

## **SPECIAL HANDS**

### **Pairs:**

7 different pairs of cards (no 3s and no wild cards) – 3500 pts.

6 pairs and two 3s – 3500 pts

7 different pairs of cards that include Aces, 7s and two like Wild Cards (no 3s) - 3500 pts - *called Miami Pairs* - *Note: Once you use two like wild cards, you must have Aces and 7s*

**Garbage:** a run of numbers from Ace to King (including a Joker, three and a Deuce (total of 14 cards) Suits don't have to match. – 5000 pts,

**Dream or Automatic Game:** 2 groups of four like cards and 2 groups of three like cards. You may not use Deuces, Jokers or 3s. – 8500 pts. (Some games value as 5000)

### **RECENT ADDITIONS TO SPECIAL HANDS**

7 different pairs of cards that include Aces, 7s, two 2s and two Jokers (no 3s) called Boca Pairs – 3500 pts.

Zip Code: This is a recent addition and point values do vary from group to group – 1500-2500 pts.

One four of a kind, two triples, two pairs (4,3,3,2,2)

Ex. Q-Q-Q-Q K-K-K 4-4-4 9-9 A-A

3s not allowed; Wild cards are allowed in one of the combinations and must be identical

If your partner melds before you make a special hand, you can no longer play it. Some tournaments/games allow the partner on their next immediate turn to declare a special hand after their partner has melded.

If a special hand is made, the partner's cards are not counted, regardless of what is in that hand. The team doesn't get their 3s added. The other team counts their points as usual when a game ends.

Other table rules may apply. i.e., you can modify or add other rules.