

TRIPLE PLAY
A Variation of Canasta

Game: A game consists of 6 hands

Players: Three players, play individually with 7 decks
Four players, play 2 teams of 2 each with 6 decks
Six players, play 2 teams of 3 each with 7 decks

POINT VALUES

Jokers.....50 Points
Aces and Deuces.....20 Points
Red Threes.....100 Points
(Deduct -500 when not played)

8 through King.....10 Points
4 through 7.....5 Points
Black ThreesDeduct -100 Points
(when not played)

DEALING

The dealer counts 15 cards or Hand #1 for each player. Player to the right of the dealer counts 13 cards for Hand #2 for each player. Player to the right of the Hand #2 dealer counts 11 cards or Hand #3 for each player. The Hands #3's are passed out to the left of the Hand #3 dealer, and each player puts his Hand #3 on the table to his left. The Hand #2's are then passed out to the left of the Hand #2 dealer, and each player lays his Hand #2 across on top of his Hand #3. The Hand #1 dealer then passes out the Hand #1's which the players use to begin the game. Remaining cards become the pile, and one card is turned up to start the discard pile.

*If it is a 7, 5, wild, or red or black three, another card must be turned up.

THE PLAY

The person to the left of the dealer starts his turn by first determining whether he will pick two cards from the deck OR use the top card of the discard pile with a matching natural pair in his hand to make his meld. The top card may be counted to make a team's first meld, but when doing so only the top card can be taken (not the rest of the pile).

On subsequent turns when the partnership has melded, the entire discard pile is picked up by that team if they have two matching cards in their hand (but no more than five of the same cards already in their meld on the table).

If a **red 3** is drawn or has been dealt, it is immediately placed on the table, and another card is drawn to replace it EXCEPT: when the player is in his Hand #2 or Hand #3. No extra card is drawn when a **red 3** is in the Hand #2 or Hand #3.

When a player makes a Canasta, he may then pick up and play his Hand #2. On the other partner's next turn, the partner may also play his Hand #2, WITHOUT REMINDER FROM ANY OTHER PLAYER AT THE TABLE. A player who has played all the cards in his Hand #2 may then pick up Hand #3 and play it.

Cards for count may be added to any Canastas (except in the same turn that Canasta has been made); but never to one of the basic required Canastas (also called the Book)

MELD

A meld must be three or more cards up to seven which can never contain more wilds than value cards, with no more than 2 wild cards total. Point count for the meld must meet the following:

<u>SCORE</u>	<u>MELD REQUIREMENTS</u>
0 up to 15,000.....	50 Points
15,000 to 30,000.....	90 Points
30,000 to 50,000.....	120 Points
Over 50,000.....	150 Points

BASIC REQUIRED CANASTAS (BOOK)

In order to go out, a team must have on the table, the following basic required Canastas.

- One Canasta of seven 7's (No wilds)
- One Canasta of seven 5's (No wilds)
- One Canasta of seven wild cards (deuces and jokers)
- One Canasta of seven cards of the same value (No wilds)
- One dirty Canasta with one or two wild cards.

GOING OUT

If a player has the basic required Canastas and can go out, he must ask his partner or partners if they agree, whether or not they have played all three of their hands, and then comply with their answers. He may then go out by completing any meld or adding count to Canastas that are NOT in the basic book. A final discard is not required. A hand also ends if all the cards in the stockpile are gone. Each player deducts the amount of points left in their hands, (Hand #1, 2, or 3) un-played. All meld is counted including that of the losing team, even if they have not achieved their basic required Canastas.

SCORING

Canasta of seven 7's (No wilds).....	5,000 Points
Canasta of seven 5's (No wilds).....	3,000 Points
Canasta of seven Wild cards (deuces and jokers).....	2,500 Points
Natural Canasta (No wilds).....	500 Points
Dirty Canasta (one or two wilds).....	300 Points
Team going out...(11,300 plus 200 for going out).....	11,500 Points
Other team...(Only if basic is achieved).....	11,300 Points

<u>Team Going Out</u>	<u>11,500</u>	<u>Other Teams</u>	<u>11,300</u>
All Basis 5 Canasta's Achieved (7's, 5's, Wilds, Red, & Back)		Missing 7's (5000)	6,300
		Missing 5's (3000)	8,300
		Missing Wilds (2500)	8,800
		Missing Red Book (500)	10,800
		Missing Black Book (300)	11,000

- Red threes Un-played in hand or foot.....Minus -500 Points
- Black threes Un-played in had or foot.....Minus -100 Points

Additional Canastas of 7's, 5's, and wilds other than the basic requirement are scored the same as the basic Canastas.