

TENNESSEE GAME RULES

"HAND & FOOT"

1. Use one deck of cards for each player plus one (1) extra deck. Take cards from the deck trying to get 26 cards this will get you 100 extra points. Separate into two (2) piles (13 cards in each pile). Swap your right hand with the person on your right and swap your left hand with the person on your left. Look at the bottom card of both hands, lay the lowest number down for later use (this is called **your "foot"**). You play with the other hand first called **your "hand"**. Someone starts first (doesn't matter who), draw two (2) cards from the top of the deck each time, if you don't want to pick up the stack and discard one each time.
2. You play four (4) hands starting with 50, 90, 120, & 150 meld. You can't pick up the stack until you or your partner have meld. You must make your meld from the cards in your hand before you can pick up the stack.
3. You **cannot** look at the stack; you have to keep up with what is discarded. If you pick up the stack, it must be the whole stack. Also, if you pick up the stack, you must be able to use the top card and you must have two (2) to go with it (2 natural or 1 wild and 1 natural). If you pick up with a wild card, the book will be dirty.
4. You must have two (2) natural cards to use a wild card. There must always be one (1) more natural card than wild cards.
5. You have to have two (2) **black** books & two (2) **red** books, seven (7) cards to a book, a **red** book has to have all natural cards, a **black** book can have no more than three (3) wild cards. To lay down a black book you have to have two (2) natural cards with one (1) wild card. Each black book counts 300 and each red book counts 500 points. You may make a book of black 3's, if there is no wild card in it, it counts as 500 points. Otherwise, with a wild card it would only be 300 points.
6. When it comes your time to play you make your own decision and play where you want the wild card to go, **do not ask** your partner.
7. When you are thinking about going out you have permission to ask your partner if (he or she) is ready to go out. When going out, you must play all your cards, **cannot discard out**. You or your partners are not allowed to discuss the contents of your hands.
8. When playing partners, you can go out if your partner isn't in their foot, however **ask first**. When going out the remaining cards of your partner **will count against you**. For instance, if they have a **Red 3**, it would count 500 points against you.
9. You will want to get rid of **Red 3s** as soon as possible because they count high (500 Points). Look at each hand, as you play and make that decision when to play **red 3**.

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10. When you go out, you count your **red** books and your **black** books, this is your initial meld, and then you count off all **red 3's** and any other cards you have left in your hand or foot. This is counted against you (subtracted). What you have left is added to your first meld, do the same through the other hands.
11. After each level of play, winner will earn one hundred (100) extra points for going out.
12. Winner of game / tournament will be determined by highest score amongst players.
13. Tournament play awards will be given for 1st place only.
14. **There will be no cheating. If you are caught, you will be disqualified.**
15. **COUNT:**

Red - 3's	500 points against you (Discard only)
Joker (Wild)	50 points
Aces	20 points
Two's (Wild)	20 points
Kings through 10	10 points
Black 3's - 9	5 points