

Zip Code Hand

If you like playing a Pair Hand then you'll probably like the Zip Code Hand!

The Zip Code Hand is a 'special hand' that consists of:

One – 4 of a kind

Two – 3 of a kind

Two pairs

Example:

A, A, A, A

2, 2, 2

6, 6, 6

9, 9

Joker, Joker

A player can go out by declaring a special hand, which means they lay down their entire 14-card hand (no discard) at once, provided their team has not yet melded.

2's and jokers can be used but only by themselves.

When a player successfully declares a Zip Code Hand their team receives 2500 points. Their teammate is not penalized with cards left in their hand and any 3's on the table are not counted.

- The Zip Code Hand can only be played if that team has not yet melded.
 - The Zip Code winning team only receives 2500 points;
 - 3's on the table is not counted;
 - Teammate is not penalized for the cards left in their hand and cards are not counted.
- The opposing team counts their points as usual and all points are against them.
 - Cards on the table;
 - 3's;
 - Completed books/canastas;
 - Cards in their hands.



ZIP CODE

- 1-SET 4 of a kind
- 2-SET 3 of a kind
- 2-SET PAIRS
- MAY USE DEuces & JOKERS