

HAND & FOOT RULES

ALABAMA SAMBOREE

GENERAL RULES

1. Use 4 decks of cards with 8 Jokers.
2. Seating is at discretion of Game Monitor and Spouses or good friends may not team up as partners.
3. One person at each table will keep score for entire table.
4. Three "hands", one game, with melds being 90, 120 and 150 will be played, time permitting, with a time limit of 1½ hour. Players will be notified 15 minutes before time ends and Monitor will call time.
5. Each "hand" terminates with the bottom of the "draw pile."

RULES OF PLAY

1. Each player deals 2 stacks of 13 cards each, turning top card up on each stack. Each player passes one stack of 13 cards to player on your right and one stack to player on your left (picking up and dealing exactly 26 cards from number of cards picked up earns player 100 points). After cards are dealt each player draws one card from the "draw pile" with highest card draw determining who starts first play. Player chooses one stack to play "hand", and turns top card of other stack face down "foot". **Your "foot" must remain on the table in full view.**
2. **You may NOT consult with partner regarding how to play a card**, only for permission to go out. Only one partner must make meld. Each player, on their turn, must draw two cards, or pick up first **six** cards in stack (using two natural cards from hand which you show to match top card in discard stack), and discard one. The top card in the six (6) must be played in making a book. **All cards in open books must remain visible.**
3. No cards may be picked up from discard stack until one player from the team has made meld. The top card must be used when drawing the six (6) allowed from the discard pile. **If you expose your hand to meld down, and don't have enough count, you are penalized 100 points.** Played cards must always have one more natural card than wild cards. **Once discard is shown, you may not pick it up.**
4. Only natural cards may be added to closed books. If you play all the cards in your hand without discarding, you can continue playing by picking up your "foot". If you have a discard, you must wait until your next turn to play your "foot."
5. A book consists of seven cards. A red book must have all natural cards, and a black book must have a minimum of 4 natural cards and up to 3 wild cards. **You may not make a book of wild cards.** Two red books and two black books are required to go out. Black 3's cannot be picked up with a pair. **You must ask your partner for permission before going out.** Player must have a discard when going out. Player gets 100 extra points for going out. When a player goes out, all cards in remaining player's hands are counted against them, including partner's hands.
6. Team with high score overall at end of 3 rounds, or when time is called after 1 ½ hr, wins the game.
7. In case of a tie the Game Monitor will specify a "tie-breaker". A "short" play-off game or high card draw if time dictates will determine the winning team. **Play-off at later time is not allowed.**

SCORES

1. Red Book = 500
2. Black Book = 300
3. Joker(wild) = 50
4. Ace = 20
5. King through 10 = 10
6. 9 thru 4 = 5
7. 2(wild) = 20
8. Black 3 = 0
9. Red 3, when in hand at end of play, = 500