

# *Team Hand and Foot*

## *(Villages at Crane Meadow Version)*

Number of decks equal the number of players + 1 (2 players = 3 decks; 4 players = 5 decks; 6 players = 7 decks. It is difficult to play with more than 6 players.)

You start by trying to pick up exactly 22 cards – this is worth 100 points if you manage to do it. Count out two stacks of eleven cards each. Don't look at the cards in the two stacks. Pass one stack to your left and receive one stack from your right.

One stack is your Hand (play this one first), the other is your Foot (play this stack second). You may look at the bottom cards of each stack to choose which stack will be your Hand and which will be your Foot,

The aim is to get rid of cards from your Hand (11 cards), and then from your Foot (11 cards), by melding them. A Meld is a set of three to seven cards of equal rank placed face up on the table. A Meld cannot have fewer than three cards.

There are three types of melds:

- A Clean Meld has no wild cards and may become a Red or Clean Book.
- A Dirty Meld has wild cards and must always have more “natural” cards than wild cards and may become a Black or Dirty Book.
- A Wild Meld consists of only wild cards (Jokers and Deuces). If a member of your team starts a meld of wild cards, your team cannot play any wild cards on any other melds until the “Wild” meld is completed.

A Meld of seven cards is complete and is called a Book.

While melds are laid out face up for everyone to see, completed Books are piled up and the card placed on top shows the type – a red card for a Red Book, a black card for a Black Book. Cards of equal rank can be played on completed Books. Wild cards can not be played on completed Books.

Partners play off each other. Players draw two cards and discard one card on each turn. Black threes freeze the discard pile. “Melds” can be started with three cards.

In order to pick up the discard pile the following criteria must be met:

- You must have 2 matching cards in your hand
- Pick up last 5 discards (top card and 4 previous)
- You must meld the top discard
- You also pick up the normal two cards for your turn
- You must have the required round points using just the top card and the cards already in your hand if this is your first play of the round. The other four cards plus the normal two you pick up cannot be used to have the required round points.

Deuces (twos) and Jokers are wild cards and can be used in melds, as long as there is at least one more real card than wild cards.

Value of individual cards:

3 – 7	=	5 points
8 – K	=	10 points
Ace	=	20 points
Deuces	=	20 points
Jokers	=	50 points

To start play, before you can play you or your partner must meld:

Round 1:	at least	60 points
Round 2:	“ ”	90 points
Round 3:	“ ”	120 points
Round 4:	“ ”	150 points
Round 5:	“ ”	180 points

After a Meld of three or more cards has been started, you or you partner can add further cards to it until there are seven. Then it becomes a Book. You can meld cards of any rank from A, K, Q, ... down to 4. Black threes cannot make a meld and should be discarded.

Additional cards of the same rank may be added to completed books. Additional wild cards may not be added to completed books.

Red threes are valuable. You cannot play (lay on the table) a red three until your team has melded the minimum points to start the round. After your team has melded the minimum points and is “on the table”, if you draw a red three as one of your two cards, you get another card. Red threes in your hand or later in your foot do not entitle you to another card.

The round ends:

- when you get rid of all the cards in your Hand and Foot, by melding/booking or discarding them;
- AND all partners on your team must be playing or at least have picked up their Foot;
- AND your team has to have:
  - Two red “clean” books = no wild cards
  - Three black “dirty” books = with wild cards

When going out, you do not have to discard. It is considered a necessary courtesy to ask your other team members if they would like to go out.

Scoring:

- Red “Clean” Book = 500 points
- Black “Dirty” Book = 300 points
- “Mixed” Wild Books = 1,500 points
- “All Deuces” Wild Books = 2,000 points
- “All Jokers” Wild Books = 5,000 points
- Red threes (four or less) = 100 points each
- Red threes (five or more) = 200 points each
- Player going out gets 500 bonus points

You receive two scores per hand.

One score for the books and the red threes, then the combined face value of all cards played on the board, booked or not. After your books have been counted then all the cards you played, including those in the books, are added up at the card point value (Seven Aces will count as the Red Book value of 500 points as well as 140 (7 X 20) points).

Red threes are only counted once and their values are placed in the appropriate space on the score sheet.

This applies to all players, not just the person going out. If you did not go out, and are caught with cards in your Hand and/or your Foot, those points count against you. Red threes left in your hand or an unplayed foot count 100 points each against you.

If you did not go out and you have books and or cards on the board, those points count for you.

The team with the most points at the end of the rounds, is declared the winner.

# Hand and Foot Scoresheet

<b>Team 1</b>			
Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 60 point round	➔		➔
Running Total	➔		

<b>Team 2</b>			
Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 60 point round	➔		➔
Running Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 90 point round	➔		➔
Running Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 90 point round	➔		➔
Running Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 120 point round	➔		➔
Running Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 120 point round	➔		➔
Running Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 150 point round	➔		➔
Final Total	➔		

Cut 22 cards	x	100	
Going Out	x	500	
Red Threes 4 or less	x	100	
Red Threes 5 or more	x	200	
Red (Natural) Books	x	500	
Black Books	x	300	
Wild Books	x	1500	
Value of all cards played	➔		
Subtotal of the hand	➔		
Less Unplayed cards	➔		
Total for the 150 point round	➔		➔
Final Total	➔		