

HAND AND FOOT

Need: 6 decks—4 players

- Draw for high card to determine who plays first. Shuffle all decks together with other decks. Place the cards face down in small piles in center of table. Each player draws cards from different piles until 22 cards have been drawn. With cards face down players count out 2 stacks of 11 cards each; alternating each card while you count (**this further shuffles the cards**). Pick up these stacks one in each hand, cross your arms and give the player on either side of you the cards in your hand (**This is their hands**). Without looking at either hand, player places one of the hands face down out of the way, this is called their foot, the other is their hand. The remaining cards are placed in center of the table in 2 piles leaving room for a discard pile between them.
- Each player in turn draws 2 cards, if the player can meld he places his meld on the table (**either in front of them or their partner**) then discards one card. If you have 2 cards in your hand that match the discard pile top card, and if you have melded; you may pick up the discard pile instead of drawing, you must play the top discard. The object is to get rid of your hand, and get into your foot as fast as you can, while making as many books as you can. If a player is able to play all of the cards in his hand without discarding, he plays into his foot and may continue playing using the cards from his foot. You cannot go out until you have 3 clean books (**all the same suit**) and 4 dirty books (**wild cards**). If you are playing partners you should ask them first if you can go out, as they may have a red 3 in their hand. (**You do not need a discard to go out**). When you have 6 cards on the board toward a book, put them in a pile. This indicates you only need one more card to complete that book. You need 7 cards to make a book. Once you have a book move it to another area (preferably to your partner) face up keep clean books in one stack and dirty books in another, arranged so your partner can see what has been completed, and what you need before you can go out. Cards that match books can be placed face down (in one pile) next to the books saying this is for the bank.
- Books are made up from like cards in the deck (*i.e. ace, king, queen, etc., for a possible total of 13 different books*). Players cannot have more wild cards than natural cards in a book. 3's are used for discard only. If you are caught with red 3's in your hand it will cost you 500 points. Black 3's are 5 points. **Clean** books are all the same card (i.e. all 7's, or king's, etc.) **Dirty** books are books with wild cards or jokers.
- **Melds:** 1st hand 50, 2nd hand 90, 3rd hand 120, 4th hand 150.
- **Count:** 4 through 7 count 5 points, 8 through Kings count 10 points, aces count 20 points, 2's are wild and count 20 points, Jokers are wild and count 50 points.
- **Score:** Clean books 500 points each; dirty books 300 points each; players going out add 100 to your score (**example: 3 clean books=1500, 4 dirty books=1200 for a total of 2700, plus 100 for going out for a total score of 2800 for their books**).

Their opponents deduct points in their hand and foot by taking cards out of their count on the board. Take books and any cards on the board (***that you were making books***) and count in piles of 100 and add that to the book score for additional score for that hand. Highest score at the end of 4 hands is the winner.