

## 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

The person to the left of the 15-card dealer starts by drawing 2 cards and melds if possible, 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. You may only pick up from the discard pile if you or your partner have already melded.

### MELD REQUIREMENTS:

- 1st Hand: 50 points
- 2nd Hand: 90 points
- 3rd Hand: 120 points
- 4<sup>th</sup> 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 can 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 the knee and play on their 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 they have played their foot or not.) 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: Base Value is 3000 Points

(a Canasta is a meld of Seven (7) cards)

Seven 7's (no wilds)

Seven 5's (no wilds)

Seven Wild cards

One Clean Canasta

One Dirty Canasta (1 or 2 wild cards)

## COUNTING POINTS: ADDITIONAL CANASTAS

Clean Canasta: 500 Points  
Dirty Canasta: 300 Points  
Canasta of Red 3's: 1,000 Points  
Red 3's: 100 Points

## COUNTING UP THE POINTS

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

Each player deducts the number of points left in their hands including any un-played knee and foot. All melds 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 play 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 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. You must close one book before you can pick up your knee.
6. There must be 7 cards in the pile to pick it up; a black 3 freeze the pile for the next player only.