

# Samba Tips

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- Board organization is key to making a quick selection of cards to play and avoid a misplay of cards. It's suggested the top two rows of your board be reserved for the four suits required for sambas and organized as follows:
  - First row left side: black suit (A-4), right side: red suit (A – 4)
  - Second row left side: red suit (A-4), right side black suit (A-4).
  - Third row place duplicates in numerical order (mixed suits since they don't matter for canasta's), wilds, and 3's. Adjust for boards with more rows.
- Be courteous to the other players' time, discard, reorganize and then plan your next turn.
- It should not need to be said, but once you discard your turn is over!
- In the initial meld, if possible, leave something for your partner to add thus allowing them to also play their 2<sup>nd</sup> set of cards.
- Playing your duplicate cards on canastas will signal to your partner that you have duplicates reserved for use in a samba(s). Conversely cards your partner plays on canastas will let you know that they have a duplicate in their hand. **Warning:** If you play a card on a canasta, you better have one for the samba because a samba is 2000 points vs a canasta at 500/300 pts.
- **Prioritize cards for the sambas first.** Hold all cards in suits for sambas until your partner or you have played them. Move cards held for sambas and played by your partner to the duplicates row of your board to help build canastas.
- If you have a choice build a samba from the middle #10, 9, 8 are needed for every samba and it keeps your teams' options open so you can build up or down.,
- Keep an eye on cards you need for a samba, how many have been played; how many are still in the pickup pile. E.g., 4 queens of spades have been played; is it time to build down?
- By placing more than 7 cards on a complete samba you have committed it to be your super samba. Make sure that you and your partner can complete the samba e.g., you are holding the 7, 6 and 4 of clubs you play the 7 and 6 of clubs because your partner has played the 5 of clubs on a canasta, they can then add their duplicate 5 of clubs allowing you to complete the super samba on your next turn.
- Guard your 7's until you make a canasta of 7's. A canasta of 7's is worth 2000 pts plus they are a requirement to go out, and you only need one samba to go out. Weigh the option of losing the ability to go out vs the bonus for all the required Sambas.
- As a rule, do not make a dirty/black until you have 5 cleans/reds.
- Use wild card wisely, A wild card canastas is worth 2000pts whereas a dirty canasta is worth 300pts. So, no pairs with wild cards unless you need it to meld, you need something to play on, you are trying to go out or your opponents are close to going out.
- As soon as your partner discards, gather your cards that play and have your discard in mind.
- Be aware of your opposition's needs for sambas when you discard as well as watch the discard pile for your sambas.
- Watch the opposition for signs they will be going out soon, if so close sambas and canastas. A samba is only worth 2000 points if it is closed and moved to the bookkeeper's side.
- 9 times out of 10 the answer to "do you want to go out?" is "Yes" It's 2000 points and unless your partner is leaving a lot of points on the table, what points you have in your hand are trivial.