

## Hand and Foot Canasta

CARDS: 6 full decks, including jokers, for 4 players; use 7 decks for 6 players

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WILD CARDS: Wild cards are jokers and deuces (2's).

OBJECTIVE: The objective is for players to grow canastas on the playing board/table or in their hand (surprise canastas). A player may pick up their foot when presenting their first canasta to the playing board/table.

DEAL: Place all cards face down at the center of the board/table. Leaving them face down, all players use both hands to scramble/shuffle cards around at the center of the board/table. When they are thoroughly mixed/shuffled, each player picks their cards. Make 2 piles: one with 15 cards (playing hand) and the other with 13 cards (foot.) Do not look at either stack. Place the 15 cards on top of the 13 cards and pass to your player on the left.

STOCK and DISCARD PILE: All shuffled cards left on the table are to be arranged face down into one stack at the center of the table. That stack is called the STOCK. One card of the stock is to be flipped over, face up and placed beside the stock to begin the play. The flipped over card begins the DISCARD PILE.

ORDER OF PLAY: Ask who has a red 3. If there is only 1 player with a red 3, they go first. If several have a red 3, each will draw a card from the stock. The player with the highest card begins play. Randomly return drawn cards to the stock. Turns pass to the left. For the 2<sup>nd</sup> and subsequent hands, the first one to play rotates clockwise (to the left.)

GAME PLAY: At their turn, each player may either draw 2 cards from the stock or pick up the discard pile IF they have melded and IF have a pair in their hand matching the top card of the discard pile. If they have not melded, the two cards from the stock pile go into their hand. One card from their hand must be chosen as their discard and placed face up on the discard pile. The face of any card below the top one on the discard pile must not be visible. Players must plan ahead to keep a card to discard at their next turn.

Players/team member are allowed to place cards on the board/table only during their turn and AFTER their original meld has been made for that round. If playing with a partner, only one person will keep melds, canastas and red 3s combined on

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the playing board/table in front of them. Only during their own turn may a team member play on their shared/team cards.

3s: 3'ss may NOT be used to make a meld or canasta. RED 3s count only as bonus points and are never kept in the hand. When drawing a red 3 during play or when forming their original hand, the player MUST place it immediately face up on the board/table in front of them and chose another card from top of the stock to replace it. When a red 3 is picked up from the stock during the two-card draw of a player's turn, it is to be placed face up on the board in front of them and replaced with one from the top of the stock. More than one red 3 may be stacked beside one another on the board. Each red 3 is worth 100 points. BLACK 3s are to be kept in the hand to use only as discards. If the discard pile has a black 3 the discard pile may NOT be picked up. Black 3s freeze the pile until a normal card is discarded on top of it. Players are penalized for black 3s held in their hands at the end of the game by having 100 points deducted from their score for each black 3.

MELDS: Melds are to be placed face up on the table when made. They are made by putting down a set of 3 or more cards of the same rank or two cards with a wild card. A meld must contain more natural than wild cards, except when beginning a wild canasta. Sequences of cards are not allowed. Players may meld many sets to reach their required meld points. All players/teams meld 50 points on the initial meld. After that, the meld is determined by the player's game score. Melds are:

50 points for initial meld

90 points for any player/team if their game score has reached 15,000

120 points for any player/team if their game score has reached 30,000

Additional cards may be added to the meld cards to create canastas during a players' turn during the game.

FOOT: When a player/team completes their first canasta they are to pick up their foot. If a player finds a red 3 in their pony, they are to place it on the board/table for bonus points. Player does not pick an additional card from the stock when the red 3 comes from the foot. After adding the foot to their hand the cards may be used during that turn before a discard is made. The other team member does not pick up their foot until it is their turn.

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**PLAY:** When their turn arrives, each player must decide whether to take two-cards off the top of the stock or to pick up the discard pile. The discard is one card. Discards must always be made with a card from the hand. A player must discard one card when going OUT.

A player wishing to take the discard pile must establish their right to do so by showing everyone the cards permitting the pickup. These cards are to be placed on the table until used during that turn. To pick up the discard pile a player must display a pair from their hand matching the top card.

A discarded black 3 FREEZES the discard pile so the next player is not allowed to pick up the pile.

**CANASTAS:** Three or more cards start a canasta. Once created, additional cards are added until the canasta has 7 cards (all the same value or contain no more than 3 deuces or jokers.) If a wild canasta, place a deuce or joker on top to label it. If a black canasta, place a black card on top. If a natural canasta, place a red card on top. If a sevens canasta, a seven is to be placed on top. Four types of canastas are required before a player/team can go out:

**Wild Canasta:** Contains only wild cards consisting of jokers or deuces.

**Sevens Canasta:** Contains only sevens. No wild cards are permitted.

**Natural Canasta:** Contains no wild cards; all cards are the same value (i.e. 4s, 6s,...)

**Dirty Canasta:** Contains no more than 3 wild cards and 4 other matching value cards.

**GOING OUT:** A team player desiring to go out must request and receive permission to do so from their partner before playing any cards during their turn. Individual players do not have to ask permission to go out. To go out a player/team must have a minimum of four canastas including a WILD CANASTA, a CANASTA MADE ONLY OF SEVENS, a NATURAL CANASTA, and a DIRTY CANASTA. A player must make a final discard of one card before going out. Once a player/team goes out, that round is over and must be scored before cards are placed in the center to be shuffled for the next round.

**SCORING:** All cards which have been played must be scored. The game is won by the player/team first reaching 50,000 points or having the highest game score at the set finish time. There are 200 bonus points for winning a round. If both players/teams

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have their 4 required canastas completed, the winning person/team receives 8500 points for the 4 canastas. The other person/team receives 8300 for those 4 canastas.

Players who do not go out, including a team member, must deduct the total point values of cards remaining in their hands from their round score of played cards on the table. Note: each black 3 in a player's hand counts 100 points against them and is to be deducted from their accumulated points.

Once red 3s and canasta points are counted, players/teams are to count value points of individual cards from their board/table using the points listed below.

CARDS	POINTS
Joker	50 points (wild card)
2 (deuce )	20 points (wild card)
Ace	20 points
8, 9, 10, Jack, Queen, King	10 points
4, 5, 6, 7	5 points
Red 3	100 points each
Black 3	100 points against you

CANASTAS	POINTS
Sevens Canasta	5000 points
Wild Canasta	2500 points
Natural Canasta	500 points
Dirty Canasta	300 points
Going Out	200 points

**END OF ROUND:** The round is ended when a player/team goes out OR the stock pile is exhausted.

**AT END OF EACH ROUND:** At the end of each round after recording canasta scores, red 3 bonus points and individual card value scores, all cards are placed face down in the center of the table. Shuffling begins for the next round.

**END OF GAME:** Game is over when a player/team has reached 50,000 points OR a set time is reached.