

## Sid Jacobson JCC First Annual Canasta Tournament- June 7, 2023

This tournament is not appropriate for the beginner player.

### Registration – Canasta Tournament

1. You must have a partner to play with. Following registration, email [akurland@sjcc.org](mailto:akurland@sjcc.org) the name of your partner.
2. You must commit to stay for the entire tournament.
3. If you or your registered partner cannot show up on tournament day, you are **required** to send a substitute.
4. There are no refunds.

### Run of Day

- 9:15AM - Doors open for registration
- 9:15-9:45 -Light breakfast served
- 9:45 – 10:00 - Everyone seated
- 10:00 – Welcome Remarks and tournament details (Audrey and Judy)
- 10:15-11:00- Round 1
- 11:15-12:00 – Round 2
- 12:15-1:00– Round 3
- 1:00-1:45 – Lunch
- 1:45-2:30- Round 4
- 2:45-3:30- Round 5 - Time permitting
- 3:30-4 – Prizes and closing remarks

### Rules and Regulations

1. We are playing BASE 3 – a Wild Card may be placed on any meld. (2 Wild Cards max per meld)
2. You may only put down 2 like cards plus a Wild Card to initially meld and go out of the game. (In and Out).
3. After your team is melded, you must go down with a clean triple before a Wild Card may be added.
4. Eight cards are to be placed under the turning card.
5. No “dead” Cards, Aces, 7s or Wild Cards can be placed on an empty tray.
6. You may look back three cards from the discard pile when it is your turn **once** during the hand.
7. When making an initial meld, player needs both a clean triple and a discard (unless melding with an appropriate count of Wild Cards or a complete natural canasta). You must keep one card in your hand, unless picking the pack.

8. There is a 10-point penalty for mis-melding. Challenges must be made at the time of the meld, before the next player picks.
9. Melding and picking the pack is permitted, however the top card of the discard pile will not count toward your initial meld or a clean triple.
10. On an initial meld, if picking the pack with Aces, the Aces must remain clean.
11. If you melded with dirty Aces, you may pick the pack with a discarded Ace if you have 2 Aces in your hand. If you pick the pack with an Ace, and no Aces are melded, you must meld the Aces clean.
12. The talon is taken immediately after discarding on your opening meld. No reminding to take talon.
13. No talon is taken if you picked the pack upon melding.
14. You may have no more than two Wild Cards on any existing meld.
15. Dead Cards are allowed in a Special Hand.
16. Deuces or Jokers may be used in Miami Pairs. (see Special Hand section).
17. When Special Hand is declared, opponents get their regular score as if the game ended naturally (can be plus or minus). Special Hand team does not count 3s or partners points.
18. Once a canasta has been completed by a team, the opposing team may add a card of the same number or a Wild Card to an existing meld.
19. No team is allowed to go out with an existing open meld of Clean Aces, 7s or Wild Cards.
20. No talons can be taken after the Turn Card is picked. The Turn Card can be part of the talon. 3s can still be replaced after the Turn Card.
21. When a 3 is the final card in the draw pile, the player puts the 3 down and gets no discard and play ends.
22. There is no Courtesy – you do not get a chance to declare a Special Hand on the next immediate turn after your partner has melded.
23. You can ask your partner only once if you can go out at the beginning of your turn after you have picked a card.
24. You must replace your 3s at the time they are taken or, if you received one or more in your talon, on your next turn. Otherwise, they stay in your hand.
25. If you have a 3 or 3s left in your hand at the end of the game it is a 100-point penalty per 3, regardless of color.
26. Cards must be shown at end of each hand.
27. Any discrepancies must be addressed immediately.
28. Score cards must be handed in by the traveling team. (even # team).

### **House Courtesy Rules**

- Put all cell phones away.
- Bathroom breaks between rounds.
- Be prompt and ready to start next round.
- No talking about cards.
- Keep conversation to a minimum.
- Score sheets must be initialed by both teams.

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## Rules of Play

All teams must be in their seats when bell rings for start of each round

3 hands will be played per 45-minute round:

1 <sup>st</sup> hand – all meld <b>125</b> points – regardless of score
2 <sup>nd</sup> hand – all meld <b>155</b> points – regardless of score
3 <sup>rd</sup> hand – all meld <b>180</b> points – regardless of score

Card Values	Value of 3s (all of the same color)
Jokers = 50 points	1 = 100 points
Deuces = 20 points	2 = 300 points
Aces = 20 points	3 = 500 points
8 through King = 10 points	4 = 1000 points
4 through 7 = 5 points	

## Scoring

- Score **ONLY** Canastas, the values of the 3s and deduct the points remaining in your hand. Add the going out bonus (if applicable).
- If there are Aces, 7s or Wild Card melds, on the table, a team may NOT go out.
- Incomplete melds on the table do not count towards your point score.
- No cards on the table get points *except* 3s (+/- depending on the Canasta count)
- Cards in your hand are counted as negative points (including excess Aces and 7s)
- If the hand is incomplete when the end-of-round bell rings (no one went out & cards still left in the tray) all scoring rules remain the same.

Clean Canasta	500 Points
Dirty Canasta	300 Points
Going Out	100 Points
Each 3 left in hand	-100 Points
More than two 7s or two Aces, in hand, at the end of the hand	-1500 Points
Clean Aces, 7s and Wild Card Canastas, open on the table	-2500 Points
No Canastas	Minus all 3s
One Canasta	3s do not count (for or against)

## Special Hands

Pairs (7 pairs) → NO Wild Cards	2500 Points
Miami Pairs (7 pairs) must include → 2 like Wild Cards (Deuces or Jokers), 7s and Aces + 4 additional pairs	2500 Points
Super Miami Pairs (7 pairs) must include pairs of → Deuces, Jokers, 7s and Aces + 3 additional pairs	2500 Points
Zip Code → NO Wild Cards → 4 of a kind, 3 of a kind, 3 of a kind, and 2 pairs (4444 333 333 22 22)	2500 Points

NOTES:

