Calculated Rules

Card Values

5pts | Green Cards | 4, 5, 6, 7, Stop (Black 3)  
10pts | Red Cards | 8, 9, 10, Jack, Queen, King  
20pts | Yellow Cards | Ace, Little Wild (2)  
50pts | Black Cards | Big Wild (Joker)  
100pts | LINK Bonus Cards | Bonus (Red 3)  
-100pts | LINK Caliente

Team Scoring

Teams (regardless of player count) are scored as single entities. This means that all cards played, cards in hand (LINK penalty points), LINK bonus multipliers, and LINK caliente multipliers for the team are totaled during scoring and reported as single units.

Bonus Card Multiplier

Playing a bonus card earns your team 100pts bonus points. However if your team plays all four bonus cards (400pts), an additional 400pts is added to the team’s bonus point score (totaling 800pts for four bonus cards).

If there are more than four bonus cards in the deck and a team ends up playing more than four, an additional 100pts is added for every bonus card but there are no more additional multipliers. For instance, playing six bonus cards is 1000pts (six times 100pts, plus 400pts for playing at least four).

Note: With a standard deck of cards the bonus cards are the red threes.

Caliente Card Multiplier

Playing a caliente card loses your team 100pts during regular play. However at the end of the round if your team has a caliente still in-hand, it doubles the point value of all of the LINK penalty points the team takes that round. Any additional caliente cards a team holds increase the multiplier ratio by one each. For instance three caliente cards left in hand will equate to the number penalty points for the team multiplied by four.

If the only card in the team’s hand is a caliente at the end of the round, no points are lost. Calientes left in-hand at the end of the game are simply penalty point multiplier cards; they have no point value themselves.

Stop Cards

The player that ends the round (whether playing with teammates or as a solo team) can use stop cards to meld only if they go out and end the round in the same turn. If they do, these points can be added to the teams score with the “5pt / Green Cards” counter on the results page.

Note: With a standard deck of cards the stop cards are the black threes.

Variations

The variations of Canasta that are supported by this app:

Classic Canasta: Fully Supported  
Canasta Caliente: Fully Supported  
Hand and Foot: Limited Support  
National Canastas: Not Supported

Classic Canasta and Canasta Caliente

The classic Canasta game and the hugely popular Canasta Caliente variation are fully supported by this scoring application. The app was developed with Canasta Caliente in mind.

Classic Canasta players need only ignore all the “Caliente” references, and note that bonus cards are the same as red threes, where stop cards are the same as black threes.

Hand and Foot

The scoring of Hand and Foot and Canasta is identical. The big differences are that each player starts a round with two hands (which does not change anything as far as this app is concerned) and that the game lasts four rounds, regardless of the score. As Canasta ends the game at 5000pts, and Hand and Foot ends the game after four rounds, this app will work perfectly fine if a team does not have 5000pts or more at the end of the third round.

A way around this issue is when you create a LINK new game select that you are resuming a game, and give each team an equal large negative point value (-2000pts for instance) to eliminate the possibility of a team exceeding 5000pts as far as the score keeper is concerned. But as stated, this only becomes a problem if a team has 5000pts or more after the third hand. Official support for Hand and Foot may be implemented.

H&F terms as Canasta terms: Clean books are natural canastas, dirty books are wild canastas, red threes are bonus cards, and black threes are stop cards.

National Canastas

National and country-specific variations of Canasta are not supported by this application. The reason being each variation has scoring, winning value, and / or round-starting meld value differences which would not be possible to integrate into the app’s score calculator and results display without creating rule sets for each specific variation.

Some of these variations include Jonola (Canasta Five / New Zealand Canasta), Samba (Dutch Canasta), American Canasta, Cuban Canasta, Mexicana Canasta, Uruguay Canasta, and Joker Canasta.

Playing a Full Game

Starting a New Game

Games are started on the LINK new game page by selecting the number of teams and then inputting team names for each. If a team name is not entered generic names like “Team 1” will be used. The new game page is found by clicking the “Start a New Game” button on the LINK home page.

When you submit the new game form you will be directed to the standings page, and will see any initial point values immediately if you are LINK resuming a game.

Note: If you are playing with just two or three people and do not have “teams” you can enter each player’s name instead of a team name.

Resuming a Game

Playing Through the Rounds

Then physically play the round.

Click submit round results. Pick which team went out. Then team by team input the number of canastas, Each team should group all of their 5pt, 10pt, 20pt, and 50pt cards together as well as all that is needed is the <em>number of cards</em> for each point value, not the total point value! If you played Five 20pt cards you would input “5” into the “20pt Yellow” cards played counter, not 100. All your doing here is counting the amounts of cards, not the points.

Ending a Game

Starting a New Game Before the Game Ends

.. or if your browser session is reset.

Will not be able to view the home page or new game page until you click the new game button.

How the App Works

Game Standings

Hi

Bar colors, is sorted by points

Bonus Points Stats

Bonus point stats are the total number bonus points generated by collecting bonus cards. This also includes points collected from the LINK bonus multiplier. They are sorted highest to lowest in the stat display. Points gained by being the team to end the round by going out are not counted as bonus points.

Penalty Points Stats

Penalty point stats are the

Calientes played during the regular play are not counted as pen pts

Gone Out Stats

Gone out stats are the total number of times a team went out (was the team to end a round). They are sorted highest to lowest in the stat display.

Note: This is not the team with the most points during the round in all cases.

Round by Round Scores

Explain bar colors, is not sorted so can easily compare teams across the columns and rows of round scores.

App Data is Stored in Sessions

Explain sessions, not cookies, if viewing on a phone or tablet it does not take up any space in your phone’s browser cache.

Best bet is to write down the point values of each team so that you can LINK resume the game within the app later with the resume feature on the LINK new game page by inputting a starting score for each team next to their name.

Credits

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Scoring and Variation Information:   
Pagat Card Game Rules (http://www.pagat.com/)  
Rummy Games (http://www.rummy-games.com/)