



# HAND & FOOT RULES



Deal: 15 cards in HAND & 11 cards in FOOT

Card Points: 5 points for 3, 4, 5, 6 & 7

10 points for 8, 9, 10, J, Q & K

20 points for 2 & A

50 points for Jokers

Play-Must have progressively more points to come out each hand:

50 Points first hand

90 Points second hand

120 Points third hand

150 Points fourth hand

\*Full Book-fifth hand (max. 2 wilds in come out book)

During Play: Pair from hand must be shown before picking up 5

Black three (3) freezes discard pile

No cards can be played after player discards

Required to go out-Everyone in team must be in their FOOT

Team must have:

3 Red Books

2 Black Books

Book of 7's

Book of wilds

Person who goes out cannot have a discard

Counting Points after each hand:

Subtract points for cards left in all player's hands

-300 Points for Red 3's in un-seen FOOT

500 Points for the team that goes out

100 Points for each Red 3 (up to six)

1000 Points for a "book" or 7 Red 3's

500 Points for each Red Book

300 Points for each Black Book

After book count-Individual Card Count Points from above

\*Full Book hand (fifth hand) - If the teams are within 2500 points after the fourth hand, the totals continue into the Book Hand and only one card is drawn to replace red 3's. If the teams are more than 2500 points apart, the team in the lead is declared the winner and a "new" game starts for the Book Hand. If a "new" game is started, two cards are drawn to replace the red 3's.