HAND AND FOOT CARD GAME (SOUTHERN) RULES

One deck of cards per player plus an additional deck of cards (including two jokers per deck) is needed.

Twenty-two cards are needed to play the game and each player has the chance to draw off 22 cards exactly and get 100 points. If you draw more than 22 cards, you put the excess on top of the pile and if you draw too few, you draw however many more you need to get 22 cards. Without looking at the cards, put 11 cards in two piles (HAND AND FOOT). You may use either pile first but must use the first pile you pick up without looking at the other.

A game consists of 4 rounds of play. Each player who cuts first, plays first, when play begins. First cut is rotated through each player at the beginning of each round. Each player starts play with their Hand until it is exhausted, then picks up their Foot and resumes play until it is exhausted or the deck runs out of draw cards.

Going Down and Creating Books: Each player draws 2 cards from the Draw Pile when it is their turn to play. They can then lay cards down from their Hand (Meld) until they are ready to end their turn of play. At this point the player discards 1 card to the discard pile and the next player on their left starts their turn of play. This continues until a player goes out or the Draw Pile runs out of cards ending this round of the game.

Each round of the game has Minimum Point Requirements for the initial Meld:

Round 1 = 50 points  Round 2 – 90 points  Round 3 = 120 points  Round 4 = 150 points

Threes are not meldable cards and are used strictly as discards. Black 3's = 5 points, Red 3's – negative 500 points
Melds are accomplished by laying down 3 or more cards of the same denomination on the table which starts a "Clean" book or laying down a pair of the same denomination with 1 wild card which starts a "Dirty" book. On the initial meld, Wild cards can only be used with pairs starting a new book.

The combined point values for all cards laid down on the initial Meld must equal or exceed the Minimum Point Requirement of that round. Players cannot start melding until their meld satisfies the Minimum Requirement. Once a player has met the Minimum Point Requirement, their team is "Down" and each partner of the team is then free to make further melds of any point value when it is their turn to play.

Once a book contains 7 or more cards, it is closed on the table exposing only one card of the book value. If the book is a Clean book (no wild cards), a Red suited card is place on top. If the book is Dirty, a Black suited card is placed on top. Dirty books must contain more straight cards than wild cards. Closed book bonus points cannot be counted to meet Minimum Point Requirements for an initial lay down. Cards may be added to a completed book in the same way that they are added to a meld prior to being converted to a book.

The first player draws 2 cards from the pile and adds them to his hand. He then attempts to combine cards of a kind, and wild cards, to create melds. If he can create sufficient melds to meet the minimum number of points required, he places the melds face up on the table. Once his turn is completed, he discards one card from his hand face up onto the discard pile. If the player can play all cards from their HAND without discarding a card, they may immediately go into their FOOT, and continue playing. If they discard the last card from their HAND, they may pick up their FOOT to be played on their next turn.

A player may either draw two cards off the pile and discard one or pick up the top discard card plus 7 cards (total of 8). To pick up off the discard pile, you must have two naturals in your hand (e.g., 2 jacks in your hand with a jack on the top of the discard pile, you could pick up the jack plus 7 cards). If there is a black 3 or red 3 or a wild card, you cannot pick up the top card.

Going Out: A player (or team) may only go out when he has at least 2 Clean closed books (red) and 2 Dirty closed books (black). All the melds are totaled and the point values remaining in the Hand and Foot of the other players are also totaled and deducted from the Melds of their partnership. A bonus of 100 points goes to the partnership that goes out. A player's last card must be discarded.
It is O.K. to ask your partner for permission to go out.

SCORING: Drawing exactly 22 cards for HAND and FOOT = 100 points per person
Team that goes out = 100 points
Card Point Value: 4,5,6, and 7 each = 5 points
8,9,10,Jack,Queen & King = 10 points
Aces = 20 points
Deuces (Wild Cards) = 20 points
Jokers (Wild Cards) = 50 points
Clean Melds = 500 points
Dirty Melds – 300 points
Red 3's = 500 points negative