

## HAND, KNEE FOOT RULES

### TEAM MAKEUP

Three players playing independently use 7 decks of cards. Two players use 6 decks and draw 5 cards(faster). Four players equals 2 teams of two players, use 6 decks. Six players equals 2 teams of three players, use 7 decks.

### DEALING CARDS

Each player draws a card. High card is DEALER of the HAND (15 cards). The player to immediate right is dealer of the KNEE (13 cards). The next player to the right is the dealer of the FOOT (11 cards). Each dealer deals the appropriate number of cards for each of the players (4 or 6) and places them in front of him/her.

First, the dealer of the FOOT distributes each stack clockwise to each player. Each player places their FOOT in front of them.

Second, the dealer of the KNEE distributes each stack clockwise to each player. Each player places their KNEE perpendicular on top of the FOOT. Then the DEALER distributes the HAND clockwise to each player. Remaining cards are placed in the card holder and one card is turned to start play. Card cannot be a wild card, seven, five, black or red three. Second round DEALER is person to left of original dealer and so on.

### PLAY

The dealer starts play by picking two cards or may use card from discard pile if they have two like cards in their hand. If cards are drawn from the discard pile, ALL cards in the pile must be taken. Only top card may be used for making their opening meld. Once meld is made any and all cards from the discard pile may be played. At this time, any red "3"s that are in original hand or any drawn may be added to the meld pile for that team and replaced by drawing the same number of cards.

### THREES

Red "threes" that are taken out and stacked with books are counted at 100 points, unless a book of seven "threes" is collected and counted as 1500 points. Any player caught with a red three in their hand at the end of the round will have 500 points deducted from their team score.

Black threes are placed in the discard pile and closes the discard pile for the next player in line. Any black threes in a players hand at the end of the round will have 100 points deducted from team score. Once a card is discarded, play continues to person on the left.

### MELD

1. 1<sup>ST</sup> hand – 60
2. 2<sup>nd</sup> hand – 90
3. 3<sup>rd</sup> hand – 120
4. 4<sup>th</sup> and last hand - 150

### OBJECT

1. A "clean" book (RED)(No wild cards) is valued at 500 points.
2. A "dirty" book (BLACK) no more than 2 wild cards is valued at 300 points.
3. A book of wild cards is valued at 1500 points.
4. A book of 5's is valued at 2000 points.
5. A book of 7's is values at 2000 points.

When a team forms its first book (either a red, black, wild, 5's, or 7's) the player making the book may pick up his/her KNEE and continue play. Other players on that team may also pick up their KNEE at that time and play it at their turn. In order to go to your FOOT you must play all the cards you are holding in your hand. You may go directly to your foot if you play all the cards in your hand (no discard) and continue to play. If you discard to empty your hand, you may pick up your foot (looking), but must wait until your next turn to play.

In order to go out, you have to: (1) play all the cards left in your hand with or without a discard, (2) satisfy the "required books" requirement, and (3) ask approval of your team. It is not necessary for all team members to be able play all their cards to go out. Remaining cards are deducted from score, but all players on your team must be in their foot.

### BURIED CARDS (example - if you have a completed unrequired book of 4's you may put 4's in your hand into your teams completed unrequired book)

Cards may not be buried to the "required books" i.e. original red book, original black book, 5's, and 7's. If additional red or black books are made, cards may be buried to those books with the exception of 5's and 7's of which you may never bury. All non required books are scored at 500 points for a red book and 300 points for a black book. 200 points are awarded to the team that goes out. **CARD**

### POINT VALUE

(4, 5, 6, 7 = 5 points)      (8, 9, 10, J, Q, K = 10 points)      (2, A = 20 points) (Joker = 50 points)