

### **ACES & SEVENS:**

- ACES can be put down with wild cards on initial meld ONLY
- ACES put down after initial meld--must be Natural ONLY
- SEVENS must be Natural ONLY
- Must complete Natural Aces & Natural Sevens before going out.

### **THREES:**

- Put down face up and pick replacement card from deck
- Threes received in Talon can be replaced next turn
- Cannot pick replacement threes AFTER turn card .

### **PICKING THE PILE:**

- You can pick the pile to open if you have required points in your hand
- All the sets you lay down must contain a minimum of three cards
- You have at least one clean set of cards
- DO NOT count top card on pile for your melding points
- Once you meld, you may continue to place cards from the picked deck on the table
- Your turn is over after your discard
- Discard may come from picked pack
- You do not get a talon
- Once you meld, you can pick the pile whenever you have two cards that match the card discarded to you. However, if you already have 5 or more of the discard on the table, you cannot pick the pile.

### **GOING OUT:**

- Must ask partner to go out before placing any cards on the table, and can ONLY ask once
- Need 2 canastas to go out (clean OR dirty)
- Going out earns 200 points.

### **DISCARDS:**

- May not throw wild card, 7, Ace or card from closed canasta in empty tray
- Discard wild card (2 or Joker) only if only cards in your hand
- If you have 3 and wild, you must throw wild
- If you have 7 and wild, must throw 7
- May NOT look back through the discard pile.

## **WCA CANASTA (Points & Scoring)**

**EXACT CUT:** 100 PTS.

### **CARD VALUES:**

- 50 pts.: Jokers are wild
- 20 pts: 2's (deuces) are wild
- 20 pts: Aces
- 10 pts: 8-K
- 5 pts: 4-7

### **MELDING POINTS:**

- 125 pts. Initial Meld
- 155 pts: 3,000 team score
- 180 pts: 5,000 team score

### **VALUE OF 3'S**

- 100 pts: 1 of one color
- 300 pts: 2 of one color
- 500 pts: 3 of one color
- 1,000 pts: 4 of one color
- 3,000 pts: All 8 threes

### **EARNED POINTS:**

- 200 pts: going out
- 500 pts: Clean/Natural Canasta (7 same)
- 300 pts: Dirty Canasta (1-2 wild cards)
- 2,500 pts: Natural Ace or Natural 7 Canasta
- 2,500 pts: Mixed Wild Card Canasta
- 3,000 pts: Wild Card Canasta with 4 Jokers
- 4,000 pts: Wild Card Canasta with 7 deuces
- 8,500: GAME WINNER

### **PENALTIES:**

- +10 pts added to meld requirement if you try to meld and are short points
- 2,500 pts: if 3 or more Aces or 7's are left on the table at game end
- 1,500 pts: for 3 or more Aces or 7's in your hand at game's end and deduct those points with your hand count
- 2,500 pts: incomplete Wild Card Canasta
- NO CREDIT FOR 3's if only one canasta closed
- MINUS TOTAL TABLE COUNT (including 3's) if NO Canastas
- -100 pts for each 3 left in your hand at the end of game
- Once incomplete 7's, Aces, or wild card canastas are subtracted from your total, you can include them in your table count.

## WCA SPECIAL HAND RULES

### SPECIAL HANDS

- Special hands automatically win.
- All special hands are valued at **3,000 pts.**
- If your partner has already melded, you have until your next turn to come down with a "Special Hand".
- Special hands have 14 cards with NO discard
- Alternate partnership gets no points and no deductions.
- 3's may be part of a special hand
- If you are set up for a special hand and the final card is put into the discard pile, you may ONLY pick up that card if it is in an empty tray (NO cards underneath it)

### WCA SPECIAL HAND COMBINATIONS

- Straight: A-K plus Joker
- Pairs NO wilds: 7 pairs NO 2's or jokers
- Pairs with wilds
  - Must have pair of aces, 7's, 2's **OR** jokers, + 4 pairs
- Miami Pairs
  - Must have pair of aces, 7's, 2's **AND** jokers, + 3 pairs
- Zip Code: 2 two of a kind, 2 three of a kind, 1 four of a kind
  - 2,2,3,3,4 (matching wild cards allowed)
- Dream Hand: 5 of a kind, 4 of a kind, 5 of a kind (no wilds)
- 4,4,4,2 (pair must be jokers or 2's--not one of each)
- 3,3,3,3,2 (pair must be jokers or 2's)
- 4,4,3,3 (NO wilds)
- 4 Deuces, + 5 pairs (NO jokers)
- 5,4,3,2 (matching wild cards allowed)



Canasta is a partnership game played with 2 decks of cards and 4 jokers (108 cards) There are 4 people per table, and partners are seated opposite.

### DEAL:

- Person to the right of the dealer cuts cards and passes bottom half to dealer who deals 13 cards to each player (clockwise)
- If the team who cuts the cards gives the dealer exactly 52 cards, they earn 100 pts to be added to their score after the hand is played
- The person who cuts the cards counts 8 cards from bottom of top half and places them in the tray, then places one card horizontally (turn card) and places remaining cards on the top of the "turn card".

NATURAL CANASTA: 7 cards the same

DIRTY CANASTA: 5-6 cards the same with 1-2 wild cards  
2 wild cards max per dirty canasta

### MELD (laying down of cards)

- Must have one natural set of 3 or more cards on your initial meld
- You may lay down two natural cards with a wild card to start a canasta at any time during the game or to go out
- 1st partnership to lay down initial meld takes 4 cards from deck (talon)
- 2nd partnership to lay down initial meld takes 3 cards from deck (talon)
- You may not remind someone to take their talon
- Talon cards cannot be picked AFTER turn card
- Meld with wild cards: 1. do not need additional triple if wild cards meet the required meld points; 2. all wilds must go on open wild card canasta until closed; 3. must be completed to go out.
- Melding with one Natural Canasta (500 pts) meets the required melding point count at all levels
- If laying down an initial meld BEFORE the turn card, you may lay down all your cards to meld and discard your last card. Then pick your talon cards to replenish your hand and stay in the game. If laying down your initial meld AFTER the turn card, you must have at least one card left in your hand after discarding
- If your opponent has a CLOSED Canasta you cannot open a new meld of that card But, if you already have that card on the table, you can add to that run
- If you meld late in the game, you may select your talon from the cards up to and including the turn card. Cards below the turn card are NOT to be included in the talon.