HOW TO PLAY *Hand and foot*

Hand and Foot is a card game that uses five to six decks, including jokers. The objective is to be the first to get rid of all your cards—first the "hand" and then the "foot."

CARD VALUES AND SCORING

- **Jokers (Wild Cards):** 50 points
- **Deuces (Wild Cards):** 20 points
- **Aces:** 20 points
- **Eights through Kings:** 10 points
- **Threes through Sevens:** 5 points

ROUND

A full game consists of four rounds, each with increasing minimum meld requirements:

- **Round 1**: 50 points
- **Round 2**: 90 points
- **Round 3**: 120 points
- **Round 4**: 150 points

To get "in the game," players must lay down melds with a total point value that meets the minimum requirement. Multiple melds can be used to reach the total.

THE SHUFFLE AND DEAL

Each player is dealt two sets of 11 cards:

- The first set is the "**Hand**" (can be looked at).
- The second set is the "**Foot**" (kept face down until the Hand is used up).

The remaining cards form the **Stock** (draw pile), with the top card turned face up to start the discard pile. If the upcard is a red three, deuce, or joker, it is returned to the stock, and a new top card is drawn.

OBJECTIVE AND PLAY

The goal is to get rid of all the cards in your Hand and then your Foot by creating melds.

- A **meld** is a set of 3 to 7 cards of the same rank.
  - Melds can include **wild cards** (deuces and jokers), but not red or black threes.
  - Once a meld reaches seven cards, it becomes a **Book** (complete meld).

- Play begins with the player to the dealer's left.
  - On each turn, a player draws two cards from the Stock and discards one.
  - If a red three is drawn, it must be laid down, and a new card is drawn to replace it.
- **Picking Up the Pile**: A player may pick up the top seven cards from the discard pile if they hold two cards of the same rank as the top discard. These three cards must be melded immediately.

TYPES OF MELDS

- **Clean (Natural) Meld**: Seven natural cards of the same rank (called a Red Book, worth 500 points).
- **Dirty (Wild) Meld**: A meld with at least one wild card (called a Black Book, worth 300 points).
  - A Dirty Book must have a wild card placed on top to indicate it is a mixed meld.

GOING FROM HAND TO FOOT

As a player melds cards, the number of cards in their Hand decreases. Once the Hand is empty, the player announces that they are moving to their Foot and continues playing. The player must discard one card at the end of their turn to complete it.

GOING OUT

To "go out" and end the round, a player must:

1. Complete a **Clean Book** and a Dirty Book.
2. Discard their final card.

Players **cannot go out** simply by running out of cards—they must discard their last card to go out.

SCORING

When a player goes out, the round ends, and scoring begins:

1. **Meld Count**: Points are calculated based on the melds made by the player's team.
2. **Card Values**: Points from individual cards in the melds are added up. Any cards left in hand count against the score.

The player or team with the highest score wins the game.

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