

CANASTA (Samba) HOUSE RULES.

3 packs of cards are required for this game.

- 1. Cut cards to see who deals.**
- 2. Person to right of dealer cuts the pack for dealing.**
- 3. Deal 15 cards per person**
- 4. The game is played with pairs (sitting opposite or diagonally)**
- 4. Person to the left of dealer starts the game. Picking up 2 cards.**

To put cards down you must have a meld of 3 cards and cards out down must add up to:- 50 for score of 1 – 1499; 90 for score of 1500 – 2999; 120 for score of 3000 – 6999; 150 for 7000 +.

You must complete your move before discarding a card to the pile. Once you have done this, your turn is over.

The game ends when one team reaches a score of 10,000.

Card values are 4 -7, 5 points; 8 – King, 10 points; Ace & 2, 20 points; Joker is worth 50 points.

Once your partner has put the required number of cards down to start your game, on your turn you can add to these cards or put more down (always at least 3).

For this game you need to have at least 2 canastas (7 cards) to go out. Ask your partner if you may in case they have a high score in their hand.

Canastas can be made up with up to 2 wild cards. A natural canasta (no wild cards) is worth 500 points whilst one including wild card/s is worth 300. The winners of each round score an extra 100 points.

A canasta can also be achieved by having a run of 7 cards in a suit (Excluding 2 & 3). Again you must have a run of at least 3 cards to put down initially. You and your partner can add to this run by picking up cards from the pack on your turn. You may not pick the top card from the discarded pile to add to these.

Black 3 this card cannot be used as a meld except for the winning hand.

This card, when put on the discard pile, stops the next player picking the pack up.

Red 3 – If this card is dealt you put it down and take another card from the pack. This card is worth 100 points at the end of each game as long as you have 2 canastas. Otherwise it's a minus score.