

CANASTA RULES

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<p><u>Objective:</u> To make 2 Canastas and go out before the other team. Keep the other team from making a natural "7" or "Ace" canasta.</p>	<p><u>THE RULES</u> A Canasta consists of 7 cards Natural Canasta = 7 like cards Mixed Canasta = 5 or 6 like cards + 1 or 2 jokers</p>	<p>cards from hand right away. If you meld at the same time as "picking the pack" you must have required pts in hand w/o the top card from deck.</p>
<p><u>Playing Cards:</u> Use 2 decks of cards + 4 jokers. (108 cards in all) Always have another 2 decks shuffled & ready to use in different colors.</p>	<p><u>The 3's Rule</u> Whether you have 3's in your hand or pick one from the deck a player must place it face up among the team's melds & immediately draw a replacement card from deck. You don't have to put down all the 3's in your hand—if you are making a special hand. Will explain during class.</p>	<p><u>TALON</u> If your team is the <u>first to meld</u>—after you discard a card— you are allowed to <u>pick 4 new cards</u> from the deck for your next turn. The <u>second team to meld</u> gets to <u>pick 3 new cards</u>. If you decide to "pick the pack" & meld—you <u>do not pick the Talon</u> (4 or 3 cards)</p>
<p><u>To Begin:</u> Group decides which player is the <u>Scorekeeper</u>. Player <u>left</u> of the SK is Dealer. Player <u>right</u> of Dealer (the SK) cuts the deck. <u>Cutting the deck:</u> place bottom 7 cards from deck in Cardholder. The 8th card is turned at right angle to the remaining pile. Rest of cards go back on draw pile.</p>	<p><u>Point Value of Cards</u> Cards 4 – 7 = 5 pts Cards 8 - K = 10 pts Aces = 20 pts Small Jokers(2's) = 20 pts Big Jokers = 50 pts</p>	<p><u>After Picking the Pack</u> When you have an empty tray: NEVER throw an Ace or a "7" on an empty tray or a DEAD card (a card someone has already used to make a canasta)</p>
<p><u>Dealer:</u> Shuffles cards—makes four stacks of 13 cards – distributes them to each player starting with player on her left. <u>Play Begins:</u> Each player arranges her cards (3's, A's, 7's & pairs on the left-Singles on the right. <u>Player to the left of dealer begins & continues clockwise.</u> Pick and discard a card.</p>	<p><u>Melding:</u> You can make the initial meld for your team if you have the required number of pts. When making an initial meld a player must have at least 3 matching natural cards but other melds may consist of mixed cards (2 or more like cards & Jokers).</p>	<p><u>ACES</u> may only be used with wild cards during the initial meld. Otherwise, <u>ACES must be a natural</u>. <u>7's</u> must ALWAYS be a natural. **No canasta can have more than 2 wild cards.</p>
<p><u>Playing w/5 players:(optional)</u> The SK picks out five cards from deck—each player picks one card. The # picked by each player determines who becomes partners. The rotation is as follows: 1 & 2 are Partners, 3 (Little Captain) stays in the game all the time, 4 & 5 " jump"(take turns) throughout one complete game. See score sheet.</p>	<p><u>125 pts</u> when score is under 3,000 pts. <u>155 pts</u> when score is over 3,000 pts but under 5,000 pts. <u>180 pts</u> when score is over 5,000 pts. <u>Winning Team: 8500 pts.</u></p>	<p><u>REMEMBER:</u> there is a penalty for holding more than two 7's or Aces in your hand at the end of the game. Also a penalty occurs if you meld Aces or 7's for a natural canasta and FAIL to complete the canasta!</p>
	<p><u>In order to "pick the pack"</u> Your team must have melded first. Must have 2 cards in your hand matching the top card of the deck. Must put down top card + 2 matching</p>	<p><u>Penalties:</u> 3 or more 7's left in hand =1500pts 3 or more Aces left in hand =1500 pts. <u>Mis-Meld:</u> 10 pt penalty added to required meld pts if you meld without required pts to go down</p>

Additional Rules

--Jokers may NEVER be thrown unless they are the only card you have in your hand—other players may ask to see your hand.

--3's may never be discarded, except as your final discard or when going out or when playing a special hand,

--If a team melds late in the game they can only pick one card as part of Talon.

--You can go back "3 cards" to see what was thrown in deck.

--If your team has a meld of 5 or more cards matching the top discard on pack, you cannot pick the pack under any circumstances. This would create a meld of more than 7 cards (when picking the pick you must always lay down the 2 from your hand plus the top card of the pack)— It is better to keep your meld in 4th position for as long as possible.

--May only add Jokers to 1st natural base of an Ace meld.

--A natural canasta in your hand supersedes point count (may meld w/o totaling required pts).

--Must tell partner when you are down to 3 cards in your hand.

--Must ask partner if you can go out—may only ask once; then must figure out what to do on your own.

--Keep only two 7's or Aces in your hand—penalized if you have 3 or more at end of game. (Subtract 1500 pts + face pts.)

--When a player picks the last card in the game and discards the card, the next player can pick the deck if she has two of the same cards in her hand.

The next player may also pick the pack. It does not happen often but it is possible.

Strategies:

--Don't meld by putting everything you can from your hand down at once, just enough to make the points you need.

--Be careful what you throw to the person on your left especially if the other team hasn't melded yet.

--When the other team has a base of 5 in a meld—you know it's a safe card to throw.

Signal your partner:

1. If you throw a "7" or an "Ace" then your partner will know you have at least two in your hand.

2. If you throw a HIGH card as your first discard, your partner will know you have at least 5 jokers, aces or 7s in your hand or working on special hand.

--If your team starts a meld of wild cards, you cannot add any wild cards to any other melds until your wild card canasta is complete.

--If one team has made a canasta (ex: with 5's) the other team can not lay down fives ever again.

--When you meld near the end of the game (next card is the 8th card, perpendicular to the seven cards that remain), you are only allowed to pick one card.

--Bating—when you have three of a kind in your hand and you throw one which leaves you with a pair in your hand. This fools the other team thinking it is safe to throw the same card.

"Picking the Pack" is the way to win the game and get a high score. But, sometimes, if you are trying to complete a natural "wild", "seven" or "ace" and the deck is very small--it would be better to pick a new card.

Your Notes

ORDERING MATERIALS

Newt's Playing Cards
A Division of E-Quiver, Inc.
5265 Gender Rd.
Canal Winchester, OH 43110

www.newtsgames.com

740-420-6024

Scoring:

Completed Canastas

Mixed = 300 pts (black card on top)

Natural = 500 pts (red card on top)

Aces – natural = 2,500 pts

7's – always natural = 2,500 pts

Joker Canastas

Mixed (sm & big) = 2500 pts

Small Jokers Only = 3,000 pts

Uncompleted Natural Canastas

Aces 2500 pts deducted

7's 2500 pts deducted

Jokers 2000 pts deducted

3's are scored as follows:

1 of a color = 100pts.

2 of same color = 300pts.

3 of same color = 500pts

4 of same color = 1000pts.

Covering your 3's

2 Canastas – 3's are counted,

1 Canasta – 3's are not counted

0 Canastas – 3's are deducted

To Go Out:

Your team must have 2 canastas & be able to meld all but one of your cards. Discard your last card—the team that goes out first earns an extra 100 pts.

Player must announce when only 1, 2 or 3 cards remain in hand—player must ask permission of partner to go out. (ex: she has 3 Aces in hand)

Each team counts all pts. when 2 canastas are made or when there are no more cards to pick up or someone "goes out" first. Last discard goes face down. Game Over!

****If a team has not completed any canastas the value of all melded cards are subtracted from their score along w/the value of the cards remaining in their hand.**

Scoring Sheet

Sk = We + PARTNER

Write name of dealer for each round in Dealer box.

Each team adds up the face value of each canasta (mixed or natural) + 3's (add extra 100pts for team going out first) put total in BASE BOX.

THEN

Add up total of cards left in your hand and subtract from the total amount (includes all your cards w/o 3's). Put that amount in COUNT BOX.

ADD BASE + COUNT for TOTAL AMOUNT.

Next round do the same but you will be adding the last TOTAL + the new BASE & COUNT for a new TOTAL.

Negative amounts

There are times you may have more deductions than you have points. A team that has a negative score is still subject to the 125 minimum count to meld.

Betting Money

Winning Team gets 8500 pts or higher.

Example: WE 8500

THEY 5000

Total 3500

3500 divided by 2 = 1.75

There is a \$2.00 minimum

The "WE" team gets \$2.00 each from the "THEY" team.

Special Money Giveaway

After every round of canasta each player from each team gives \$1.00 to each player on the other team who has made a Natural "7", Ace, and/or Wild Card Canasta. This is separate from the scoring.

See attached "sample canasta winnings sheet" for 4 or 5 players.

Special Hands

This is a combination of 14 cards which entitles you to go out by exposing your entire hand after drawing, w/o discarding. You are only allowed to put down a special hand if your partner has not yet melded any cards. Cards in your partners hand gets deducted from score.

SPECIAL PAIR HAND

This is a hand of any 7 pairs.

Must not contain any 3's or big jokers—there are two types:

1. 3500 pts with no jokers
2. 3000 pts with 2's, 7's, & Aces

If two's are used the hand must contain both 7's, and Aces.

Ex: 44 55 KK 88 99 66 QQ

Ex: 22 77 AA 99 55 88 66

Special Straight Hand = 3000pts

Consists of one card of every rank using every number and face—keep 3's and when the hand is completed the game is over. (If you pick more than 1 joker of a kind, can't do hand)

Ex: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K &

1 Big Joker = 14 cards

Garbage Hand = 3500 pts

This consists of two sets of four of a kind and two sets of three of a kind, w/o any wild cards or threes.

EX: 444 6666 QQQQ AAA

Dream Hand = 8500 pts.

This consists of two different numbers—5 of a kind + 4 jokers—14 cards.

Other Special Hands

This hand contains 4 sets of three of a kind + 2 jokers

Ex: xxx xxx xxx xxx JJ = 3500 pts

This hand contains three sets of 4 of a kind + 2 jokers

Ex: xxxx xxxx xxxx JJ = 3500 pts