

SUMMARY OF RULES

Game Object: (PAGE 2)

Score the most points in four rounds. A round begins when players start dealing cards and ends when a player “goes out”.

The Deal: (PAGE 2)

Take 22 cards, split them into two stacks of 11, one is your HAND the other is a FOOT, pass the FOOT to the player on the right. If you draw exactly 22 you get a 100 point bonus.

The Cards: (PAGE 2)

Jokers and Two's are wild and three's are only used to block the discard stack.

A “set” is three or more cards of the same kind.

You cannot make a “set” of wild cards or three's.

A “pile” is seven or more cards of the same kind.

Clean and Dirty Piles: (PAGE 2)

“Clean” Pile – Seven or more cards WITHOUT wilds.

“Dirty” Pile – Seven or more cards WITH wilds, one more natural card than wild cards

Play:

On your turn you can draw two cards or pick up the discard stack. (PAGE 3)

To put down a “set” you need a minimum of three of a kind with at least one more normal card than wild cards. (PAGE 2)

You can add cards from your HAND to any “set” or “pile” you previously put down. (PAGE 2)

You must play your HAND completely, before you can pick up your FOOT. (PAGE 3)

You must open each round by putting down a minimum score on the table. (PAGE 2)

Once one partner has put down the required minimum, the other partner's minimum is immediately satisfied. (PAGE 3)

Only one player of a partnership needs to clear his hand to go out, but he must ask his partners permission first. (PAGE 3)

You must discard one card to end your turn but is not required if you are going out. (PAGE 3)

Picking up the discard stack: (PAGE 3)

You must have two matching cards in your HAND and play the top card with your matching pair.

The top seven cards must be taken from the discard stack. You cannot pick up the discard stack if it has less than seven cards.

Only the top card of the discard stack can be counted.

Picking up the FOOT: (PAGE 3)

You can pick up your FOOT after you get rid of all the cards from your HAND. If you can play all the cards in your HAND, you can immediately go into your FOOT without stopping.

Minimum points to open in each round: (PAGE 2)

First Round: 50 Points | Second Round: 90 Points | Third Round: 120 Points | Fourth Round: 150 Points

Points and Scoring: (PAGE 2)

Cards "down" on the table count for you and are added to your score.

Cards left in your HAND or in your FOOT count against you and are subtracted from your score.

Red Three's	500 points	Picking up 22	100 points
Joker	50 points	For "Going Out"	100 points
Two's and Aces	20 points	Each "Clean" pile	500 points
Eight through King	10 points	Each "Dirty" pile	300 points
Four through Seven	5 points		
Black Three's	5 points		

Going Out: (PAGE 3)

In order to "go out" use all cards in your HAND and FOOT and have one Clean Pile and one Dirty Pile.

Players and Decks: Two or more players using normal playing cards including two jokers per deck. Use one deck per player plus one more than the number of people playing - i.e. three decks for two people, five decks for four people, etc.

The Shuffle: All the cards are shuffled together and placed in the middle of the table in TWO piles. A gap is placed between the two piles for the discard pile.

The Deal: Each player deals his own cards to himself. Each player picks up a small pile of roughly 22 cards from either of the two piles. Each player then deals his cards in front of him into two piles of eleven cards each. If the player picked up EXACTLY 22 cards on the first try, then he gets 100 bonus points added to his score. If he has less than 22 cards, he picks up more, as needed, from either of the two main decks. If he has more than 22 cards, then the extra are returned to the main piles.

Each player now has two piles of eleven cards each in front of himself. The left-hand pile is the player's HAND and the player picks up this pile. The right-hand pile of cards is passed to the player on his right. This pile becomes the other player's FOOT. The FOOT piles stay face down until later in the game.

Game Object: The object of the game is to get the most points. There are four rounds to the game and on each round each player tries to get rid of all his cards while putting the most points he can on the table. A round begins when players start dealing cards and ends when a player "goes out".

Points:

Red Three's	500 points
Joker	50 points
Two's and Aces	20 points
Eight through King	10 points
Four through Seven	5 points
Black Three's	5 points

Other Points:

Picking up 22	100 points
For "Going Out"	100 points
Each "Clean" pile	500 points
Each "Dirty" pile	300 points

The Cards: Jokers and Two's are wild cards. In the game you make "sets" of cards which are three or more of the same card - three Kings, five eights, etc. The suit of the cards makes no difference. You cannot make a set of wild cards or three's. Threes have no use except to block the next player from picking up from the discard pile when you discard them. Cards "down" on the table count for you and are added to your score. Cards left in your Hand or in your Foot count against you and are subtracted from your score.

Minimum Points to "Put Down" for Each Round: On each round you must have a minimum number of points the first time you "put down" points onto the table. Once a player has the minimum points down, the player has no minimum for the rest of the round.

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

Clean and Dirty Piles: During the game you attempt to get piles of seven or more of the same card. If a pile has seven or more cards and there are NO WILD CARDS in the pile, then the pile is called a Clean Pile. If there are seven or more cards in the pile and there ARE WILD CARDS in the pile, then the pile is called a Dirty Pile. Additional cards can be added to piles during subsequent turns. You cannot have more than one set of the same card. By convention, once a pile reaches seven cards they are pulled together into a neat stack and either a red or black card from the pile is moved to the top of the pile. A red card on top signifies that the pile is a Clean Pile. A black card on top signifies a Dirty Pile. A Clean Pile is worth 500 points and a Dirty Pile is worth 300 points. These points are in addition to the points from the cards themselves (each King is worth 10 points for example).

Picking Up and Discarding: On each player's turn he picks up cards, optionally put cards down on the table for points, and then discards. On each turn a player picks up TWO cards from the main piles. He can pick up both cards from the same pile or one card from each pile. He plays his turn and then discards one card to end his turn. Instead of picking up two cards a player may pick up the top card on the discard pile, but he must pick up the TOP SEVEN cards in the discard pile. The player can only pick up from the discard pile if

1. there are at least seven cards in the discard pile,
2. the player has at least two other cards of the same type IN HIS HAND, and
3. the player must put the top card and the other two cards from his hand down as points on the table.

Wild cards cannot count for the two cards in his hand. You cannot pick up a top discard of two's, three's, or Jokers because you cannot make a "set" from those cards. Remember that if this is the first time the player is "putting down" cards for that round he must have a minimum to put down the first time. He cannot count any of the other 6 cards he is about to pick up from the discard pile towards this minimum.

Example: It is the first round (minimum 50 points). A nine is discarded by the player to your right and in your Hand you hold two nines and a two. You can use your two nines to take the top 7 cards of the discard pile and make a set of three nines and a two for 50 points. You would not be allowed to do this if the two was buried in the discard pile rather than held in your hand.

Picking up the Foot: When a player gets rid of all his cards from his Hand, he picks up his Foot and continues play from there. If someone "goes out" before a player gets into his Foot, all the points in his Foot counts against him (including any dreaded red three's). There are two ways to "get into your Foot". One is to put down all your cards except one discard card (which you discard). Your turn ends, you have no cards, you pick up your Foot. You can begin using your Foot on your next turn. The other way to get into your Foot is to completely use up all the cards in your Hand (by putting them down as points on the table). If you can put down all your cards without discarding, then you can immediately pick up your Foot and begin using the cards during the same turn.

Limits on Wild Cards: In any set of cards you must have at least one more normal card than wild cards.

Example: If you have three five's you can add up to two wild cards to the set. You cannot add a third wild card until there are four five's down.

Note that any wild card in a set makes the entire set Dirty. You cannot have more than one set of the same card.

Example: You cannot have a pile of two five's and a wild card and then start a new pile of five's.

Going Out: You are not required to discard when you go out. Players get points for Clean and Dirty piles even if they are not the player that goes out. Once a player "goes out", play ends for that round. The points on the table are added to your score. Points in your Hand or your Foot are counted against you and are subtracted from your score. You can have as many Clean and Dirty piles as you want. In order to "go out" you must get rid of all the cards in your Hand and Foot and meet the following requirements:

- To go out on rounds one through three, the requirement is to possess at least one Clean and one Dirty pile.
- To go out on round four, the requirement is to possess at least two Clean and two Dirty piles

Partner Version: This form of Hand and Foot can also be played as a partnership game. The rules are the same as the basic version, except that players work in pairs and to go out on round four, the requirement is to possess at least two Clean and three Dirty piles. One partner is chosen to keep all the "sets" in front of them. Once one partner has put down the required minimum, the other partner's minimum is immediately satisfied. As with most partnership games, there can be no "talking

across the table" to discuss the cards in play or strategies. The only game related discussion allowed is that when one person wishes to go out, that person must ask the partner, "May I go out?" If the partner says, "No," the play continues.

Red and Black Threes:

Threes have no use except to block the next player from picking up from the discard pile when you discard them. There is no way to get rid of them other than by discarding them one at a time onto the discard pile. If a player goes out before you have picked up your Foot, any red threes in your Foot will count against you, along with all the other cards it contains. This allows a player caught with one or more red threes during a round a chance to recover (since the red threes always count as minus 500 points each).

House Rules Origin: I played Hand and Foot many years ago, however, I quickly discovered there are numerous variations of Hand and Foot and no "official" or standard rules published on the Internet. These house rules are a compilation of several of the most popular ways to play the game.

Using the base rule set written by Steve Simpson at <http://rogerdem.tripod.com/simpson.html> and including variations published by John McLeod, Bill Whitnack, and Brian Brouillette at <http://www.pagat.com/rummy/handfoot.html> it is my hope that you will find these house rules balanced and comprehensive enough to cover any "what if" scenarios while remaining flexible enough to build in your own style of play.

Family Game Knights is a gaming group made up of friends and family members, some of who have been gaming since the early 80's. We are avid gaming enthusiasts and strive to deliver products that are entertaining and engaging for the entire family. <https://boardgamegeek.com/boardgamepublisher/33265/framily-game-knights>