

Hand and Foot

4-6 players

270 cards

Difficulty: Medium

Duration: Long

Score the most points by forming melds and completing canastas with your partner.

SETUP

- Use 4-6 decks with jokers depending on player count.
- Deal two piles of 11 cards each: a hand (pick up) and a foot (set aside).
- Remaining cards form a central stock with one discard.

SCORING

- Clean canasta (no wilds): 500 points.
- Dirty canasta (with wilds): 300 points.
- Going out bonus: 100 points.
- Cards left in hand or foot count against your score.

Tip: Get into your foot pile quickly to double your available cards and options.

ON YOUR TURN

- Draw 2 cards from stock or pick up the entire discard pile.
- Lay down melds of 3+ same-rank cards; wilds cannot outnumber naturals.
- Build melds to 7 cards to form canastas (clean or dirty).
- When your hand is empty, pick up your foot pile and keep playing.

Hand and Foot is an expanded Canasta variant played with multiple decks where each player manages two separate hands — a 'hand' and a 'foot.' Teams race to form melds and canastas while navigating the unique two-hand mechanic.

Objective

Score the most points across multiple rounds by forming melds (groups of same-rank cards) and completing canastas (melds of seven cards). A team must complete specific canasta requirements before going out.

Setup

1. **Players:** 4 to 6 players in partnerships.
2. **Deck:** 4 to 6 standard decks with jokers, depending on player count.
3. **Deal:** Each player receives two piles of 11 cards. One pile is the 'hand' (picked up immediately), the other is the 'foot' (set aside face-down).
4. **Stock and Discard:** Remaining cards form a central stock pile with one card turned to start the discard pile.

Gameplay

1. **Drawing:** On your turn, draw 2 cards from the stock or pick up the entire discard pile (if you can immediately meld the top card).
2. **Melding:** Lay down groups of 3 or more cards of the same rank. Wild cards (2s and Jokers) can be included but cannot outnumber natural cards in a meld.
3. **Building Canastas:** Extend melds to 7 cards to form canastas. A 'clean' canasta has no wild cards; a 'dirty' canasta contains at least one wild card.
4. **Switching to Foot:** When you play the last card from your hand, pick up your foot pile and continue playing from it.
5. **Going Out:** Your team must have completed a minimum number of canastas (typically 2 clean and 2 dirty) before any team member can go out.

Scoring

- **Clean Canasta:** 500 points.
- **Dirty Canasta:** 300 points.
- **Going Out:** 100 point bonus.
- **Card Values:** Jokers 50, 2s and Aces 20, 8-K 10, 4-7 5, Black 3s 5.
- **Penalty:** Cards left in hand or foot count against your score.

Tips and Strategies

- Coordinate with your partner on which melds to build to avoid duplicating effort.
- Getting into your foot pile quickly gives you more cards to work with.
- Balance between building canastas and keeping flexibility in your hand.

Tips & Strategy

Getting to your foot pile quickly is a major advantage. Focus on efficient melding from your hand to unlock those extra 11 cards.

Team communication through your plays is vital. If your partner is building a meld, feed them cards rather than starting a competing meld of the same rank.