

Rules Card



The deal

- Deal everyone **11 cards** for the hand, then **11 more** face down for the foot.
- The rest is the stock. Turn one card up to start the discard pile, burying it and turning another if it is a wild card or a three.
- Lay any red threes face up and draw a card for each.
- Play starts to the dealer's left and moves clockwise.

A turn

- Draw two** cards from the stock, or take the pile.
- Meld** if you can: new melds, or cards onto your team's melds.
- Discard one** card to end your turn.

Taking the pile

Instead of drawing, take the **top seven cards** of the discard pile, or all of it if fewer.

- The top card must not be a black three.
- Hold two cards of that rank and meld all three at once.
- For a first meld, only the top card counts toward the round's minimum.

Your foot

- Meld your last hand card and pick up the foot at once, discarding from it.
- Discard your last hand card and pick up the foot, but play it next turn.
- You cannot go out before you are in your foot.

Melds and books

- A meld is three to seven cards of one rank. At seven it is a **book**.
- More natural cards than wild ones, so at most three wilds in a book.
- One unfinished meld per rank. Finish the book, then start another.
- Clean book: no wild cards. Dirty book: with wild cards. Wild book: all wild.

First meld by round

Round 1

50

Round 2

90

Round 3

120

Round 4

150

Red threes and book bonuses do not count toward it. Once either partner meets it, both meld freely.

Going out

- Your team needs **one clean and one dirty book**.
- You must be playing from your foot.
- Get rid of every card, ending with a discard.

COUNT Scoring

Clean book	500
Dirty book	300
Wild book, where allowed	1,500
Each red three on the table	100
Going out	100
Joker	50
Ace or 2	20
King, queen, jack, 10, 9 or 8	10
7, 6, 5, 4 or a black 3	5
Cards left in a hand or foot	minus its value

Agree before you deal

Hand and Foot has no standard rulebook. Settle these first: the deal, **11 and 11** or **13 and 13**; to go out, **1 clean and 1 dirty book** or **2, 2 and a wild book**; **wild books** yes or no; **ask your partner** yes or no; and **three wild cards** in a book or two.

Threes: red threes score 100 on the table and count against you in hand. Black threes only block the next player, and cost 5 in hand.

Free printable from redthrees.com,
September 17, 2026