

GOCC - HAND AND FOOT CARD GAME RULES

Use one deck of cards (including jokers) for each player. The number of players must be four or six. Partners sit across the table from each other. Shuffle all decks together. The game consists of four rounds. At the beginning of each round, each player deals himself two hands of eleven cards. One hand becomes the “hand” and the other becomes the “foot”. For Round #1, one player is chosen to play first. For subsequent rounds, the privilege to play first rotates clockwise.

For Round #1, each player passes one hand to the left.

For Round #2, each player passes one hand to the right.

For Round #3, each player passes one hand to his or her partner.

For Round #4, each player keeps both hands.

On each play, the player must either pick up two cards from the deck or one card from the discard pile. However, a card may be picked up from the discard pile only if the player has two other cards of that rank in their hand and can lay them down with the card that was picked up. Minimum points required to lay down cards are as follows: **Round #1 = 50, Round #2 = 90, Round #3 = 120, Round #4 = 150**. Only the first player of a partnership to lay down cards must meet this minimum. After that, both players may add to the cards on the table without any minimum points requirement.

Jokers and deuces (2's) are wild. A meld consists of at least three cards of the same rank, including any wild cards. A book consists of at least seven cards of the same rank. A “clean” meld does not include any wild cards and becomes a **red clean book**. A “dirty” meld includes one or more wild cards and becomes a **black dirty book**. Wild cards may be used in melds as long as there is at least one more real card than wild cards. You can not meld wild cards alone and you can not meld 3's. Additional natural cards may be added to completed books, but wild cards may not.

Upon completion of a turn, each player must discard one card, unless they are going out on that turn. In that case the discard is optional. When a player has used all of the cards in their “hand”, the “foot” is picked up and becomes their new hand. **In order to go out, the partnership must have at least two clean books (tricks) and at least three dirty books (tricks).** When one person goes out, play stops and scores are recorded. First record the bonus point values for each team. Then add up the points for cards that have been melded, including completed books and subtract the points for any cards still in your hand and foot.

Regular point values are:

50 = Joker

20 = Ace (A) & Deuce (2)

10 = K, Q, J, 10, 9, & 8

5 = 7, 6, 5, & 4

-100 = Black 3

-300 = Red 3

Bonus point values are:

100 = Perfect cut (22 cards)

300 = Going out

500 = Red Clean Book

300 = Black Dirty Book