

SAMBA
A Variation of Canasta

Game:

A game consists of 4 hands. Meld for hands are 50, 90, 120, and 150 regardless of the team score.

A team must have a SAMBA “book” in order to go out which contains:

- 1 - Canasta of 7's
- 1 - Wild Card Canasta
- 5 - Red Canastas and
- 1 - Black (Dirty) Canasta

A SAMBA is a run of 7 cards all in one suit.

For example: Ace, King, Queen, Jack, 10, 9, & 8 of Clubs

Or any other consecutive 7 cards in the same suit.

A team may only start and/or complete **one** SAMBA per suit each hand.

No cards can be added to any completed canasta.

Extra cards must be discarded or used to start new canastas.

Up to 3 wild cards can be used in a Black (Dirty) Canasta.

Players: Four players, play 2 teams of 2 each with 7 decks

Six players, play 2 teams of 3 each with 8 decks

POINT VALUES

Jokers.....	50 Points	8 through King.....	10 Points
Aces and Deuces.....	20 Points	4 through 7.....	5 Points
Red Threes.....	100 Points	Black Threes.....	5

DEALING

Each player deals out two piles of 15 cards each. Dealing exactly two piles of 15 earns your team 100 bonus points. Left pile is passed to the player on their left. The player on the left takes that pile as their playing hand and begins playing out of that. The other pile of 15 becomes your foot which is picked up only after you have melded or added at least one card to your partner’s meld and then discarded.

RED THREES

Red 3's in your initial hand are played when it is your turn. If you have a Red 3 in your first hand or if you draw a Red 3, you can draw another card. The person keeping the book keeps all Red 3's. If there is a Red 3 in your foot, a card is not drawn for it.

PICKING UP THE PILE

To pick up the pile, you must have a pair to go with the card to lay down or two connecting cards that can be laid down on a SAMBA. You only take 7 cards using the top card and putting the other 6 face down until you have discarded to end your turn. There must be at least 7 cards in the discard pile before it can be picked up.

The top card can be used for an initial meld – still leaving the 6 cards face down until you've discarded.

If a team has 5 cards of a particular meld played they may not pick up the pile to add to that meld.

THE PLAY

A card is turned over to start the discard pile. If it is a wild card, 7 or red 3, it is replaced in pile and another is chosen. Each player in turn either draws 3 cards or picks up the pile and discards 1 card once play is completed.

GOING OUT

Once the entire book is completed, you may ask your partner(s) if you may go out. If they agree, you go out by emptying your hand completely. No discard is needed. You can play minimum of 3 up to maximum of 6 black 3's to go out but then cannot discard.

SCORING

Going out 2,000 pts

SAMBAS 2,000 pts

Wild Card Canasta 2,000 pts

Canasta of 7's 2,000 pts

Red 3's 100 pts

Red Canastas 500 pts

Black Canastas 300 pts

All played cards by point value less value of cards still in partner(s) hand(s).

ADDITIONAL RULES

- Table talk (coaching your partner) is not allowed.
- As long as you haven't discarded you may change the play.