

WEEPING CANASTA RULES

- Decks
 - Three decks are used including all Jokers
- Hand
 - Thirteen cards are dealt to each player. The deal rotates to the left.
- Weeper
 - Nine cards are dealt by the person to the right of the dealer.
 - The person who gets the first hand also gets the first weeper.
 - You cannot look at these cards until you close a canasta.
- Canasta
 - A Canasta consists of seven cards of the same number – with or without wild cards.
 - Natural Canasta - no wild cards included – Red card on top when closed
 - Dirty Canasta - wild cards included – Black card on top when closed.
 - A dirty Canasta must be more natural cards than wild cards.
 - Wild Card Canasta - consists of all wild cards – deuces and/or jokers
 - Seven Card Canasta - must be seven natural 7's.
- Play
 - Two cards are drawn off the stockpile on each turn unless you pick up discard pile.
 - One card is discarded on each turn.
 - You must lay down your initial meld before playing on your partner's melds or picking up the discard pile.
 - Your meld points are based on your accumulative score.
 - Once you have made this initial meld, your playing actually begins. You can begin to lay down more melds (no point value required) and/or play on your partner's melds by adding cards to hopefully generate more points and build Canasta.
 - When you have completed a Canasta, you can now pick up your weeper.
 - The player who closes the Canasta is the one who picks up their weeper, this gives you nine bonus cards.
 - A Canasta that has been completed can have cards of same number added to it or a new Canasta of same number can be started. **Exception to this rule: Additional cards cannot be added to a canasta of Wild's or 7's.**
 - If you make a meld of the same number that your partner has already laid down and you do not marry them in the same turn, **you CANNOT do so in the future.** They are simply considered separate melds.
 - Table talk (coaching your partner) is not allowed. *
 - *If a player forgets to pick up their "Weeper" they may be gently reminded to pick it up AFTER play has gone around the table TWICE and they have made TWO discards without picking it up.
 - *If the person who is playing their hand is having a difficult time seeing across the table THEY may ask their partner what is down. The partner should not volunteer the information.
 - As long as you haven't discarded you may change the play.
 - Look at all plays **before** ending your turn.

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- Discard Pile
 - To pick up the discard pile, you must have at least two naturals of the top card already in your hand, and you must lay down this meld immediately. All other cards in the discard pile go into your hand and may be played or held. You then would discard one card to end your play.
 - If a player chooses to discard a wild card it CANNOT be picked up by the following player even if they have 2 wild cards in their hand.
- Meld
 - A meld must be three or more cards up to seven cards total. If the meld includes wild cards it can never contain more wilds than value cards, and no more than 3 wild cards total. Point count for the meld must meet the following :
 - MELD REQUIREMENTS
 - 0 up to 2,999.....50 points
 - 3,000 up to 4,999.....90 points
 - 5,000 or more.....120 points
- Three's 3's have significance.
 - **Red**
 - If you are dealt or pick up a red 3 from the stockpile, it is laid down immediately for 100 bonus points. Another card is then taken to replace it.
 - If a red 3 is in your weeper, bonus points apply but are not replaced.
 - If you and your partner combined get all six red 3's, 1200 points are awarded.
 - Red 3's are never melded or discarded.
 - At the end of play all Red 3's on the table are worth +100 points each
 - If you have not picked up your weeper and it contains Red 3's, each one is worth only -5 points against your hand. You must disclose these to your opponents before combining them with any other cards.
 - **Black**
 - Black 3's FREEZE the discard pile for the next turn only.
 - Three or four black 3's can be melded to "Go Out", but you must still have a discard. Your discard may be a 5th black 3.
 - If your opponents go out and you have Black 3's in your hand, each black 3 is worth -100 points against your score.
 - If you go out and have not picked up your weeper and it contains Black 3's, each one is worth only -5 points each against your score. You must disclose these to your opponents before combining them with any other cards.
- Going Out
 - You cannot end the hand until both you and your partner have closed at least one canasta each and have picked up your weeper.
 - You **must** always have a **discard** to go out.
 - Many times, even if you are able to go out, your partner may not want to. They may have additional points to lay down or have too many black 3's in their hand.
 - **You must** ask your partner if it's alright to go out. If she says yes, you can then go out

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and play ends. This is the only “table talk” allowed. If she says no, play continues.

- Once someone goes out, points left in your hand are counted **against** you, even if it is your partner who goes out. If you have your weeper, only the points in your hand are **negative**.
- If you **do not** have your weeper, your hand and weeper are **negative** points.
- If your opponents go out before you and your partner pick up your weepers, **all cards laid, the cards in your hand and your weeper’s points are a negative against your score.**
- Scoring Points
 - Going Out 100
 - Red 3’s 100
 - All Six Red Threes 1200
 - Canasta out of your hand 100
 - Natural Canasta (red on top) 500
 - Dirty Canasta (black on top) 300
 - Canasta of 7’s 1000
 - Wild Card Canasta 2500
- CARD VALUES
 - Joker WILD 50
 - Deuce WILD 20
 - Ace 20
 - Red 3
 - LAID 100
 - In hand or weeper 5
 - Black 3
 - In hand -100
 - In weeper or LAID 5
 - 4,5,6,7 5
 - 8,9,10,J,Q,K 10