

## SID JACOBSON JCC'S SPRING CANASTA TOURNAMENT

May 22, 2024

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

- 3:45pm - Doors open for registration
- 4:00 – 4:15pm - Welcome Remarks and tournament details (Audrey and Judy)
- 4:15-5:00pm - Round 1
- 5:15-6:00pm – Round 2
- 6:00-7:00pm – Dinner
- 7:15-8:00pm – Round 3
- 8:15-9:00pm - Round 4
- 9:00-9:30pm - Lightening Round – 2 hands -time permitting; Meld hands at 155 and 180.
- 9:30-10:00pm – 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 a pair of 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 the 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 a 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 on the table and there is no discard. 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).

### **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 125 points – regardless of score

2<sup>nd</sup> Hand – all meld 155 points -- regardless of score

3<sup>rd</sup> Hand – all meld 180 points. -- regardless of score

## Scoring

- Score canastas, values of the 3s and deduct the points remaining in your hand. If applicable, add the going out bonus of 100 points.
- Incomplete melds on the table do not count towards your point score.
- No more than two Aces or two 7s are “safe” in your Hand. There is a 1500-point penalty for more than two Aces or 7s in your Hand.
- An incomplete 7s or Clean Aces meld has a penalty of 2500 points.
- An incomplete Wild Card meld has a penalty of 2500 points.
- If there are Clean Aces, 7s or Wild Card melds on the table, a team may not go out, and minus 2500 points are deducted from your team’s score for each incomplete meld.
- Cards in your hand are counted as negative points including excess Aces and 7s.
- When end of round bell rings and hand is incomplete (no one went out and cards still left in tray) hand ends. Scoring takes place as if hand ended naturally..

## Special Hands

### All Special Hands Are 14 Cards

The following Special Hands will be accepted in the Tournament:

1. Pairs – 7 pairs without Wild Cards.
2. Miami Pairs – must include 2 like Wild Cards (2’s or jokers), 7s and Aces + 4 additional pairs
3. Super Miami Pairs – must include pairs of Aces, 7s, 2s and Jokers + 3 additional pairs
4. Zip code without Wild Cards – 4, 3, 3, 2, 2. (4 of a kind, 3 of a kind, 3 of a kind, and 2 pairs.

**All Special Hands are worth 2500 points.**

## 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.
- No food or snacks are allowed on the card table during play of hand.