues until the first set of partners has the required books and can go out. There is a 100 point bonus to go out.

Unplayed cards are counted and deducted from your score.

Books are counted and all cards on the table are also added to the score. The highest score after 4 rounds is the winner.

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