

HAND AND FOOT

TEXAS GOOD SAM

Objective is to score as many points as possible. The game is played using five (5) decks of Poker cards with jokers. Each player deals two (2) groups or stacks of 11 cards to be played. One stack is the “hand” and the other stack is the “foot. Points are made by collecting cards to form either “red” or “black” canastas. A canasta is a group seven (7) cards of the same face value. A red canasta contains ONLY natural cards. A black canasta will contain at least one wild card and has at least one more natural card than wild cards.

Only one hand is played and the meld is 120 points. (See the chart below for point count per card.)

Draw for partners as directed by game official. If you draw a partner that is in your chapter, please change partners.

CARD POINT VALUES

4 thru 7	5 points each
8 thru King	10 points each
Aces	20 points each
Deuces (2's)	20 points each.....wild card
Jokers	50 points each.....wild card
Red 3's	500 points each.....(points for 3's not played from a hand or foot
Black 3's	100 points each.....count against the team)
Red Canasta	500 points each.....contains all natural cards
Black Canasta	300 points each.....contains natural and wild cards (at least one more natural card than wilds)

MELD: The meld is a collection of cards in a player's hand to make groups of 3 or more cards. A wild card may be used to make a group of 3 or more. When using wild cards, the player must have at least one more natural card than wild cards in the group.

Once a player collects groups of cards totaling 120 points or more, the player during his/her turn places the cards on the table to “meld” for their team. Either team member may meld. NOTE: If a player exposes their hand to meld and does not have the correct point count, the player is penalized 100 points.

GAME: After the 5 decks of cards are shuffled, each player will draw a stack of cards from the deck and deal out two (2) stacks of eleven (11) cards each. One stack is passed to the player on the left and one stack is passed to the player on the right. If a player draws and deals exactly 22 cards, the player receives a bonus of 100 points. After passing, every player should have 2 stacks of cards.

Each player selects one stack as their “hand”. The other stack becomes their “foot”. The foot cannot be viewed at this time and must remain on the table face down.

PLAY

1. The remaining deck of undealt cards is placed in a stack in the center of the table and becomes the draw pile.
2. Each player cuts the deck and the person with the highest card will play first. After the first player discards, play rotates left.
3. Each player in turn will draw two (2) cards from the draw pile.
4. The player uses these cards and others in their hand to build a meld.
5. During the player's turn once a meld is on the table, the player may play cards in groups of 3 or more to start a canasta or add one or more cards to a canasta previously started.
6. After the team's meld is down on the table and on the player's turn, the player may draw two (2) cards from the draw pile or pick up the top five (5) cards from the discard pile. The player must have 2 like cards (a pair) but **not wild cards** in their hand that matches the top discard. If there are less than five (5) cards in the discard pile, the lesser number of cards are picked up. The player must play (add to cards on the table) the top card. The remaining cards may be played now or during a later turn.
7. If all cards in the player's "hand" are played without discarding, the player can pick up their "foot" and continue playing.
8. The player's turn ends when the player selects a card of their choice from their hand and discards it to the discard pile. A wild card may be discarded.

NOTE: Cards from the discard pile cannot be picked up when a wild card, a red 3, or a black 3 is the top card. Black 3's and red 3's are NOT collected in groups of three or more and canastas of 3's are not allowed.

GOING OUT

1. When a canasta is complete, cards can be "burned" or added to the canasta to increase the team score.
2. Wild cards CANNOT be "burned".
3. A canasta must be completed before starting another canasta of the same card value.
4. The team must have two (2) red canastas and three (3) black canastas to go out.
NOTE: *The objective is to score as many points as possible. Therefore, play should continue to gain all points possible.*
5. The game ends when all cards from the draw pile have been drawn.
6. No points are awarded for going out.

No discussion or coaching between partners as to how or where to play cards is allowed.

The game is over when all cards are drawn from the draw pile.

All cards on the table counts toward the teams total score. Any cards that are not played count against the team.

Use the Point Table as a guide for total count.

Highest team score of all teams playing wins the tournament.