The RULES of BLACK SAMBA

Simplified Rules for 4-Player & 6-Player Games

Main features:
- A ‘Red’ Samba Set is a sequence of 7 cards of the same suit.
- A ‘Black’ Samba Set is a sequence of 6 cards of the same suit + 1 wild card.

[ This derivation of Samba was devised by David Mallen in 2006 ]

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**BLACK SAMBA**

Begin your turn by either picking-up 2 cards from the Pick-up Pile, or, if you qualify, taking the top card of the Discard Pile.

**Pick-up Pile:**
Pick-up the top 2 cards from the Pick-up Pile. If there is only one card left in the Pick-up Pile, pick-up this card.
(See also Game End, below.)

You may then place these cards in your hand and combine them with the other cards in your hand to form melds of 3 or more cards. When you have sufficient cards to form your team’s Initial Meld you may table this meld. Once your team has Melded, you may table new melds, add to tabled melds or add natural cards to completed Canastas during your turn.
(See Melds and The Initial Meld, below.)

**Discard Pile:**
If your team has not Melded, you may not access the Discard Pile unless you are forming your team’s first or Initial Meld. Special conditions apply for the Initial Meld. (See Melds and The Initial Meld, below.)

If your team has Melded, you may take the top card of the Discard Pile provided you qualify. (See To Qualify to take cards from the Discard Pile, below.) The top card of the Discard Pile must be tabled by being combined with the qualifying cards to form a new meld or added individually to a tabled meld. You cannot keep the top card in your hand nor add it to a completed Canasta or Samba.

You must table the qualifying cards before taking cards from the Discard Pile to show other players that you qualify.

After you have tabled the top card, only take another 4 cards from the pile. (If there are less than 4 cards left in the pile, you take them all.) These cards may be kept in your hand or combined with other cards in your hand to form and table new melds, to add to tabled melds or, if natural cards, added to completed Canastas.

[Variation: After you have tabled the top card, you must then take all the remaining cards from the pile, not just the next 4 cards. (Per the original Samba rules.)]

Note:
You cannot add wild cards to completed Canastas. You cannot add cards to completed Sambas.

If by adding the cards to a matching Samba Set on the table, the total exceeds 7 cards, the cards must be tabled as a separate Samba meld. (A Samba can only contain 7 cards and Samba Sets of the same suit cannot be combined.)

**Complete your turn:**
After you have decided to table or not table cards, you complete your turn by placing one card on the top of the Discard Pile. This is called “Discarding”. Wild cards and Black 3s ‘block’ the Discard Pile. Place the wild card at right angles to indicate that the pile is also ‘frozen’. (See ‘Blocked’ Discard Pile and ‘Frozen’ Discard Pile, above.) The player on your left may now begin their turn.

You may also complete your turn by Going Out. (See Going Out, below.)
## BLACK SAMBA

**To Qualify to take cards from the Discard Pile**

- **‘Blocked’ Discard Pile:**
  If the Discard Pile is ‘blocked’, you must take cards from the Pick-up Pile.

- **‘Unfrozen’ Discard Pile:**
  To qualify to take the top card of an ‘unfrozen’ Discard Pile you must have:
  
  a) A matching Canasta Set of the same value or a matching Samba Set of the same suit in sequence on the table
  
  b) At least 2 matching natural cards of the same value in your hand.
  
  c) At least 1 matching natural card of the same value and 1 wild card in your hand.
  
  d) At least 2 matching natural cards of the same suit in sequence in your hand.
  
  e) At least 1 matching natural card of the same suit in sequence and 1 wild card in your hand.

- **‘Frozen’ Discard Pile:**
  To qualify to take the top card of a ‘frozen’ Discard Pile, or to take the top card for your Initial Meld, you must have:
  
  a) At least 2 matching natural cards of the same value in your hand.
  
  b) At least 2 matching natural cards of the same suit in sequence in your hand.

When using cards from your hand to qualify you may either form a new Set or add to a matching Set on the table.

You cannot add the top card to a completed Canasta or Samba. Wild cards cannot be used to qualify if the Discard Pile is ‘frozen’.

[Variation: Wild cards cannot be used at any time to qualify to take cards from the Discard Pile.]

### The Initial Meld

A team “Melds” when one member tables one or more melds to form the first or Initial Meld by satisfying the Minimum Card Points required. (See Initial Meld Points and Card Points, below.) Bonus Points do not count towards the Initial Meld Minimum Card Points.

To form your team’s Initial Meld you may either use cards from your hand, cards taken from the Pick-up Pile or the top card of the Discard Pile. After tabling the Initial Meld, you may table other melds and cards during your Initial Meld turn.

To qualify to take the top card of the Discard Pile for your Initial Meld you must have in your hand at least 2 matching natural cards of the same value (to form a Canasta Set) or 2 matching natural cards of the same suit in sequence (to form a Samba Set). Wild cards are not allowed to qualify to take the top card but may be used in other melds that form part of the Initial Meld. The other cards taken from the Discard Pile may not be used in the Initial Meld but may be melded and tabled during your Initial Meld turn after your Initial Meld is tabled.

<table>
<thead>
<tr>
<th>Initial Meld Points</th>
<th>Progressive Team Score</th>
<th>Initial Meld Minimum Card Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negative</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>0 – 1495</td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>1500 – 2995</td>
<td></td>
<td>90</td>
</tr>
<tr>
<td>3000 – 6995</td>
<td></td>
<td>120</td>
</tr>
<tr>
<td>7000 – 9995</td>
<td></td>
<td>150</td>
</tr>
</tbody>
</table>

**Card Points**

- Black 3s, 4s – 7s = 5 points.
- 8s – Kings = 10 points.
- 2s & Aces = 20 points.
- Jokers = 50 points.

### Melds

#### Canasta melds:
- 3 or more natural cards of the same value, to start a Canasta Set.
- 2 or more natural cards of the same value + 1 or 2 wild cards, to start a ‘Black’ Canasta Set.

#### Samba melds:
- A sequence of 3 or more natural cards of the same suit, to start a Samba Set.
- A sequence of 2 or more natural cards of the same suit + 1 wild card, to start a ‘Black’ Samba Set.

The melds of the members of a team are grouped together. Canasta melds of the same card value, if tabled separately, are combined to form one Set. Only after a Canasta has been completed can another Canasta meld of the same card value be started by the same team. More than one Samba meld of the same suit is allowed, however they cannot be combined into one Set.
**BLACK SAMBA**

<table>
<thead>
<tr>
<th>Sets &amp; Bonus Points</th>
<th>Completed Canasta and Samba Sets score Bonus Points, as follows.</th>
<th>300 Bonus Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>You may add natural cards to completed Canasta Sets. Once a Samba Set is completed, it is placed face-down and cannot be added to.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Impure or ‘Black’ Canasta</td>
<td>A Set of at least 7 cards, with a minimum of 5 natural cards of the same value and a maximum of 2 wild cards.</td>
<td>500 Bonus Points</td>
</tr>
<tr>
<td>Pure or ‘Red’ Canasta</td>
<td>A Set of at least 7 natural cards of the same value.</td>
<td></td>
</tr>
<tr>
<td>‘Black’ Samba</td>
<td>A Set of exactly 6 natural cards of the same suit in sequence in the range from 4 to Ace + 1 wild card.</td>
<td>1000 Bonus Points</td>
</tr>
<tr>
<td>Pure or ‘Red’ Samba</td>
<td>A Set of exactly 7 natural cards of the same suit in sequence in the range from 4 to Ace.</td>
<td>1500 Bonus Points</td>
</tr>
</tbody>
</table>

[Variation: ‘Red’ Sambas score 1000 Bonus Points and ‘Black’ Sambas score 700 Bonus Points.]

### Going Out
A team Goes Out when one member tables all their cards. To Go Out, your team must meet the minimum requirement of two Sets = 2 Canastas, or 1 Canasta and 1 Samba, or 2 Sambas. The Sets may be ‘Red’ or ‘Black’. These Sets may be completed and tabled prior to or during your turn.

### Going Out Bonus
200 Bonus Points are awarded to the team that Goes Out. If no team Goes Out (per Game End, below) no team receives the Going Out Bonus.
If you table your Initial Meld and Go Out in the same turn (known as Going Out ‘Concealed’) you do not receive any extra points other than the Going Out Bonus of 200 points.

### Game End
If the Pick-up Pile is exhausted and the player, whose turn it is next, does not qualify to take the top card of the Discard Pile, play ends.

### Game Score
**Bonus:** The sum of all the team’s Bonus Points for completed Canasta and Samba Sets, Red 3s and Going Out. (Note that the Bonus Points for Red 3s is negative if the team has not melded. See Red 3s, below.)
**Cards:** The Card Points of tabled Melds and Sets minus the Cards Points of cards held in the hand by the team.

**Game Score = Bonus + Cards.**

### Winning Score
10,000 points. The team with the higher score, above 10,000 points, wins.

### 2s & Jokers
2s and Jokers are ‘wild’ cards and may take the place of any other card in a meld. (Once tabled they may not be replaced by a natural card.) When they are discarded they ‘block’ and ‘freeze’ the Discard Pile and are placed at right angles to the other cards to signify this. (See ‘Frozen’ Discard Pile and ‘Blocked’ Discard Pile, above.)

### Red 3s
Red 3s are ‘bonus’ cards. They are tabled and cannot be used in melds or as a discard.
If you receive a Red 3 in the deal, you must table it at the start of your first turn and replace it with the top card from the Pick-up Pile. If you receive a Red 3 when picking up from the Pick-up Pile, you table it, and take another card from the top of the Pick-up Pile (if available) to replace it. If you receive a Red 3 when taking the Discard Pile, you table it, but do not replace it with another card.

### Red 3 Bonus Points
If a team has melded, the Red 3s score +100 Bonus Points each. There are six Red 3s in total. If a team has melded and has all six Red 3s, the Red 3s score a total of 6 x 200 = +1200 Bonus Points. If a team has not melded, their Red 3s score is negative!

### Black 3s
Black 3s are ‘blocking’ cards used to ‘block’ the Discard Pile. (Refer to ‘Blocked’ Discard Pile, above.) They cannot be melded or tabled at any time, including when Going Out.

### 2- & 3-Player Games
Black Samba can also be played individually without teams of two or three players. The above rules apply with “team” taken to mean a team of one person.