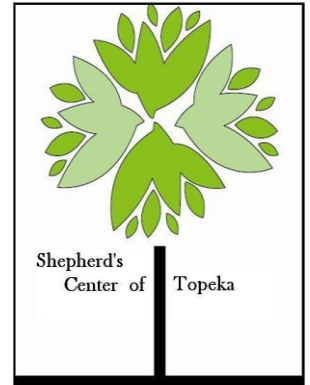


Hand and Foot (Updated Feb, 2016). This SCT Small Group meets 2<sup>nd</sup> & 4<sup>th</sup> Tuesdays,  
2:00 – 4:00 St. David's Episcopal Church, 17<sup>th</sup> & Gage.



**BEGIN**- Shuffle and scatter cards.

Players pick 2 piles of 13 cards.

Four hands per game:

First hand...pass the two piles to the left.

Second hand...pass the two piles to the right

Third hand...pass the two piles across

Fourth hand...keep the two piles

Look at one set (hand)

Other set stays face down on the table (foot)

**MELD** – To lay down, each initial meld must have one set of three matching cards. Other sets can have 2 matching cards with wild cards: **Deuces (2) and Jokers are wildcards**. For an Example: 444, KKJ, 882 – so long as one set has at least three matching cards. If playing as a team, only one member has to meet the meld requirement. Each hand requires more points before laying down the first meld.

To meld:

First hand: 50 points

Second hand – 90 points

Third hand – 120 points

Fourth hand- 150 points

**BOOKS** – A book consists of 7 cards.

“Clean” books have no wild cards in them.

“Dirty” books have wild cards. Each dirty book can contain no more than 2 wild cards.

Books are then placed at the top of players position. Players can continue to add to a completed book, However, they cannot add wild cards to finished books! Players may not start a new book and get points for another book using the same face-card.

**PLAY** - At the player's turn he/she draws 2 cards and discards one. Once a discard is laid down, the card is dead and cannot be picked back up. Always have to discard one card until you can go out.

When the “hand” set of cards is all played – then player picks up the “foot” set of cards and plays those.

If a player can play all of the “hand” with no discard, he/she can immediately play the “foot” cards. However, if the player has a discard – then the player must wait until the next turn to play the “foot” cards.

**GO OUT** - Must have 3 clean books and 3 dirty books to “go out.”

A team goes out when a player discards the last of their cards OR has no cards left in their hand to play.

If playing as a team, should confer with other players on team if it's okay to go out (they may be holding a Red 3!)

**SCORING** - Team or individual that goes out is awarded 100 extra points. Count the number of books before deducting the cards left in each player's hand and foot.

Each clean book 500

Each dirty book 300

Jokers – 50 points

Deuces – 20 points

Aces – 20 points

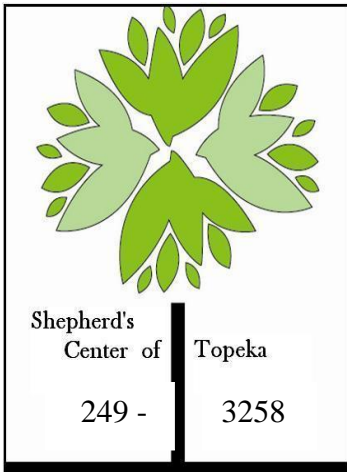
Kings, Queens, Jacks, 10, 9, 8 – 10 points

7, 6, 5, 4 – 5 points

Red three's – **minus 300**

Black three's – zero

When counting cards, include all cards laid down, including those in finished books.



# HAND & FOOT

# RULES

Shepherd's Center Topeka – 4101 SW 15<sup>th</sup> Street, 66604

Capstone Program – *Adventures in Learning*

Other Group Activities: Exercise; Bridge; Pickleball; Line Dance; Spiritual Book Club; Mahjongg, Travelers