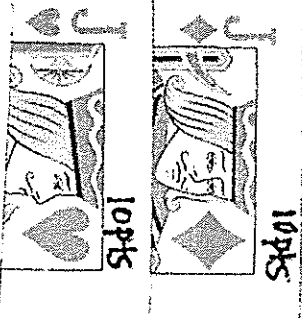
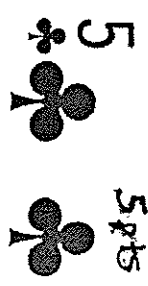
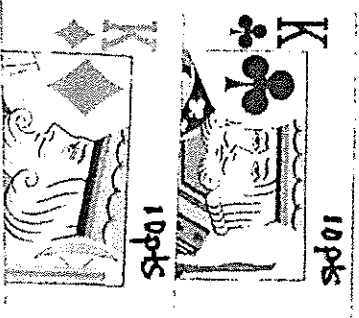
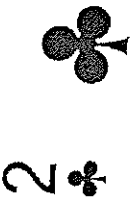
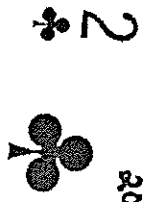


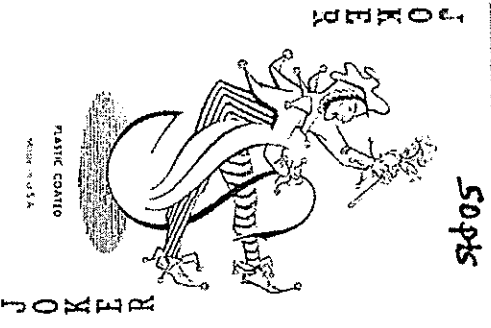
Example #1



20 pts



50 pts



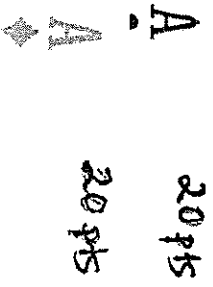
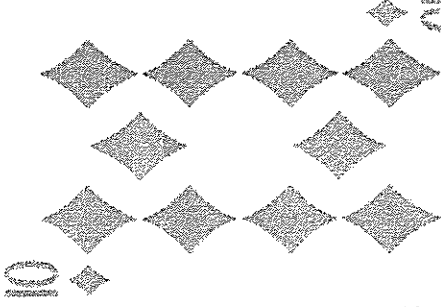
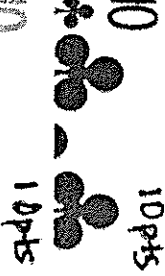
5
+5
+5
15 pts

10
+10
+20
40 pts

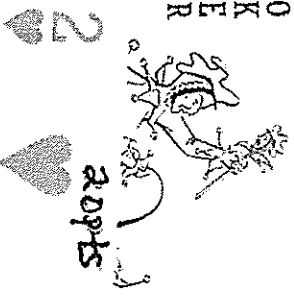
10
+10
+50
70 pts

Total: 15
+40
+70
125 pts.

Example #2



50 pts



10
+10
+10
30 pts

20
+20
+50
+20
110 pts

Total: 30
+110
140 pts



CANASTA RULES™

Donna Miller-Small mahjonggcanasta@optonline.net

Welcome to Canasta! Canasta is a game played with 4 people (2 teams) and uses 2 decks of cards including jokers (108 cards).

BASIC INFORMATION

Types of Cards:

Wild cards: 2s and Jokers

Natural cards: from 4 up to Ace

Threes are bonus cards (explanation below in play)

Sevens and Aces are subject to some special rules and restrictions

Suits not important just # and ranks which means picture cards

Card Values

4 thru 7 = 5 points

8,9,10, J, Q, K = 10 points

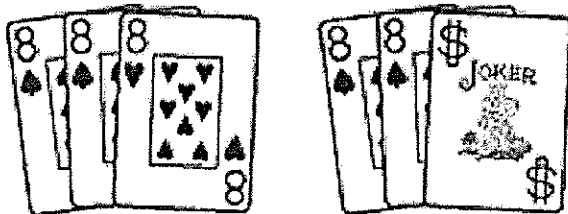
Ace = 20 points

Jokers = 50 points

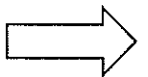
Deuces (2s) = 20 points } Wild

Melds:

A meld is a combination of three or more cards of the same # or rank with or w/o wild cards. It is laid face up on the table in front of the player. A meld must include at least two natural cards and a maximum of two wild cards. Each team can only have one meld per number and rank. Special rules for Sevens and Aces*



Meld examples



CANASTA - is a meld of 7 cards

Two types: 1- Natural is all pure cards of same rank or #

2-Mixed (Dirty) is with a minimum of 5 natural cards and no more than 2 wild cards

Wild Card Canasta: consists of twos and jokers; penalty if not completed

Note: There is no meld beyond 7 cards. Once a canasta is made number/rank is dead and can't be melded. These cards are "dead" or safe cards to throw.

The Shuffle and Cut - The dealer can be determined by drawing cards – highest wins. Thereafter the turn to deal rotates clockwise. Any player, who wishes, may shuffle the deck, and the dealer has the right to shuffle last. After the shuffle, the deck is cut by either opponent.

The Deal - The dealer gives 13 cards face down to each player, one at a time, clockwise, beginning with the opponent on his left and ending with him/herself. Meanwhile, an opponent from the other team takes the other half of the cut deck and counts out eight cards, from the bottom and places them horizontally on the table or tray. The remaining cards are laid on top vertically.

Stock - The un-dealt, remainder of the pack is placed face down in the center of the table (or in the tray), on top of the last eight cards becoming the stock.

PLAY

Starts to the left of the dealer, then continues clockwise. A turn begins by drawing the top card of the stock and throwing out a card, or picking from the discard pile (see rules below) and then throwing out card. If the discard pile is empty, you can't discard an Ace, Seven, or card from a closed canasta.

Initial Melding: Are melds that equal the total points needed to open (also referred to as "going down") and the total points goes according to your team's score. All initial melds must include a minimum of one meld with only natural (or pure) cards of same # and rank without wild cards. Only one person per team needs to do this. All melds with their requirements must be laid down all at once.

Note: You must have two cards in hand after melding – one to throw, one to hold. You must announce to others if you have three cards or less.

Wild Card Meld – is a meld of any combination of deuces and jokers. Once begun it must be completed before a team can use wild cards on any other meld. There is a penalty if it's not completed.

Note: Wild cards can be used as the initial meld if it satisfies the opening points needed. In this case, it can be used alone without other melds.

Note: If a player has a natural canasta in his/her hand, it automatically meets the points needed and overrides the traditional opening melding requirements detailed above.

***Sevens** – are melded only without wild cards. There is a penalty if a 7s canasta is not completed and if 3 or more are in a hand at end of game. Try to keep two in hand at all times, but not 3 (strategy*). Don't use three sevens as your pure meld!

***Aces** – Two types:

1 – Mixed: Can be mixed/ melded with wild cards only on initial meld.

2- Pure: meld of seven aces. Note: if fewer than seven aces melded on table, a penalty ensues at end of play. Penalty if 3 or more are in hand at end of game. Try to keep 2 in hand (but not 3) at all times, if aces haven't been melded (see below strategy*).

Red & Black Threes - A player finding a red or black three in his hand must, on his first turn, put it face up on the table and draws a replacement from the stock. A player who draws a red or black three from the stock also lays it on the table face up and draws a replacement. They can't be discarded. Each three has a bonus value of 100 points and more for multiples (see scoring) with certain conditions: the value of the threes is credited to a side who has made at least two Canastas, deducted if no Canastas, and neither +, or – if one Canasta.

Rules for "Picking the Pack" or discard pile: Instead of drawing from the stock pile, a player can take all the cards on the discard pile. To do so it must be on your turn and you must have two natural cards of same # /rank as card on top of pile (no wild); must have either previously "opening melded" or be able to opening meld not using the discard nor the two cards that match it. If this top card matches a meld previously laid down, that meld must have less than five cards as melds with more than seven cards aren't allowed. A pair must be shown/laid down and the card from top of pack added. Other cards in pack can be put in hand or melded on table. You will be discarding on an "empty tray" and



can't discard an Ace, Seven, or card that has been made into a Canasta (considered a dead card.)

Talons – The person who puts down the first opening melds, then discards and after that draws 4 cards from the stock. The second person draws three cards. If a 3 is picked at this time, it is exchanged on the next turn.

End of Play - The play ends when a player “goes out” or the stock becomes depleted.

You can “Go Out” if you can satisfy the following conditions:

1. Your team has completed two Canastas.
2. You are able to meld all but one of your cards and discard your last card.
3. Your partner agrees.

It is not legal to go out by melding all your cards - you must have a card to discard at the end of your turn. This final discard is made face-down, and this is the only case in which a wild card or three can be discarded.

GOAL - First team to score 8500 points - -need to play several rounds; points are cumulative.

OBJECTIVES - Score as many points as possible and prevent opponents from getting points. You do this primarily by forming melds.

<u>Cumulative score</u>	<u>Minimum count of initial meld</u>
less than 2995 125 points
3000 to 4995 155 points
5000 or more 180 points

* There is an important strategy for holding two sevens in one of each team member's hand that will be discussed. This is the case with aces when they haven't been melded with wild cards by either team on the initial melding.

These rules are property of Donna Miller-Small and cannot be duplicated.