

## Canasta Hand and Foot Rules

5 decks(including jokers) for 4 people  
7 decks (including jokers) for 6 people

North and South are partners. East and West are partners.

Shuffle thoroughly.

Deal 2 hands of 13 cards each for each player. Put the rest of the cards in 2 piles on the table and flip over one card in between them. This becomes the discard or pick up pile. Next, each player chooses one hand to play and puts the other hand under their "bottom" (no peeking at it).

Organize and study the cards in your playing hand - by suit, by potential Samba, by wild cards. Note the black 3s and the red 3s. Take note of whether you have enough points to open (50). Note that a player must have 50 points to open in the first game, 90 points in the second game and 120 points in the third game.

In order to "open" and put melds ( a meld is three cards - either cards all the same or two of the same and one wild) down on a team's board, you must have 50 points of cards in your hand to put down . Note that cards 8 through King are worth 10 points, cards 4 through 7 are worth 5 points and Aces and 2s are worth 20 points. Jokers are worth 50 points.

Twos and Jokers are wild cards. No canasta can contain more than three wild cards. To put a meld on the board, a player must have three cards the same (such as three Queens) or two cards and one wild card (such as two Queens and one wild card).

To start the game, a player either picks up two cards from one of the two face down piles or picks up the card in the discard pile. If the player can "open", they can then lay down their 50 (or more) points in as many melds as they choose. The beginnings of sambas can also be laid down ( a samba is a canasta of 7 cards of the same suit in sequence not using threes) Note that after a team has "opened" and a player wants to pick up the discard pile, they must have two of the cards in their hand like the top card or one and a wild card or a meld already on the board. Also, a player must pick up at least 7 cards ( or all the discard pile if there are less than 7 cards there) including the top one and the top card must be used right away.

The game continues as each player takes a turn. Building a wide board is advantageous. Note that in order to finish the game, each team must have two red canastas, two black canastas and one wild card canasta.

A red canasta is composed of 7 cards all the same.

A black canasta can have up to three wild cards.

A wild card canasta is made up of 2s and jokers. Note that once the wild card canasta has been started, no wild cards can be laid down on other melds until the wild card canasta is complete.

A samba is a 7 card sequence of the same suit that can have no wild cards in it. For example, 6,7,8,9,10,J,Q of hearts.

Black 3s are only used as discard cards. They freeze the pile for the next player.

Red 3s count as 100 points and can be put down on a team's point board during a player's turn and can be replaced with another card.

One member of the team has the board in front of them and the other member of the team keeps the points - the completed red, black and wild card canastas, the red 3s and the sambas.

When a player can use up all the cards in their hand, they can then pick up their other hand called the foot . Play continues until a team has all their canastas and both members of a team are in their feet. Accumulating as many canastas and points as you can is beneficial.

Note that if a player discards a wild card (this only happens rarely) , the next player cannot pick up the pile. The following player and all others after must have two of a card in their hand to pick it the pile. After this happens, the deck is unfrozen.

If a red 3 or a wild card is the first turnover card at the beginning of the game, it gets placed back in the deck and another card is drawn for the discard pile.

To end the game, one player of a team must be able to use up all their cards - whether on the board and/or discarding the last card in their hand. Before doing so, the player must ask their teammate if they may go out. If the teammate says yes, then the game can end.

Scoring the game:

Going out 500 points

Red 3s 100 points each (unless a team has 5, then the 5 red 3s count as 1000 points and additional red 3s are each another 100 points)

Red Canasta 500 points

Black canasta 300 points

Wild Card canasta 1500 points

Samba 1500 points

Some people play that having a canasta of all red 7s is worth 1500 points. Note that it is set up on the board like a samba and can be switched back to a regular canasta by adding a black 7)