



### *What is a Samba?*

A game of "SAMBA" is any 7 card run in sequence of the same suit or using "Wild" cards with a basic requirement which consist of a "Samba", Wild, Black and 5 Red Canastas.

- |                          |                                   |
|--------------------------|-----------------------------------|
| ➤ 4, 5, 6, 7, 8, 9, & 10 | ➤ 7, 8, 9, 10, J, Q & K           |
| ➤ 5, 6, 7, 8, 9, 10, & J | ➤ 8, 9, 10, J, Q, K & Ace         |
| ➤ 6, 7, 8, 9, 10, J & Q  | ➤ You can't duplicate Samba suits |

**Note:** To make a SAMBA you play an uninterrupted set of 7 cards from 4 to Ace.

**Teams CAN NOT make or start two SAMBAS in the same "Hand" using the same suits.** If it is discovered that a team has a second Samba of the same suit, the team player that is holding the spread gets all of the cards. **You cannot use wild cards or black 3's to make a Samba. A team may have only 1 Samba in each suit.** Canasta consists of 7 cards of same denomination and once completed you may not add another card to that Canasta; but you can start another Canasta of the same denomination.

You may start another Canasta with at least 3 cards. When starting a black Canasta with three cards, player must have 1 more "Natural card" than "Wild cards." Never 2 Wild and 1 natural card. **There is maximum of 3 "Wild cards" allowed in a black Canasta.**

**Playing two "Wild" cards and two "Natural" cards is not allowed. there MUST be more natural cards than Wild cards. Red 3's are always replaced at any time by drawing from deck when it is your turn to play.**

If a player needs the top card of the discard pile to start a Samba or a Canasta, he/she may pick up from discard pile if he has at least 2 cards in SEQUENCE or matching face value to start or add to a Samba/Canasta and **the meld was already in place prior to picking up a card from the "Discard Pile."** Player discards 1 card to end their turn.

For 2 or 3 players (playing individually) there are 7 decks of cards, then draw 5 cards.

For 4 players (two teams of 2 players each) there are 6 decks of cards, then draw 3 cards.

For 6 players (two teams of three players each) there are 7 decks of cards, then draw 3 cards.



**2 Teams of 2 players each:** 1 person handles melded cards "called SPREADS" that are laid down, and his/her partner keeps completed Canastas. **When playing with 6 players** you must choose the players that will handle the melded cards and the completed Canastas.

**After** the meld has been completed, if your team partner needs the top card from the "Discard Pile" to make or add to canastas not yet completed on the board, he/she must have 2 cards matching the top card in their hand, then pick up an additional 6 cards (total of 7 cards). **He/She cannot play or look at those 6 cards until after discarding.** He/She may only pick up cards from the "Discard Pile" if there are 7 cards available, and may only use the top card on that turn.

**AT ANY TIME, A PLAYER IS ALLOWED TO COUNT THE AMOUNT OF CARDS TO VERIFY THAT THERE ARE 7 CARDS IN THE DISCARD PILE.**

After a team player completed the meld, if his/her partner plays a minimum of 1 card on his/her partner's meld, he/she may pick up the "Foot" after discarding one card. **If an error occurs on initial meld count, and the meld is not completed, 10 additional points are required during the particular "Hand" from a team player on the next attempt to complete the meld, and additional 10 points if it happens again.**

#### **Games:**

A whole "SAMBA" game consist of **FOUR HANDS**. If agreed prior to starting the game, a whole game could consist of **THREE HANDS**.



#### **Meld requirement for a game of three (3) "Hands":**

1. Meld for the first "Hand" is 70 points
2. Meld for the second "Hand" is 120 points
3. Meld for the third "Hand" is 150 points

#### **Meld requirement for a game of four (4) "Hands":**

1. Meld for the first "Hand" is 50 points
2. Meld for the second "Hand" is 90 points
3. Meld for the third "Hand" is 120 points
4. Meld for the fourth "Hand" is 150 points



#### **Starting the game and dealing the cards:**

Get a volunteer to be the scorekeeper; **the player to the left of the scorekeeper is the first player to start the game.** If there is no volunteer to be the scorekeeper, each player cuts the card and the player that cut the highest card value becomes the scorekeeper.



Each player counts out 15 cards in each of the 2 stacks; **"Hand and Foot."** If you had exactly 30 cards in your hands, your team will receive 100 points bonus for each player that had exactly 30 cards in their hands while making the 2 stacks of 15 cards each.

The stock of cards to the left is given to the player to your left and it becomes their **"Hand"** the stock of cards to your right you keep and it becomes your **"Foot."** **No card is turned over in the "Discard Pile" to start the game.**

The **"Foot"** is then placed facing down in front of each player by the card tray. A player cannot touch/look/play from their **"Foot"** until a team player has put down the required meld or a player is able to play any card on the table.

When playing any card that could be played in more than one place (Samba, or any Canasta), the player playing the card **MUST** inform the player holding the open books where to play that particular card, **OTHERWISE** a player from the opposite team will play the card for you.

The team player that is holding the open books is **TOTALLY RESPONSIBLE** to ensure that he/she doesn't have any **EXTRA** cards played. If it is discovered that there are extra/wrong cards played, the player holding the open books will inherit **ALL** the cards that were played in error.

*A team player in order to be able to go out, he, or she must have at least:*

**You must ask permission to go out. If a player goes out without his/her partner approval, that player must pick up the cards and the hand will continue.** If your team players states that you can not go out, the player asking the question must comply with the answer given by their team player(s). **When going out, you do not have to discard, but you could.** You could also have 3 black threes. The team must have accumulated a minimum of:

- ♫ 1 Samba. **No more than 4 Sambas is allowed;** one of each suit.
- ♫ 5 Natural **"Red"** Canastas or more.
- ♫ 1 Dirty **"Black"** Canasta or more.
- ♫ 1 **"Wild"** Cards Canasta or more.
- ♫ 1 Canasta of 7's or more.



A player may go out by either playing all their cards or discarding 1 card. You may also go out if you have 3 black 3's in your hands. You may have more than 1 Canasta of **"Wild cards"** or more than 1 Canasta of 7's. **When a player is making the final play of the "Hand" and is NOT going out at the end of the "Hand", he/she must have a discard.**



*Picking up the deck of cards:*

1. The meld must be down prior to your turn. You must have a matching pair to the top card placed in the discard pile in order to pick up the 7 cards from the deck, unless i.e. if the top card is a deuce, you could have two deuces or Jokers in your hand, or a deuce and a Joker. The same rule applies if the top card is a Joker. In other words, in order to pick up a "Wild" card you only need any two "Wild" cards in your hand.
2. A player picks up the top card from the discard pile and six (6) more cards.
3. There must be seven cards in the discard pile in order to pick the pack from the discard pile.
4. You can not use the top card in the discard pile to complete your meld.

The player picking up the seven (7) cards may only play the top card at this turn. The remaining six (6) cards stay face down until after the player has discarded. After discarding a card, the player may look at the cards and then on their next turn the player may use the other cards.

After a player has melded & discarded, they can look at their "Foot." Any player is allowed to remind another player when they met the requirement: to pick up their "Foot."

On subsequent turns when the partnership has melded, a player can only pick up cards from the "Discard Pile" provided they have two matching cards in their hand and placed them on the table.

There can't be MORE than four (4) of the same cards face value, including "Wild Cards" already played on the table to pick up a card from the discard pile. In other words, if your team initiated a canasta and played 5 cards on the table including "Wild" cards you can not pick up any card from the "Discard Pile." THERE CAN ONLY BE (7) cards in any Book – Never any tucking.

If a Red Three is drawn or dealt in your "Hand," when it is your turn, each Red Three is placed on the table, and another card is drawn to replace it. Red Threes in your "Foot" are just 100 points and are replaced with another card when it is your turn. Place them with the closed books. IF ANY PLAYER GOES OUT AND YOU HAVE A RED THREE IN YOUR HAND, THAT COUNTS AS 100 POINTS AGAINST YOUR TEAM.

*Object of the game is to have the highest score at the end of the game:*

The aim of the game is to get rid of the all cards from your "Hand and Foot" by melding or playing them. A meld is a set of three (3) to seven (7) cards of equal rank placed face up on the table. Playing 7 cards of equal rank it is called a red "Canasta/Book." YOU CAN'T HAVE EIGHT (8) CARDS IN A CANASTA AT ANY TIME.

A meld cannot have fewer than three cards. After a meld of three or more cards has been started, you can add additional cards until there are seven; then it becomes a "Book/Canasta".

**"SAMBA"**



You can meld cards from any rank from Aces, King, and Queens... down to "Wild Cards." Deuces (2's) and Jokers are "Wild Cards" and can be used together. Black Canasta is at least one "Wild Card" and two real cards or two "Wild Cards" and three real cards or three "Wild Cards" and four real cards. **Playing the same amount of "Wild Cards" and "Natural/Real Cards" in a Canasta is not allowed.** A Black Canasta could have three "Wild Cards" and four Natural Cards. A meld of three "Wild Cards" is allowed. **You can't use 4 "Wild Cards" in a "Black Canasta."**

**The Play is always clockwise or to the left:**



Draw 3 cards from the deck. Meld your cards or discard one card, any card. (Once you discard a card in the stock pile your turn ends). As the play comes back to you, continue drawing three cards; play on your book(s) (if you so desire) as you draw cards that play, then discard one card.

A player CAN NOT make any play changes AFTER he / she made a discard, including making the wrong meld, i.e. the correct meld is 150 and you discarded and placed the wrong meld, you must pick up the cards. A player could retreat a play card if you haven't discarded provided your Partner has not given you any advice. A team player CAN NOT tell their Partner where to play a card. The player who is playing the card(s) makes the final decision where the card is played.

**When starting the game:**

Any time during the game if cards showed/came up face up, just use it, and continue the game. **Do not bury it to pick up another card.**

**Picking up your "Foot":**

1. Once you melded and discarded you may pick up your foot. You could be reminded.
2. On your next turn is when you play the cards from your foot.
3. Once the partner plays on the meld, they may also pick up their foot after discarding.

**Cards Point Values:**

1. Jokers	50	points	9. Eights (8's)	10	points
2. Aces	20	points	10. Sevens (7's)	5	points
3. Deuces (2's)	20	points	11. Sixes (6's)	5	points
4. Kings (K's)	10	points	12. Fives (5's)	5	points
5. Queens (Q's)	10	points	13. Fours (4's)	5	points
6. Jacks (J's)	10	points	14. Black (3's)	5	points
7. Tens (10's)	10	points	15. Red (3's)	100	points
8. Nines (9's)	10	points			

**Un-played Cards**

Red Threes minus 100 pts. each

Also see above Cards Point Values # 1 to # 15



**There are two types of Books/Canastas:**

- **A Clean Book has no "Wild Cards" and it becomes a Red Book, 500 points.**
- **A Dirty Book has "Wild Cards" and it becomes a Black Book, 300 points.**

A set of seven cards is complete and is called a Book (when originally making a Book, only 7 cards can be used at that time and NEVER more than three "Wild Cards").

While cards are laid out face up for everyone to see, completed Books are piled up and the color of the card placed on top shows the type of Book. **Red Canasta or Black Canasta.** A red card for a Red Book or a black card for a **Black Book.**

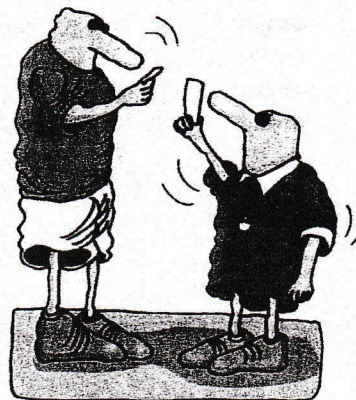
**Samba/Books/Canastas Point Values:**

7's (No "Wild Cards")	2000 pts.
Wild Cards	2000 pts.
"Samba" each	2000 pts.
Going Out	2000 pts.
Clean (Red)	500 pts.
Dirty, with 1, 2, or 3 "wild cards"	300 pts.
Red Threes	100 pts each card.

(No bonus points for 7 red threes, each red three is only worth 100 points)

Additional Canastas have the same point's value as the original.

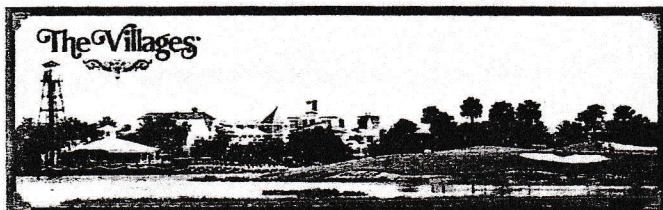
"Wild Cards" can't be used w/ 7's or Samba.



## "No Tucking ALLOWED"

The "Hand" also ends if all the cards in the Stock pile are gone or if there are less than 3 cards in the playing/stock pile.

Each player deducts the amount of points left in their hand. The points deducted are the card value for each card; black threes are worth 5 points each. As the game is getting near the end, a player can only pick up cards from the stock or discard pile if there are at least 3 cards left in the playing/stock pile, otherwise the game is over. "You could lay down 3 black threes in order to go out." Don't add the points to your score.



**"SAMBA"**  
Rules of the Game  
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Written by Manny R. Muro Sr.  
for "The Villages" players  
Up-Dated: 7/28/2015



120 pts 3<sup>rd</sup> Hand  
150 pts 4<sup>th</sup> Hand

1 or More "Black/Dirty" Canasta (1-3 Wilds)  
& No Cards in Your Rack (discard optional)

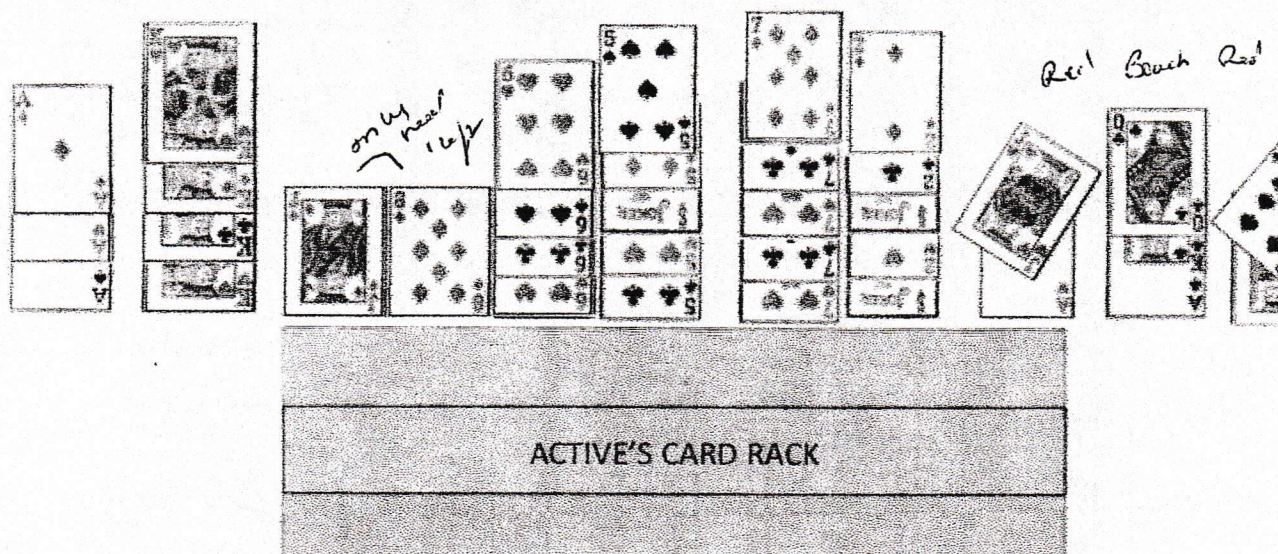
6 Decks for 4 Players  
7 Decks for 6 Players

*- 2000 pts if 1st to go out*

*if you for 30 when you pick for you. hand set 100pts*

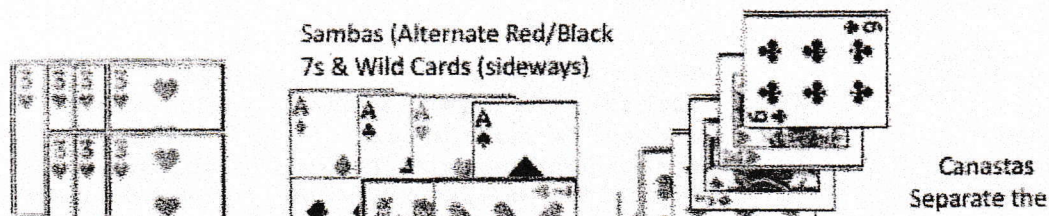
## "THE ACTIVE"

CARDS ARE LAYED OUT ON THE TABLE IN THE FRONT OF THE "ACTIVE'S" RACK  
THE ACTIVE IS RESPONSIBLE FOR CONSOLIDATING ALL TEAM MEMBERS OPEN PLAYED ITE  
PLACING IN CLEAR VIEW OF ALL PLAYERS –  
SAMBAS ARE STACKED AFTER 3 CARDS (HIGH / LOW),  
KEEP 7s & WILD CANASTAS (NEAR SAMBAS)  
CANASTAS NUMERICAL ORDER (PURE = "RED" OR MIXED/DIRTY = "BLACK" BOTTOM CARD  
\*WHEN CANASTAS HAVE 6 CARDS, CONSOLIDATED TO ONE STACK



## "THE KEEPER"

CARDS ARE LAYED OUT ON THE TABLE IN THE FRONT OF THE "KEEPER'S" RACK  
THE KEEPER IS RESPONSIBLE FOR CONSOLIDATING ALL TEAM MEMBERS COMPLETED ITEM  
ONE CARD FROM THE COMPLETED ITEMS IS PLACED IN CLEAR VIEW OF ALL PLAYERS  
SAMBAS, CANASTAS OF "7s" & "WILD CARDS" = 2,000 PTS (CENTER)  
RED 3s = 100 PTS (LEFT), RED CANASTAS = 500 PTS & BLACK CANASTAS = 300 PTS (RIGHT)





Card Values

Card Value

20 -	A	A	10	Q	J	7
	K	K	9	J	10	7
	Q	Q	8	10	9	7
	J	J	7	9	8	7
10	10	10	6	8	7	7
	9	9	5	7	6	7
	8	8	4	6	5	7

2,000 pts

lower

5	7	BLACK 3's Block Next Play & Max 3 Laid to Go Out	Wild Card Canasta (1) Combination "2s" & "Jokers" 2,000 pts	RED/Pure Canasta (1) (No Wilds) 500 pts	BLACK/Dirty Canasta (w/ 1 - 3 Wild) 300 pts
	6	3	JOKER	5	5
	5	3	JOKER	5	JOKER
	4	3	2	5	5
	3	3	2	5	2
	2	3	2	5	2
	1	3	2	5	5
	0	3	JOKER	5	5

Wild Cards  
2s & Jokers

20 -

50 -

RED 3's Laid & Replaced  
as Acquired  
100 pts

To Go Out (End Hand)

To Meld (Open):  
50 pts 1<sup>st</sup> Hand  
90 pts 2<sup>nd</sup> Hand

To Go Out (End Hand)  
1 or More "Samba" (any suit / 1 per suit)  
1 or More "7's" Canasta (No Wild)  
1 or More "Wild" Canasta (2 &/or Jokers)  
5 or More "Red/Pure" Canastas (No Wild)

Cards:  
Pull 30 = 100 pts  
Divide into 2 / 15s  
Pass 15 Player to Left  
7 Decks for 3 Players

over



# SAMBA SCORE SHEET

MELD=50	SCORING	#	TEAM 1	#	TEAM 2
"30" Cut(s) pp	100				
Samba(s), 7(s), Wild Card(s)	2,000				
Team Out	2,000				
Red/Pure Canasta(s)	500				
Black/Mixed Canasta(s)	300				
Red 3(s) ♥♦	100				
Card Count	Jkr=50, A&2=20 K-8=10, 7-4=5, Blk 3=5 ♣♠				
1st Hand Total					

MELD=90	SCORING	#	TEAM 1	#	TEAM 2
"30" Cut(s) pp	100				
Samba(s), 7(s), Wild Card(s)	2,000				
Team Out	2,000				
Red/Pure Canasta(s)	500				
Black/Mixed Canasta(s)	300				
Red 3(s) ♥♦	100				
Card Count	Jkr=50, A&2=20 K-8=10, 7-4=5, Blk 3=5 ♣♠				
2nd Hand Total					

MELD=120	SCORING	#	TEAM 1	#	TEAM 2
"30" Cut(s) pp	100				
Samba(s), 7(s), Wild Card(s)	2,000				
Team Out	2,000				
Red/Pure Canasta(s)	500				
Black/Mixed Canasta(s)	300				
Red 3(s) ♥♦	100				
Card Count	Jkr=50, A&2=20 K-8=10, 7-4=5, Blk 3=5 ♣♠				
3rd Hand Total					

MELD=150	SCORING	#	TEAM 1	#	TEAM 2
"30" Cut(s) pp	100				
Samba(s), 7(s), Wild Card(s)	2,000				
Team Out	2,000				
Red/Pure Canasta(s)	500				
Black/Mixed Canasta(s)	300				
Red 3(s) ♥♦	100				
Card Count	Jkr=50, A&2=20 K-8=10, 7-4=5, Blk 3=5 ♣♠				
4th Hand Total					

## TEAM PLAYERS

TEAM 1	TEAM 2

## Going Out

### "Minimum" Requirements

(1) Samba (7 Card/Suit Straight)

\*only 1 per suit ♠♥♣♦

(1) 7's Canasta (Black &/or RED)

(1) Wild Card Canasta (2 &/or J)

(5) Red Canastas (Pure-"No" 2 or J)

(1) Black Canasta (Mixed-w/2 &/or J)

## RUNNING TOTALS

TEAM 1 TEAM 2

1st

2nd

S/T

3rd

S/T

4th

T

W / L

W / L

