SCORE PAD · 4-ROUND EDITION

Hand and Foot

HIGHEST TOTAL WINS

Date _____ Team A _____ Team B _____

WORKED EXAMPLE · the invented Penhallow family: Odette & Walt (A) vs Maya & Jonah (B), one four-round game

	ROUND 1		ROUND 2		ROUND 3		ROUND 4	
Each round	**Team A**	**Team B**	**Team A**	**Team B**	**Team A**	**Team B**	**Team A**	**Team B**
Opening meld minimum this round	50		90		120		150	
Clean books × 500 each	2	1	1	2	3	2	2	3
Dirty books × 300 each	1	2	2	2	1	1	2	2
Red threes × 100 each	1	0	0	1	2	0	1	1
Went out + 100	Yes	–	–	Yes	Yes	–	–	Yes
Book points the four lines above	1,500	1,100	1,100	1,800	2,100	1,300	1,700	2,300
Card points melded − left in hand	285	140	160	310	355	95	−35	420
Round total book + card points	1,785	1,240	1,260	2,110	2,455	1,395	1,665	2,720
Running total carry it across	1,785	1,240	3,045	3,350	5,500	4,745	7,165	7,465
Point difference Team A − Team B	+545		−305		+755		−300	

Winner Maya & Jonah Final score 7,465 Margin 300

OUR HOUSE RULES Write the values your table plays. They beat the common values on the rules page (page 3).

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Winner _____ Final score _____ Margin _____

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RULES AT A GLANCE · THE BACK OF THE PAD

Hand and Foot

HIGHEST TOTAL WINS

Aim. Partners build books of seven cards of one rank, play through the hand, then the foot, and one of you goes out.

Players: 4 or 6, in partnerships (two or three teams) · **Played to:** 4 or 5 rounds

HOW A HAND SCORES

- Book points: each clean book, each dirty book and each red three at the values below, plus the bonus to the side that goes out.
- Card points: add the cards in your melds, then subtract the cards still in your hands and feet.
- Round total = book points + card points. Carry the running total across, and note the point difference between the teams.

COMMON VALUES

Clean (natural) book of 7	**500**
Dirty (mixed) book of 7	**300**
Each red three	**100**
Going out bonus	**100**
Joker (card points)	**50**
Two or ace (card points)	**20**
King down to eight (card points)	**10**
Seven down to four, black three (card points)	**5**
Opening meld minimum, round 1	**50**
Opening meld minimum, round 2	**90**
Opening meld minimum, round 3	**120**
Opening meld minimum, round 4	**150**

WHO WINS

After the last round, the higher running total wins.

TABLES OFTEN SETTLE THESE IN THEIR HOUSE RULES

- How many clean and dirty books it takes to go out (one of each and two of each are both common).
- Whether a red three still in hand counts against you (many tables take 100 off).
- A fifth round, and its opening meld minimum.

These are common values, not the only right ones. Write the values your table plays in the house-rules box on the front.

From one night to a whole season

You have a pad that scores a full game of Hand and Foot and a two-night standings sample that works out who won. When the same table plays most weeks, the full pack keeps the whole season for you.

> **WHAT THE FULL PACK ADDS**
>
> The **Game-Night Score Sheets & Season Standings** prints ten score pads for seven games: Hand and Foot in 4-round, 5-round and three-team editions, plus six more card and domino games. Its workbook turns every night's final scores into a leaderboard for each game and an overall season table, handles the games where the low score wins, and adds a round scorer. The workbook works in Excel, Google Sheets and LibreOffice.

See the full range at **ardentworkshop.com**.

Every name and figure on the filled-in pad and in the sample log is invented: the Penhallow family is fictional. Scoring values are common values; every table plays some of them differently, so write yours in the rules box.

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