Use one deck more than the number of players, so 4 players = 5 decks plus jokers game you’d use five decks plus ten jokers.

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 starting with the player left of the dealer picks up a small pile of roughly 24 cards from either of the two piles. Don’t wait for players to deal before drawing your cards but do draw initial stack in order. Each player then deals his cards in front of him into two piles 11 for hand 13 for foot. If the player picked up exactly 24 cards on the first try then he gets 100 bonus points added to his score. If he has less than 24 cards he picks up more, as needed, from either of the two main decks. If he has more than 24 cards then the extra cards are returned to the main piles.

Each player now has two piles of cards 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.

Wild card or red three turned up

If the card turned up to start the discard pile happens to be a wild card or a red three it stays and another card gets turned up on top of it.

When drawing from the stock, draw two cards at a time.

The discard pile may only be taken by a player having a natural pair matching the upcard, or if they’re able to add the upcard to an existing meld.

In Hand and Foot, a canasta a meld of seven cards will take one of the following forms:

A clean canasta contains only natural cards (no wildcards). When you make a natural canasta (called clean), square up the cards into a pile and top it with a red card.

A dirty canasta contains a mixture of natural and wild cards. When you make a mixed canasta (called dirty), square up the cards into a pile and top it with a black card.

A wild canasta contains only wild cards (deuces and jokers in any combination). When you make a wild book, square up the cards into a pile and top it with a wild card.

Wild cards may be melded as a set of their own (three or more).

There is no distinction between jokers and twos; both are wild, and may be mixed freely.

A dirty meld must always contain more natural than wild cards.

Black 3s can never be melded.

A 7-card meld cannot be extended once it is closed however if it is left open when the hand is over it does not count as a canasta.
A game is played as four hands.

You should always lay down your red 3 ASAP and draw a replacement card because getting stuck with it in your hand is 500 points against you!

The initial meld requirements are based on the hand number, and not the team’s score:

<table>
<thead>
<tr>
<th>Hand Number</th>
<th>Minimum Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>50</td>
</tr>
<tr>
<td>2</td>
<td>90</td>
</tr>
<tr>
<td>3</td>
<td>120</td>
</tr>
<tr>
<td>4</td>
<td>150</td>
</tr>
</tbody>
</table>

In melds (other than wild melds) you must have more natural cards than wild cards at any given time so if you may not have 3 natural and 3 wild at the same time.

If you meld the last card in your hand, you may pick up your foot and use it immediately. If you discard the last card of your hand, you may pick up you foot, but not use it until your next turn.

To go out, a player must get rid of the last card from their foot, either by melding it or discarding it. However, To "go out" you need at least one clean canasta, one dirty canasta and one wild card canasta. Also, before going out, a player must ask and receive permission from his partner.

Each clean canasta is worth 500 points, each dirty canasta is worth 300 points, and each wild canasta is worth 1500 points.

Any black threes left in your hand incur a 5-point penalty each. Any red threes left in your hand incur a 100-point penalty each.

To go out, a side must have completed, at a minimum, a red canasta, a black canasta, and a wild canasta.

Game is 20000 points or 4 hands whichever comes first.

The Play

The player to the left of the person who dealt the "hands" then starts the play, and the turn to play passes clockwise around the table until someone goes out. Each player, immediately before taking their first turn, must place any red threes they hold face up on the table and draw an equal number of cards from the stock pile to replace them. They then proceed to draw cards for their first turn. A turn normally consists of:

taking the top two cards from the stock;

optionally melding some cards or adding to your partnership’s melds;

discarding one card on top of the discard pile.

If you draw a red three from the stock you should immediately place it face up on the table with your melds and draw a new card from the stock to replace it.

As an alternative to drawing two cards from the stock, you may take the top seven cards from the discard pile. If the pile contains fewer than seven cards, you may take the whole pile, but you may never take more than seven cards from the pile at one time. In order to pick up from the discard pile you must fulfill all of the following conditions:
the top card of the discard pile must **not** be a three;

you must hold two cards which are the same rank as this top card;

you must immediately meld these three cards (the two you are holding and the top discard), possibly along with other cards that you are holding.

**After picking up from the discard pile and melding, you complete your turn by discarding one card as usual.**

**The red and black threes**

Red and black threes cannot be used in melds.

Red threes count **for** the players if they are laid down on the table with their melds and **against** if not. Whenever you find that you are holding a red three you should immediately place it face up on the table with your melds and draw a replacement card from the stock. This can happen because you find it in your hand, or pick it up in your foot, or draw it from the stock, or (very exceptionally) pick it up from the discard pile (this could only happen if the original turned up card happened to be a red three). If your opponents "go out" before you have picked up your "foot" cards, any red threes in your "foot" will count against you, along with all the other cards it contains.

Black threes have no use except to block the next player from picking up from the discard pile when you discard them. Any black threes that you are left with at the end count 5 points against you. There is no way to get rid of them other than by discarding them one at a time onto the discard pile.

If your side has not yet melded (putting down red threes does not count as melding), then the first time that you meld you must put down cards whose individual values add up to at least the minimum meld requirement. You can put down several melds at once to achieve this if you wish. If you are picking up the pile, you can meld additional cards from your hand along with the the top discard and the two that match it to help make up your minimum count, and some of these additional cards could be wild. However, you cannot count any of the other 6 cards you are 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 dirty meld 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.

A meld cannot contain more than seven cards, and a partnership is not allowed to have two incomplete melds of the same rank, but if you complete a pile, you can then start another meld of the same rank. Therefore if you have an incomplete meld of five or six cards on the table, you will not be able to pick up a card of that rank from the discard pile unless you have enough cards of that rank to finish the first seven card pile and make a new three card meld of the same rank. These cards must all come from your holding and the top card of the pile - again you are not allowed to make use of other cards you are about to pick up from the discard pile to satisfy the requirement.

**Example:** The top card of the discard pile is an eight, and there is another eight buried three cards deep. You have two eights and a two in your hand and a meld of five eights on the table. You are **not** allowed to pick up from the discard pile, because having completed your pile of eights, you will only have two cards with which to start your new meld of eights (the buried eight cannot be included until you have made a legal meld). If you had three eights and a two in
your hand, you could use the top eight from the discard pile and one of your eights to complete your eight pile, and start a new meld with two eights and a two. You could then pick up the next 6 cards of the discard pile and add the buried eight to your new meld as well.

If you discard a black three, this blocks the next player from picking up from the discard pile.

You may discard a wild card (though in practice it is unusual to do so). In this case the next player could only pick up the pile with two matching wild cards (two twos to pick up a two, or two jokers to pick up a joker).

**Picking up the Foot**

When you get rid of all the cards in your "hand", you then pick up your "foot" and continue to play from that. There are two slightly different ways this can happen. If you manage to meld all the cards from your "hand", you can immediately pick up your "foot" and continue your turn, discarding one card from it at the end. Alternatively, if you meld all the cards from your "hand" but one, and then discard this last card, you can pick up your "foot" and begin playing with it at the start of your next turn.

**Missing Rule Guideline**

If a reasonable question comes up before or during play then opinions can be voiced but the shuffler of that hand will have the final say and the rule made needs to be written down on the rules sheet and the rule is final for that table for the remainder of the night. The house rules will be adjusted for the future game nights according to whoever is hosting.

**Penalty for Mistakes**

If a player goes out of turn, reveals cards and changes mind for reasons such as missed melding, drawing from discard pile and can’t properly play top card, played against these written rules, drew too many cards and already saw it, did not draw enough cards and began to play or discard, or any other reason that is incorrect that team loses 100 points for that hand and the player may not go out on that turn.

100 point penalty per required canasta not received regardless of it’s value such as clean, dirty, or wild.
Card Values

Individual cards have values as follows. They count for you if you have melded them, but against you if they are left in your hand or foot at the end of the play:

- **Jokers** .......... 50 points each
- **Twos & Aces** .......... 20 points each
- **Eight through King** .......... 10 points each
- **Four through Seven** .......... 5 points each
- **Black Threes** .......... 5 points each

Bonus Points

There are also the following Bonus Points. Both teams score points for any complete piles they have made, in addition to the scores for the cards within the pile. The red threes count plus 100 points if they have been placed face up on the table with your melds, but minus 100 points if not (for example if you do not manage to pick up your foot before an opponent goes out, any red threes in it will score minus 100 points). If you get 8 or more red threes then you get a 400 point bonus.

- Each complete "Clean" Pile of 7 cards .......... 500 points
- Each complete "Dirty" Pile of 7 cards .......... 300 points
- Each complete "Wild" Pile of 7 cards .......... 1500 points
- For "Going Out" .......... 300 Points
- Each Red Three .......... 100 points
- Eight or more Red 3s .......... 400 Points