

## Canasta (Hand and Foot) Rules

Start with the same number of shuffled decks per table as you have players, including the two (2) jokers per deck. Each player cuts and highest card determines the first player. Two players use three decks.

Each player selects cards and divides them into two sets of 11 cards (a “hand” and a “foot”). Any player choosing exactly 22 cards gets 100 points. Remaining cards then become the deck.

Pass both sets of 11 cards to player on left; one set becomes the “hand” and the other, the “foot,” stays on the table until later. If player picks up hand before passing, receiver may decide whether to take that hand or pick a new one.

On each turn a player takes two cards from the deck or all cards in the discard pile if a pair based on the top card is held in hand and meld has been met – only exception is the very first player who may choose the first turned-over card (with or without melding) even if no matches are in hand.

To “meld” or start laying down cards, player needs an increasing number of total points for each sequential round (50, 90, 120, 150) If a player takes discard pile prior to melding, only the top card may be used to meet the minimum number of meld points (see card point values below). If a player melds fewer than the required points, player must pick up cards and deduct value of that meld from score. Only value of cards may be used to meet meld. A canasta would not count toward meld.

The object is to build a canasta (7 cards) by melding a minimum of three cards (3 of a kind or set of 3 with pair and one wild card). Partners add to sets on their turn after team has melded. Cards (other than wild cards) may be added to completed canastas.

When all cards in “hand” have been played, pick up “foot”. If player hasn’t yet discarded, continue playing cards in foot. Player must discard on every turn except when going out.

Team must have at least one “clean” canasta (no wild cards) and one “dirty” canasta (containing wild cards equal to or less than canasta card) to be eligible to go out. Team gets 500 points for clean canastas, 300 for dirty. A team goes out when either member plays last card and that team gets 100 points for going out plus point value of canastas and cards played.

Add points of cards played and subtract points left in hand (and foot, if not yet played) for team total.

**Point Values:**

Joker	50
Deuce	20
Ace	20
K - 8	10
7 - 4	5
Red 3	-300
Black 3	0
Canasta clean	500
Canasta dirty	300
Going out first	100

**Meld Rounds**

50, 90, 120, 150