

Scoring

- Cards must be played on the table to be counted towards your point total. Points are added as a team.
- Any cards remaining in your hand are subtracted from your final score
- First player/team to score 5000 points wins!

Card	Points	Score	Points Needed to Open
4-8	5 points each	0-1495	50 points
9-K	10 points each	1500-2995	90 points
Aces and 2s	20 points each	3000+	120 points
Jokers	50 points each		
Red 3	100 points each (If all 4 are held by one team, they are 200 pts each)		
Black 3	50 points each (If all 4 are held by one team, they are 200 pts each)		
Mixed Canasta	300 points		
Clean Canasta	500 points		
Going Out	100 points		
Going Out Concealed	Extra 100 points		
Asking to go out when unable to do so	Penalty -100 points		



HOW TO PLAY CANASTA

Need: 2 full decks of cards, plus 2 Jokers from each deck. Total of 108 cards.

4 or 6 players - break into teams of 2

2, 3, or 5 players - play as individuals

Meld - A combination of 3 or more cards of the same rank, with or without wild cards. A meld cannot contain more wild cards than natural cards or more than 3 wild cards total.

Wild Cards - Jokers and deuces (2s)

Natural Canasta - Meld of at least 7 natural cards, no wild cards. Place a red card on top of this meld on the table.

Mixed Canasta - Meld of at least 7 cards, with a mix of natural and wild cards. Place a black card on top of this meld on the table.

Setup

- Player to the right of the dealer shuffles.
- Deal 11 cards to each player
- Put down any red 2s on the table and draw a new card
- The rest of the deck is placed face down in the center of the table and the top card is flipped face up to start the discard pile.
- If the first card is a Joker, deuce, or 3, rotate that card 90°, then keep turning over cards until you reach a natural card.
- Player to the left of the dealer plays the first card

Special Cards

- Red 3s must be played immediately face up and a replacement card is drawn
- Black 3s can only be discarded unless a player can go out with all 4 in hand. If a black 3 is discarded, it cannot be picked up, but it does not freeze the discard pile

Opening & Playing Melds

- Each team must have a certain number of points to open and play your first meld
- Once open, that team can play melds without restriction
- Points are cumulative throughout the game
- You can add to melds at any time

On Your Turn

- You can:
 - Draw a card from the deck
 - Take the top card from the discard pile
 - Pick up the discard pile
- You must discard a card at the end of each turn

Picking up the Discard Pile

- You can pick up the entire discard pile if:
 - You have a natural pair matching the top card
 - You have one wild card and one natural card matching the top card
 - You can add the top card to a meld already on the table
- You cannot look through the pile before picking it up

Freezing/Unfreezing the Discard Pile

- If a wild card is discarded, the pile becomes frozen and cannot be picked up. The top card is rotated 90°
- You can unfreeze the pile by matching the top card with two natural cards. You cannot use a wild card or add to an existing meld.

Going Out

- A player goes out when they get rid of the last card in their hand by discarding or melding it.
- You must have at least one canasta to go out
- This ends the round and all players tally their scores