

HAND & FOOT CANASTA

RULES FOR 4 PLAYERS

THE GOAL:

The goal is to get rid of cards from your hand, then your foot, by playing them in rows. The team with the highest score at the end of the game wins.

DEFINITIONS:

Teams - A group of two or more players not sitting next to each other.

Hand - The cards held in the game by a given player at any time

Foot - The cards waiting to become the hand of a given player at any time

Controller - The partner in charge of laying down the teams cards to create rows and books

Equal Rank - Each card being of the same number (all cards are eights or kings, etc)

Natural Cards - Any card four through ace which is not wild or forfeit

Clean Row - A set of three to seven natural cards of equal rank placed face up in a row in front of the controller

Dirty Row - A set of three to seven natural cards of equal rank and wild cards placed face up in a row in front of the controller

Book - A row of seven cards of equal rank squared up and placed above the rows.

Stockpile - Pile of face down cards to pull from at the beginning of each turn

Discard Pile - Pile of face up cards containing discarded cards

Opening - Laying rows down with enough points to begin play for a team

Card Values - The value of each individual card (ace = 20 points, sevens = 5 points, etc.)

THE TEAMS:

There are always two teams in Hand & Foot. Any number of players can be on each team, as long as there are an equal number of players on each team. No two team members may sit next to each other (each player must sit between two members of the

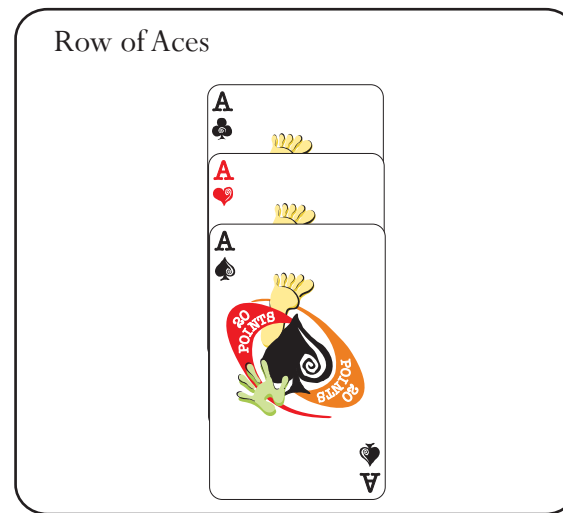
opposite team). Each team must choose a controller to handle the cards (rows and books) once play begins.

THE DEAL:

Choose which player will start. After the cards have been shuffled, the first player takes part of the deck and deals two face down piles of 11 cards each. Meanwhile, all other players, going clockwise, do the same. The remaining cards, after the deal is finalized, are placed face down in the middle of the table to create the stockpile. Each player then exchanges one pile of cards with the player to their

THE ROWS:

A row is a set of matching cards totaling three to seven cards of equal rank, placed face up in a row in front of the controller.

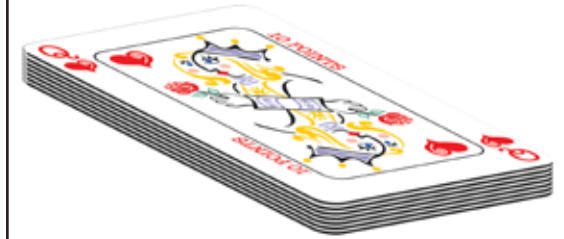


Rows belong to a partnership, not an individual; therefore, any member of the team can play on them during their turn. Rows can be made of cards of any rank four through ace. Super and Mini Wilds can be used as substitutes in rows, as long as there is one more natural card (4 through ace) than wild card. There are two types of rows:

1. Clean row - contains no wild cards
2. Dirty row - contains at least one wild card

A row of seven cards completes a book. While rows are lined up one on top of each other (see picture above) with the top numbers visible, a book is squared up and the card placed on top (either a red for clean or a black for dirty) shows the type. Books can continue to be played on with natural cards, but no wilds can be added.

Book of Queens



The Play ends when someone gets rid of all the cards in their hand and foot. In order to go out, your team must have completed at least two clean and two dirty books.

THE CARD VALUES:

The individual card values are as follows in the box below. These values count for you if they are played (excluding forfeit cards) and against you if they are left in your hand or foot at the end of the hand. Forfeit cards always count against you.

Super Wild	•	50 Points Each
Mini Wild	•	20 Points Each
Aces	•	20 Points Each
Ten - King	•	10 Points Each
4 - 9	•	5 Points Each
Mammoth Forfeit	•	-100 Points Each
Wee Forfeit	•	-5 Points Each

THE BOOK POINTS:

The Following book points are scored for any complete books made before the end of the hand. Only the team that goes out first gets the bonus points for out first:

Clean Book	•	500 Points Each
Dirty Book	•	300 Points Each
Bonus "Out First"	•	1000 Points Each Game

THE MINIMUM OPENING HAND VALUES:

In each hand (5 hands complete one game), there is a minimum requirement for the total value of cards making up the opening rows played by each team. Once one member of your team can meet the minimum points, they lay rows down and open the game for their team.

Hand 1	•	60 Points
Hand 2	•	90 Points
Hand 3	•	120 Points
Hand 4	•	150 Points
Hand 5	•	180 Points

The only points that count are the card values (not the books). Even if you play seven eights, the opening hand value is based on the value of the seven eights (35 points), not the book value (500 points). Each team must have the minimum hand value to open for their team. Teams cannot combine points to open. The player who opens must have the minimum points in their hand alone to open.

THE PLAY:

The play begins with the starter and then passes clockwise around the table until someone goes out. Each player draws two cards from the stockpile to start their turn or picks up from the discard pile. In order to pick a card from the discard pile, the player must have two of the same cards in their hand. They must lay the two cards down and pick up the five top cards from the discard pile (if there are not five cards, you cannot pick up). The three matching cards are then laid down to open a new row or added to an existing row. You cannot pick up any cards from the discard pile until your team has opened (begun laying down rows). Once you have drawn or picked from the discard pile, and if possible played cards from your hand, you must discard one card to the discard pile.

If your team has not yet opened, then the first time your team lays down you must put down cards whose individual value add up to at least the minimum opening values for that hand. You can put down multiple rows at once to achieve this. A team is not allowed to have two incomplete rows of the same natural cards. You can however, have a book and an incomplete row of the same natural cards. Example, you can have a book of fives (dirty or clean) and then start a new row of fives. However, you must always start a row with at least 3 cards.

You may discard any card that you want, but you would want to get rid of the forfeit cards first, especially the Mammoth forfeit cards as they count against you if the other team goes out. The next player may not pick up forfeit or wild cards, even if they have two of the same cards in their hand.

Once a team has opened, play continues around the table clockwise with players adding playable cards to their rows to create books.

THE FOOT:

A player moves to his foot once all of the cards in their hand are played. If you manage to play all of your cards in your hand, without discarding, you can pick up your foot and continue to play until you discard. If you play all of your cards in your hand except one, you would discard the one, pick up your foot and begin playing with it at the start of your next turn.

THE END OF THE HAND:

When one team goes out (both players play all the cards from their hand and foot), the game is over and scoring begins. Remember that a team cannot go out until they have created two clean piles and two dirty piles. If the stockpile is depleted, the discard pile is shuffled and turned upside down to create a new stockpile.

SCORING:

Once the hand is ended, the losing team must count up the value of the cards in their hand and foot (all team members hand and foot). The total is the team's debt and subtracted from their score. The score keeper must remember to give the winning team the 1000 points for going out first and give each team their points for dirty and clean books (only complete books get points).

Each team then adds the points in the cards that were played as rows and books. To do this, create one pile of all the cards that a single team played and add their point value together (super wilds +50, aces +20, etc.). These points are added to the score card as a positive amount and the play continues with the next hand. Remember the minimum opening values change with each hand.

THE END OF THE GAME:

The game ends after 5 hands have been completed. The team with the highest score wins!