

Score Sheet



We _____ and _____ Date _____
 They _____ and _____ Place _____

HAND	SIDE	CANASTAS AND BONUSES	RED THREES	MELDED CARDS	CARDS LEFT IN HAND	HAND SCORE	RUNNING TOTAL	NEXT FIRST MELD (CIRCLE)
1	We							15 50 90 120
	They							15 50 90 120
2	We							15 50 90 120
	They							15 50 90 120
3	We							15 50 90 120
	They							15 50 90 120
4	We							15 50 90 120
	They							15 50 90 120
5	We							15 50 90 120
	They							15 50 90 120
6	We							15 50 90 120
	They							15 50 90 120
7	We							15 50 90 120
	They							15 50 90 120
8	We							15 50 90 120
	They							15 50 90 120
9	We							15 50 90 120
	They							15 50 90 120
10	We							15 50 90 120
	They							15 50 90 120

First meld minimum Below zero: **15** 0 to 1,495: **50** 1,500 to 2,995: **90** 3,000 or more: **120**

Bonuses

Natural canasta, no wild cards	500
Mixed canasta, one to three wild cards	300
Each red three	100
All four red threes on one side	800
Going out	100
Going out concealed	200

COUNT Card values

Joker	50
Ace or 2	20
K, Q, J, 10, 9, 8	10
7, 6, 5, 4 or a black 3	5
Cards left in hand	minus value

A side that never melds loses its red threes instead of scoring them, 100 each or 800 for four. Scores can go below zero. The game ends after the hand in which a side reaches 5,000, and the higher score wins. Playing three-handed? Everyone scores alone, so give each player a sheet.

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