

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.