

# **TENNESSEE GAME RULES**

## **“CANASTA”**

Played with two (2) decks using four (4) jokers. Jokers & deuces (2's) are **WILD**. Player drawing the highest card plays first, the player at his right deals. Thereafter, the deal rotates to the left.

### **1. DEALING:**

- a. Deal thirteen (13) cards to each player. The stock or remainder of the deck is placed face down with a top card face up beside the stock. (Deal exactly fifty-three (53) thus is having a card to place face up, you get 100 points).

### **2. MELDS:**

- a. The object of the game is to form melds. More points are obtained for straight Canastas (Example 7 fours). Straight canasta - 500 points, Mixed – 300 points, 100 points for a red three, 800 points for all of the red threes. A mixed canasta has wild cards in it but may have no more than three (3) wild cards in it.
  - i. 0 - 1,495 meld = 50 points
  - ii. 1,500 - 2,995 meld = 90 points
  - iii. 3,000 or more meld = 120 points

### **3. RED THREES:**

- a. If the upcard is a red three or a wild card, it must be covered by another card from the top of the stock and the discard pile is frozen. Red threes are bonus cards and are placed face up by the player (whichever partner is keeping count of their points). A replacement card is drawn for the red three. Red threes cannot be used as part of the meld. They have a value of 100 points for each one played.

### **4. BLACK THREES:**

- a. Black threes are block cards. When a black three is discarded the next player must pick up from the stock.

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### 5. PLAY:

- a. Playing starts left of the dealer. Each turn comprises a draw which consists of 2 cards, a meld (optional), then a discard. If the player has a wild card and the card showing, or two (2) of what is showing, or has melded and has what is showing, then the discard pile may be picked up. The top card must be played immediately. You may use the top card of the discard pile to make your initial meld. You show the cards it goes with, and then you pick it up. Then you pick up the discard pile and can use the cards to make more melds. Otherwise, the discard pile may not be picked up until you or your partner has made your initial meld.

### 6. GOING OUT:

- a. Players may go out when they have two (2) canastas and gets rid of the last card in his hand. The last card may be either discarded or used to meld. The first to go out get 100 points.

### 7. WINNER:

- a. Game is over with first person to go over 5,000 points.

### 8. POINTS:

- a. RED THREES - 100 POINTS
- b. JOKERS.... - 50 POINTS
- c. 2'S - 20 POINTS
- d. ACE'S - 20 POINTS
- e. 8 & UP - 10 POINTS
- f. 7 & DOWN - 5 POINTS