

HAND AND FOOT

SETTING UP THE GAME

1. You will need one deck of cards for each player (including Jokers) and a notepad for keeping score
2. A Hand and Foot Game consists of four rounds each played and scored as described below.
3. Players sit around the table in teams of two with team players opposite one another
4. All players shuffle cards (you'll have to keep trading off 1/2 your deck to ensure a good mix)
5. Every player is a dealer-each player should deal 2 stacks of 11 cards each
6. Each player keeps one stack and passes the other to the player on his or her left
7. Each player chooses one stack to play first (this one is called the player's hand)
8. The other stack should be set aside where all players can see it (the back of it, not all the cards in it) for play later in the game (we'll call this your foot) - You may not look at your "foot" until all the cards in your "hand" are gone.
9. Any cards not dealt go in the draw pile

RULES OF PLAY

1. Any player may go first drawing 2 cards from the draw pile.
2. The player should arrange his or her cards in sets of three or more, but sets must be kept in the hand until the desired points are reached. (see scoring below)
3. At the end of the turn the player will discard one card into a pile next to the draw pile.
4. The discard pile should be kept so that only the top card is visible at all times.
5. Play moves around the table clockwise each player drawing 2 from the pile OR after the first round, if the player has at least two cards that match the top card in the discard pile, the player may choose to draw 5 from the discard pile instead. The player MAY NOT see what is under the top card - you'll want to pay attention!
6. As soon as one player reaches the minimum points* for that round they may begin to lay down their sets of three or more. Both players from the team will build on the SAME set of cards. Players may wait until they have more than the goal points for strategy if they desire. After the first player from a team goes down (lays down sets of three or more that are worth at least as much as the minimum points for that round), every player on that team may play on their next turn.
7. When any player lays down the last card in his or her "hand," that player may pick up his "foot." If he picks it up before the discard, he may continue playing cards from his foot. If it is after the discard, he must wait until his next turn to play those cards.
8. Play continues until at least one team collects two "clean" piles and two "dirty" piles. A clean pile is a set of 7 cards with NO wild cards, a dirty pile is a set of 7 cards with at least ONE wild card and never more wild cards than regular cards. When seven cards of one kind are collected that pile should be stacked so only the top card appears. It is now marked as closed. A clean pile should have a red card on top to mark it closed. A dirty pile should have a black card on top to mark it closed. Cards MAY BE added to a closed pile.

9. A player may not "go out" (discard his final card) until his team has the minimum number of dirty and clean piles.
10. A player must have played every card in his hand and foot and have a discard to "go out."
11. The game is ended when the first player goes "out".
12. A player may hold a discard until his partner is in his foot or has played cards; however, he may go out as soon as he is able.
13. Keep track of points in each of the four games. The team with the most points at the end of the four games wins the match.

SCORING

***MINIMUM POINTS PER ROUND** In order to lay down the first sets of three (or more) for his team, a player must individually have the minimum number of points in his hand as follows:

Round one: 60 points - Round two: 90 points - Round three: 120 points - Round four: 150 points

(IE: in Round One of the game, you must have 60 points to lay down your first set(s) of three- You could have three Aces, a joker and two fours, two sets of face cards, etc.)

Cards are scored as follows:

RED THREE = (-500) points (yes, that's a negative 500 if it's left in your hand after the first player goes out.)

WILD CARD - JOKER = 50 points

WILD CARD - TWO = 20 points

Ace = 20 points

9-King = 10 points

4-8 = 5 points

BLACK THREE = 0 points

After the first player goes out points are added or subtracted as follows:

POSITIVE POINTS:

- Every card that has been played will count for positive points.
- Every "clean pile" (seven cards with no wild cards in it-red card on top) counts as 500 positive points
- Every "dirty pile" (set of seven cards with at least one wild card -black card on top) counts as 300 positive points

NEGATIVE POINTS:

- Every red three in a player's hand or foot counts as 500 negative points
- Every card still in a player's hand or foot counts as negative points.