



AMERICAN CANASTA - HOUSE RULES

8,500 Points to Win the Game

Minimum Score For First Meld		Points	Bonus Card 3's		Points
Less than 3,000		125	2 or More Canastas - Positive Points for 3's		
3,000 to 4,999		155	1 Canasta - 0 Points for 3's		
Over 5,000		180	0 Canastas - Negative Points for 3's		
*Penalty for attempting to meld without the correct point count = point count plus 10 points			1 Red or 1 Black		100
			2 Red or 2 Black		300
			3 Red or 3 Black		500
			4 Red or 4 Black		1,000
Scoring - Subtract any Points Left in Hand		Points	Card Count (Subtract for Cards Left in Hand)		Points
Mixed or Dirty Canasta		300	If No Complete Canastas, All Cards in Had and On Table are Negative plus minus 3's		
Natural or Clean Canasta		500	Jokers		50
Ace's or 7's Natural or Clean Canasta		2,500	Deuce's (2's)		20
Wild Card Canasta		2,500	Aces		20
Wild Card Canasta with 4 Jokers		3,500	8's, 9's, 10's, Jacks, Queens, Kinds		10
Incomplete Natural Aces Canasta on the Table		-2,500	4's, 5's, 6's, 7's		5
Incomplete Wild Card Canasta on the Table		-2,500			
Three or More Aces or 7's Left in the Hand		-1,500			
Going Out		100			
3's Left in Hand		-100 Each			

Special Hands (14 Cards) - Round is over, you receive 2,500 points, opponents' score is 0 (Sea Colony House Rule)	Points
All Pairs Hand - with no Jokers or 2's	2,500
All Pairs Hand - with a Pair of Jokers or 2's MUST HAVE a pair of 7's AND a Pair of Aces	2,500
Stright Hand - Ace to King Plus Joker and 3	2,500
Garbage Hand - 4 + 4 + 3 + 3 of a Kind	2,500
Zip Code Hand - 4 + 3 + 3 + 2 + 2 of a Kind	2,500
Combo A Hand - 3 + 3 + 3 + 3 + 2 of a Kind	2,500
Combo B Hand - 4 + 4 + 4 + 2 of a Kind	2,500
Blast Off - 5, 4, 3, 2 of a Kind	2,500
Special Hands my use "dead" cards, you cannot use 3's except in a straight	

Special Rules for 7's
7's Must Always be Played as a Natural Canasta
An Incomplete Natural Canasta with 7's at End of Round - <u>Minus 2,500 Points</u>
3 or More 7's in your Hand at the End of the Round - <u>Minus 1,500 Points</u>

Picking Up the Pile
In Each Turn a Player may Draw or Pick up the Pile
To Pick up the Pile, the Player Must have a Natural Pair in Your Hand Matching the Last Card Turned Up
Cannot Discard an Ace, 7, or Wild Card, or Dead Card on an Empty Tray

To Go Out
- Team Must Have 2 Complete Canastas
- Player Must be out of Cards in the Hand and also able to Discard a Card
- You Cannot have Incomplete Natural Aces or 7's or Wild Card Canastas on the Table
When ready to go out you may ask you Partner is you can go out.
- If they are dirty they can say "no". However, if they can't get clean they would say "yes".
- You may only ask once per round



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About the Game
4 Players, 2 Teams
2 Full Decks of Cards Including Jokers (108 Cards)
2's and Jokers are Wild, there are (8) 2's and (4) Jokers
A Canasta is 7 of the same card (clean) or 5 of same cards and up to 2 wild cards (dirty)
When a Canasta is completed, the cards are stacked to the side, red card up for a natural / clean canasta and a black card up for dirty canasta
When a Canasta is closed:
- this card is now considered a Dead Card
- no additional Canasta can be played on the table
- no additional cards can be added to an open canasta in the table
This does not impact a special hand

To Start the Game
Shuffle and Cut the Cards, a take 8 Cards from the Bottom of the Deck,
Place in Tray, Place the 9th card sideways, this is Called the Talon
Deal Deals 13 Cards to Each Person, Balance of Cards Place on Top of the Talon
If a perfect cut on the cards = 100 points
Arrange your Cards Low to High and Keep Ace's and 2's Separate
Player to the Lef of the Dealer goes First
If any 3's in Hand, Lay Down and Take New Card from the Top of the Pile
Pick a Card from the Dec, then Discard. Always Pick Unless Taking the Pile

To Open or Meld
Must Have 3 of a Kind of Any Card (Natural)
To Use a Wild Card, Must Have a Natural Pair
If the pile is picked up for initial meld:
- player must have a Natural 3 of a Kind,
- have a Natural Pair to Match the top card on the Pile, and
- Show the ability to mee the open meld amount without using any card picked up and
- meet the points requirement based on the team Score (125, 155 or 180)
If a natural Canasta is played complete (all 7 cards) on the initial med, that counts as 500 points plus your other points
First Team to Meld after Discard Draws 4 Cards from the Deck. No cards if Picked up Pile
Second Team to Meld after Discard Draws 3 Cards from the Deck. No cards if Picked up Pile