

Samba Canasta

Match record | Dutch rules | Play to 10,000 points

Date: _____ Players: _____

Team A: _____ Team B: _____

Round	Team A Round score	Team A Running total	Team B Round score	Team B Running total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

OPENING MINIMUM

Team score: below 0 / 0-1,499 / 1,500-2,999 / 3,000-6,999 / 7,000+
Opening: 15 / 50 / 90 / 120 / 150 card points.

BONUSES AT A GLANCE

Natural canasta 500 | Mixed canasta 300
Seven-card Samba 1,500 | Going out 200

Use page 2 to calculate each round. Bonus points are separate from card points. Print another match record if you need more rounds; carry forward both totals.

Samba Canasta

Round worksheet | Print one copy for each round

Round: _____ Team A: _____ Team B: _____

Scoring component	Team A	Team B
Card points on table (+)		
Natural canastas: count x 500 (+)		
Mixed canastas: count x 300 (+)		
Sambas: count x 1,500 (+)		
Exposed red threes (+/-)		
Players holding red threes: count x 750 (-)		
Going out: 200 (+)		
Other cards in both hands (-)		
ROUND SCORE		
Previous running total		
NEW RUNNING TOTAL		

THREES: COUNT THEM SEPARATELY

With two completed canastas/Sambas: +100 per exposed red three, or +1,000 for all six. Otherwise -100 per exposed red three. Each player holding any red threes costs 750; count that penalty per player, not per card.

BEFORE YOU CLOSE THE ROUND

Two completed canastas or Sambas, in any combination, are required to go out. Count both hands. Compare totals at the end of a round when either team reaches 10,000.

Card values: Joker 50; Ace and 2: 20; 8 through King: 10; 4 through 7: 5; black 3: 5. Red threes use the special rules above. Add positive rows, subtract penalties, then add the previous running total. This paper worksheet does not calculate automatically.