

Catawba Valley Newcomers Canasta

Start with **FIVE** shuffled decks of cards per four players. Include the 2 jokers from each deck. Each player cuts for high card to determine who plays first. Joker is highest, followed by the deuce (2's are wild), then Ace on down. Player with highest card goes first.

Each player selects cards and divides them into two sets of 11 cards (a "hand" and a "foot") without looking at the cards. Any player choosing exactly 22 cards gets 100 points. **PARTNER ALSO GETS 100 POINTS**. Pass both sets of 11 cards to player on your left; one set becomes the "hand" and the other set the "foot". The "foot" remains on the table until the "hand" has been played. If player picks up the hand or foot before passing the cards, the receiver can decide whether they want to accept them or if they want new ones.

To begin play, 7 cards are turned over from the draw piles for the first player. First player may take all 7 cards if they have a pair in their hand of the top number and can meet the meld requirement. They may alternatively choose the first turned-up card without melding even if no matches are in hand. Otherwise the player draws 2 cards from the pile. To meld or start laying down cards, the player needs an increasing number of total points for each sequential round (50, 90, 120, 150) If a player melds fewer than the required points, AND THEN DISCARDS, player must pick up cards and deduct value of that meld from their score. Only the value of the cards may be used to meet the meld. A canasta would not count toward meld.

On each turn, a player takes 2 cards from the deck or the top 7 cards in the discard pile. To pick-up the top 7 cards, the player must hold in their hand a pair matching the top card on the discard pile and the meld count must be met. If ACES or 7's (clean) are melded the first time a team melds, and if the clean canasta is completed before either team goes out, it is worth 1000 points. If it is not completed, the team loses 1000 points. Once started, they may not be made dirty.

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 a pair and 1 wild card). Partners add to sets on their turn. **Cards cannot be added to a completed canasta, except to go out.** Since you can't have more than 7 cards in a canasta, you cannot pick up a top card when you have a pair in your hand if you already have 5 cards toward your canasta. (If you have enough in your hand to complete the canasta, and another pair to match the top card, you may pick up the top 7 cards and begin a new canasta.)

When all cards in "hand" have been played, pick up "foot". If player hasn't yet discarded, they may continue playing cards in the foot. Player must discard on every turn except when going out. A team must have at least **3 "clean"** canastas (no wild cards) and **4 "dirty"** canastas (containing wild cards equal to or less than the 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 from their foot; that team gets 300 points for going out. Partner asks partner's permission to go out. **Only the player who goes out can play cards on completed canastas.**

If your table runs out of cards to draw before one team can go out:

- 1) Everyone gets one last opportunity to play from their hand, including playing on closed canastas.
- 2) No additional cards can be played on the discard pile.
- 3) No points are given for going out.

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

Deduct 1000 points for incomplete canastas of Aces or 7's.

Point Values:

50 Joker

20 Deuces and Aces

10 King -> 8

5 7 -> 4

Red 3 - 500 deduction if held in your hand or foot when someone goes out

Black 3 - 0

Canasta clean 500

Canasta dirty 300

Going out first 300

Canasta of Aces or 7's when melded, completed, and kept clean 1000

Meld Rounds 50, 90, 120, 150