

Hand and Foot

Getting Started: Before play, each player picks up a small stack of cards. The player who has the highest card goes first.

Next, players pick up a stack of cards from one of the two holders, trying to pick up **exactly** 22 cards. Anyone who picks up 22 cards gets 100 points. Each player will need to divide her cards into two stacks of 11 cards each. One stack is given to the player to the right, the other to the player to the left.

Value of Cards

2 = 20 points
3 = -100 points* (clubs and spades)
3 = -300 points* (diamonds and hearts)
4 - 7 = 5 points
8 - K = 10 points
A = 20 points
Jokers = 50 points

2s and Jokers are wild

**3s cannot be played but should be discarded because they count against your score*

The Play: The person who had the highest card goes first, picking up 2 cards. The player lays down some cards (if possible), and discards 1 card.

To be able to lay down cards, a player must:

- Have at least 3 of the same card (i.e. Q Q Q or Q Q 2)
- Have cards totaling points the minimum number of points for that round the first time.

To Lay Down 1st Time: A player must have a certain number of points in order to lay down any cards:

- 1st round – 50 points
- 2nd round – 90 points
- 3rd round – 120 points
- 4th round – 150 points

If playing partners, you can lay down without these points if your partner has **already** laid hers down

If a player wants to use the discarded card from the player to her right, she must have 2 of those cards in her hand. Also, she must pick up the top 7 cards and play the top card. She may also play any of the other cards.

Going Out: In order to go out, a player must have a clean book (worth 500 points) and a dirty book (worth 300 points) and played all her cards. A discard is not permitted when going out.

A **clean book** is 7 cards that are the same (i.e. 9 9 9 9 9 9 9)

A **dirty book** is 7 cards that may include 2s and/or Jokers (i.e., 9 Joker 9 9 9 9 2)

You can use 1 wild card with 2 of real cards (i.e., Q Q 2). The rule is you need one more of the real card than the wild cards (i.e. 4Qs and 3 wild cards).

A bonus of 100 points is given to the person/partnership that goes out.

When a player has used all of the cards in her hand, she may pick up the cards in her **Foot** holder.

- If she was able to pick up the **Foot** cards **after** discarding, she cannot lay down any more cards
- If she didn't discard before picking up the **Foot** cards, she may continue playing cards in her **Foot**.

NOTE: If playing with a partner(s), the person who wants to go out must ask her partner first.