**SAMBA**

**CARDS/PLAYERS**:

* The game is played with 6 decks of cards, 4 players (2 teams of 2), or 2 to 3 players playing individually. If played with 2 to 4 players, 3 cards are drawn at each turn.
* The game may also be played with 7 decks of cards with 6 players (2 teams of 3). If played with 6 players, 2 cards are drawn at each turn.

**SAMBAS, SUPER SAMBAS, and CANASTAS:**

Only 4 Sambas per team are allowed – 1 of each suit with 1 and only 1 being a Super Samba.

* SAMBAS are a run of 7 cards in the SAME SUIT (which may begin with # 4)
	+ Closed Sambas point value = 2,000
* SUPER SAMBAS are a run of cards (Ace through 4) in the SAME SUIT.
	+ Closed Super Sambas point value = 5,000

Note: \*Sambas - points are counted whether open or closed. If a samba has not been closed and moved to the bookkeeper’s side only their card point values are counted.

**\*BONUS IF ALL FOUR SAMBAS ARE COMPLETED (of which one must be a Super)** = 2,000 EXTRA PTS

* **CANASTAS** consists of 7 cards.
	+ **Wild Card Canasta** (2’s and Jokers) = 2,000 (each)
	+ **Red** or Clean/Natural Canasta = 500 (each)
	+ **Black** or “dirty” Canasta (two (2) wilds max.) = 300 (each)
	+ **Canasta of 7’s =** 2,000 (each)

**Individual Point Values:**

4, 5, 6, 7 = 5 points

Ace; 2 = 20 points

Joker = 50 points

8, 9, 10, J, Q, K = 10 points

Red 3’s = 100 points

Black 3’s = minus 5 points

**GOING OUT = 2,000 points**

To “go out” and end a game, a player needs to:

* Get rid of all their cards. A Final discard is not required;
* Must obtain their partner’s approval to “go out,”
* **AND** have a “book” which consists of the following:

**A BOOK INCLUDES**

1 - Wild Canasta

1 - Canasta of 7’s

5 - Red Canastas

1 - Black Canasta

**AND AT LEAST**

**1 closed Samba**

**RED AND BLACK 3’s:**

* Red 3’s remaining in a player’s hand after someone goes out or the game ends is minus 100 points. A canasta (7) of Red 3’s = 1,000 points
* Black 3’s remaining in a player’s hand after someone goes out or the game ends is minus 5 points.

**DISCARDS / DISCARDING:**

* Black 3’s freezes the deck for the next player only.
* A wild card freezes the deck for the next player and prohibits future players from picking up the discards under and including the wild card.
* A player can discard any card that the opponents have on their board, and it cannot be picked up.
* A player can only discard a 7 if that is the last card in their hand.
* Each player must discard, except when going out or if the game ends.

**GAME PLAY**

**DEALING**:

Each player is dealt 2 stacks of 25 cards. The stack with the lowest card on the bottom is played first.

**PLAYING:**

A game consists of 4 hands **(MELDS):**

1st Hand - 50 pts 2nd Hand - 90 pts 3rd Hand -120 pts 4th Hand 150 pts

* One player, the “bookkeeper”, keeps the closed canastas, sambas, and the red 3’s.
* The incomplete canastas and sambas should be kept by the other team member.
* The players determine who goes first, and on subsequent hands, the player to the left of this person goes first around the table.
* The first player starts by drawing 3 cards. If they have red 3’s, they can declare them and draw another card for each one. If the player can meld at this time, they can do so. If not, they discard one and the turn moves to the player to the left.
* If a red 3 is drawn or dealt in any hand, it can be declared, and another card is drawn.
* As soon as a player **MELDS AND COMPLETES THEIR TURN**, THEY PICK UP THEIR 2ND HAND TO PLAY AT THEIR NEXT TURN. **THEIR PARTNER** MAY ONLY PICK UP THEIR SECOND HAND AFTER THEY HAVE MADE A PLAY ON THE EXISTING CARDS ON THE TABLE OR BY STARTING A NEW CANASTA/SAMBA.

**PICKING UP THE DISCARD PILE:**

* A Player may only pick up if there are 7 cards to pick up and they must be able to play the top card with the following.
	+ - a natural pair from their hand for a canasta,
		- with two (other) adjacent cards from their hand to create a new samba or incorporate them into an existing samba.
* A player cannot pick up the discard pile if their team has an incomplete canasta of the same card type on their board.
* If the team’s initial meld has not already been completed, the top card must be used in the initial meld.
	+ Remember - A wild card freezes the deck for the next player and prohibits all future players from picking up the discards under and including the wild card.

**RESTRICTIONS:**

* Cards are not added to existing canastas or sambas (no burying.)
* No canastas are made of black 3’s.
* Black canastas may have a maximum of 2 wild cards.
* Sambas and 7’s cannot have any wild cards.
* Red 3’s cannot be counted towards the meld.

**IF THE STOCKPILE IS EMPTY AND NO TEAM HAS COMPLETED WHAT IS REQUIRED TO GO OUT, THE GAME STOPS FOR THAT HAND AND THE POINTS ARE TALLIED.**