

Official WCA Canasta Rules October 17, 2018

Canasta is partnership game played with 2 decks of cards and 4 jokers (108 cards).

Object of the Game: To make canastas (a set of 7 cards), either a natural/clean canasta with no wild cards or a dirty canasta with 5-6 of the same card and 1-2 wild cards. You need at least two canastas of any kind to go out (complete a hand of canasta).

Rules and Play: There are 4 people per table, with partners who are seated opposite each other. The dealer makes 4 piles of 13 cards. The piles are placed clockwise from the dealer around the table. The person seated to the right of the dealer cuts the deck towards her and puts 8 cards from the bottom of the deck into the tray vertically, with a 9th card sticking out, followed by the other cards that are left (facing the same direction as the 8 cards put into the tray initially). This is done so that everyone will have an alert that there are only about 2 turns left per person.

INITIAL MELD: The team member who has enough points in her hand to open with her initial meld also needs to have 1 natural meld of 3 or more cards of a kind with no wild cards. **THREE** cards is the minimum for **EACH** meld you lay down. You may lay down all of your cards to meld, except that you **MUST** always have a discard.

The first partnership to open is entitled to pick an additional 4 cards from the deck after they discard. The second partnership to open is entitled to pick an additional 3 cards from the deck after they discard. This is called a Talon. You may not take a Talon after the turn card.

ACES may be put on the table with a wild card only when opening, only as part of the partnership's initial meld (you may put 2 Aces or any other 2 cards that are the same down with 1 or 2 wild cards). After putting down an initial meld, Aces may only be put out as a natural meld/canasta of 7 Aces (no wild cards). Once opened as a natural meld, Aces must be completed and closed naturally. Your partnership will need to have all 7 Aces in order to go out/complete a hand.

THREES are laid down on the table face up when it is your turn to pick. Pick a new card for each three you put down on the table (except that you may not replace a 3 once the turn card is reached). If you get a 3 in the Talon, you must wait until your next turn to replace it. There are extra points for 3s given at the end of the game if you make at least two canastas.

PICKING THE PACK: You may pick the pile to open only if you have the required number of points in your hand and at least one clean meld (the top card in the pile does not count towards your opening points). Once your partnership has opened, if you have 2 or more of the same cards in your hand as what is on top of the pile and it is your turn to pick, you may pick the entire pack. You must then lay down the top card of the pile with your two cards of the same number. You may still pick the pack even when the very last card has been thrown. You may not get a Talon (see below) if you take the pile when you open.

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GOING OUT: You must ask your partner if your partnership can go out (after you pick and before you add any cards to the table). You may only ask once if your partnership can go out. You may go out with two canastas of any kind. The team that goes out earns 200 points.

DISCARDS: You may not throw a Seven, Ace, or a card from a closed canasta into an empty tray. You must always have a discard, even to go out. Wild cards (2s and Jokers) may also not be thrown unless they are the only cards left in your hand. Throwing a wild card DOES NOT FREEZE the discard pile. If you're left with a 3 and a wild card in your hand, you must discard the wild card. If you have a 7 and a wild card, you must throw out the 7.

CANASTA POINT VALUES/SCORING:

***Note:** When dealing out the canasta cards, the team of the person who cuts the deck receives an additional 100 points IF the person dealing has exactly 13x4 (52) cards to deal out.

Card Values:

50 points = Jokers (wild cards)
20 points = 2s (deuces) are wild cards
20 points = Ace
10 points = 8, 9, 10, Jack, Queen, King
5 points = 4, 5, 6, 7

Going Out at End of Game:	200 points
Clean/Natural Canasta:	500 points
Natural Ace or 7 Canasta:	2,500 points
Dirty Canasta with Wild Cards:	300 points
Game:	8,500 points
Wild Card Canasta (Mixed):	2,500 points
Wild Card Canasta with 4 Jokers:	3,000 points
All Deuce (2) Canasta:	4,000 points

Points Needed to Meld:

Initial Meld:	125 points
3,000 per Team:	155 points
5,000 per Team:	180 points
Game:	8,500 points

Values of 3s:

1 of a color:	100 points
2 of a color:	300 points
3 of a color:	500 points
4 of a color:	1,000 points
All of the 3s (8):	3,000 points
2 or more Canastas =	Bonus of total score for red and black 3s

PENALTIES:

*Note: There is a 10 point penalty of a partnership if they have tried to meld with too few points in their hand.

Point Deductions for Incomplete Canastas:

- 1) If there are 3 or more Aces or 7s in your hand: -1,500 points
 - 2) If there are 3 or more Aces or 7s on the table: -2,500 points
 - 3) If both players on a team have 3 or more left in their hand at the end of the game: -3,000 pts.
 - 4) If both players on a team have 3 or more left on the table at the end of the game: -5,000 pts.
- Incomplete Wild Card Canasta: -2,500 points
No Canastas for Partnership: - Everything (including minus full 3 point counts)
1 Canasta Closed for Partnership: No Credit for 3s

SPLASH HANDS:

Splash Hands: All splash hands have 14 cards with no discard. IF YOUR PARTNER HASN'T OPENED and you have one of the splash hands listed below, lay it down and the hand is over, with your partnership getting the number of points indicated below. (The other partnership gets no points, and no deductions are taken from that partnership's team.)

NO DUPLICATE PAIRS of the same card are allowed in ANY splash hand.

- A-K plus Joker (string/garbage hand): 3,000 points
- 7 Pairs with no Wild Cards: 3,000 points
- 7 Pairs with a Pair of Deuces (2s) OR Joker (not both), must have Aces and 7s
3,000 points
- 4-4-4-2 3,000 points
- The pair must be 2 Jokers or 2 Twos, but not one of Each Type of Wild Card
- 3-3-3-3-2 3,000 points
- The pair must be 2 Jokers or 2 Twos, but not one of Each Type of Wild Card
- 4-3-3-2-2 (no wild cards allowed) 3,000 points
- 4-4-3-3 (no wild cards allowed) 3,000 points

*Note: If you are setting yourself up to open with a splash hand and the final card you need is put into the discard pile, you may ONLY pick up the card if it is in an empty tray. (If there is a pile underneath the card you want, you may not take that card to put down your splash hand).