

**New Sociables  
Hand & Foot Activity Leader  
Job Description  
2024-2025**

- This group meets from 11:15 a.m. to 3:00 p.m. on the 3rd Thursday of the month.
- Find a venue. At present we are playing at Ole Piper Inn, 16604 Cedar Ave., Rosemount MN, at 11:15 a.m.
- Confirm a time in advance, with the venue.
- Make sure you have enough scoresheets and pens.
- On the day of the game, collect \$1 per person and have them draw a number for table placement.
- Payout is \$1 per person at each table (4 people = \$4, 3 people = \$3, etc.) ● Call venue to remind them you are coming. (not necessary at Ole Piper; Rob has it on his calendar)
- Remember: this game requires players to be on time. We can play with 2, 3 or 4 people at a table. Try to have at least 3 per table so the time played is consistent each week.
- A complete newsletter article is to be sent electronically to the newsletter editor by the 10th of each month as an attachment in MS Word, a pdf document or email the complete article. If your monthly article does not really change each month, please indicate that to the editor.

### **Hand and Foot game rules**

Use 1 deck more than the players at a table  
Deal out 2 piles of 11 cards each (hand and foot). Pass one pile to the person on your left

The goal of the game is to play all of your cards before anyone else

In each round, you must get 4 books of cards as follows:  
2 books of 7 of the same number with no wild cards CLEAN BOOKS  
2 books of 7 of the same number with wild cards DIRTY BOOKS

In a dirty book, you must always have one more natural than wild cards.

A game consists of 4 rounds; each round has a higher meld amount:

Round 1 – 50

Round 2 – 90

Round 3 – 120

Round 4 – 150

Meld is the number of points required to make your initial play

Each player picks up two cards from the center piles. One or both may be kept, but one card must be discarded. Optionally, a player may pick up the top card from the discard pile if they have two of the same cards in their hand to lay down with it, to make your original meld, or to add to or start additional melds. The player must then pick up the 4 top cards from the pile and make a discard back to the pile. You cannot look through the pile before picking up the 5 top cards.

You must use all the cards in the hand before you can pick up the foot. If you play all of your cards to go out, you may pick up your foot and continue to play from it if possible, and discard. If you discard to go out of the cards in your hand, you can pick up your foot, but cannot play from it until your next turn.

You cannot pick up 3s

Point values:

Ace – 20 points

Two – 20 points (**wild card**) **You cannot meld twos**

Three – Red threes are minus 300 points

Black threes are 0

**You cannot meld threes**

Four – Seven – 5 points

Eight – King – 10 points

Jokers - 50 points (**wild card**) **You cannot meld Jokers**

Clean books count 500 points each

Dirty books count 300 points each

Winner of each round adds 100 points to their book points

Add up your book points, and then count your card points