

Dorothy's Rules for Hand, Knee & Foot

4 Players – 6 Decks (6 Players – 7 Decks)

TO BEGIN

Cut the deck to decide who will deal. Dealer counts 15 cards – player to right 13 cards – player to right 11 cards. There is one stack of cards to draw from with no card in the discard pile.

PLAYING THE HAND

Person to the left of the 15-card dealer starts by drawing 2 cards and if possible, melds, then discards. The next player to the left can then draw and play and so on.

A player may pick up from the discard pile only if holding two of the same cards in the hand and must pick up 6 more cards (a total of 7 cards.) You may only pick up from the discard pile if you or your partner have already melded the required points.

MELD REQUIREMENTS:	1 st hand	50 points
	2 nd hand	90 points
	3 rd hand	120 points
	4 th hand	150 points

NOTE 1: No wild cards on books of 5's and 7's

NOTE 2: No wild cards in additional Canastas of 5's and 7's – MAY NOT EXCEED 7 CARDS (No burying!)

NOTE 3: No burying wild cards

If a red 3 is drawn or been dealt in the hand, it is placed on the table and another card is drawn. Red 3's are not replaced when they are in the knee or the foot. Red 3's can only be played when it is your turn.

PLAYING THE KNEE

When a player makes the first canasta and is able to play all cards, she may pick up the knee and continue to play. However, if she cannot play all the cards, she must discard and pick up the knee once her play is complete. At that time, the partner may pick up her knee and play on her next turn.

Once a player has played all cards in the knee, they may pick up the foot.

PLAYING THE FOOT AND GOING OUT:

If a team has the base requirements AND both players are in their foot, they may go out. However, one must ask their partner if they agree (whether or not they have played their foot.) The player **MUST** comply with their partner's answer.

A player may go out if they have played all the cards in their hand and have a discard. **A FINAL DISCARD IS REQUIRED.** The hand also ends if all the cards in the stockpile are gone.

BASE REQUIRED CANASTAS:	Seven 7's (no wilds)
(Base Value is 3000 Points)	Seven 5's (no wilds)
	Seven Wild cards
	One Clean Canasta
	One Dirty Canasta (1 or 2 wild cards)

COUNTING POINTS:

ADDITIONAL CANASTAS	POINT VALUE
Clean Canasta	500
Dirty Canasta (2 wilds max)	300
Additional Canasta of 5's, 7's, Wilds	500
Book of Red 3's	1000
Red 3's (each if less than 7)	100 each

COUNTING UP THE POINTS

Jokers	50 points each
Aces and 2's	20 points each
8's – Kings	10 points each
4's – 7's	5 points each

Each player deducts the amount of points left in their hands including any unplayed knee and foot. All points are counted by both teams even if they have not achieved their basic required canastas.

Closed book canastas (toward your base) are NOT counted, but unclosed books are counted as part of the total point count.

PENALTY POINTS

Red 3's **NOT** played at the end of the hand have a negative value of 500 points.

Black 3's **NOT** played at the end of the hand have a negative value of 300 points.

QUESTIONS:

1. Can you pick up the discard pile if you have NOT melded? No, your team must meld first (the card you pick up **MAY NOT BE** part of the meld).
2. When you make a canasta can you play your knee **THAT** hand? Only if you have played all of the cards in your hand and closed a book. Your partner can begin playing their knee the next turn and you on your next turn.
3. You cannot bury wild cards, 5's or 7's. You cannot bury wild cards on your canasta of wilds.
4. If you have a wild card and two regular cards, i.e. 2 aces and a joker, can you place another wild card on that pile? YES, but only up to 2 wild cards.
5. There must be 7 cards in the pile to pick it up.

Reminders

A partner must play their own hand.

Partners cannot change a partner's play or instruct them on how to play.

A card laid is a card played.