

Congratulations on becoming the proud owner of a very special pack of cards. You will find that there are Butches instead of Kings and Maids instead of Jacks. The characters on the pictures are:

	BUTCH	QUEEN	MAID
Hearts	Bardyke	Sappho	Nun
Diamonds	Amazon	Crone	Old Maid
Clubs	Boudicca	Witch	Protest Marcher
Spades	Joan D'Arc	Oracle	Handmaid

- ♥ Hearts are purple
- ♠ If a spiral is a woman's symbol then a double spiral... also 2 pink triangles
- ♣ A bouquet of women's symbols... women's clubs
- ♠ Labrys in the shape of spades

## A Mighty Queer Pack!

One of the many wonderful games you can play with your Mighty Queer Pack is Canasta. For this you need two packs of cards. If you only have one, you wish to team up with another lesbian who has a pack. Generally speaking it's more fun to play with someone else than it is with yourself!

## CANASTA - THE LESBIAN RULZ

As played at the Lesbian Summer Camp, 1991, and commonly known as "Church Dyke Rules" (any questions, ask Jo)

### Origin of the Game

Canasta was invented by the women of Montevideo while the men were out playing poker. In more recent times it has proved very popular amongst Lesbians - it's all that scoring, picking up and partner passing swapping that goes on?

### The Aim of the Game

The aim of the game, apart from having a bloody good time, is to make Canastas and build up lots of points and win.

A Canasta is 7 or more cards of a kind (e.g. 7 Maids, 7 furs). A Canasta can include up to 3 wild cards. Wild cards are two and tricksters. A Canasta which includes wild cards is called a Wild Canasta (a black card is put on top when the Canasta is completed). A Canasta which contains no wild cards is called a Natural Canasta (a red card is put on top when the Canasta is completed).

### How to Start

You need two packs of cards, 4 tricksters. For 2 players deal 15 cards each.

For 3 players deal 13 cards each (play individually).

For 4 players deal 11 cards each - with four you can play doubles (playing with a partner makes the game more interesting!). Play as two teams, sitting alternately (not next) to your partner.

For 5 players, (2 teams, 1 of 2; 1 of 3 with one woman sitting out each round).

For 6 players, 3 packs (6 tricksters) can be used. Two teams of 3 players.

There is a new dealer (to the left of the last dealer) each round. If the dealer picks up exactly the right number of cards to deal, including 1 to turn over (e.g. 45 cards for 4 players) they get a bonus of 100 points. The remainder of the pack is put in the middle, face down.

The card which is turned over is the beginning of the discard pile (or pack). If this card is a red three or a wild card it must be covered with another card from the pack (in which case the dealer hasn't got the right amount of cards, unless she had one extra to begin with).

The woman to the left of the dealer starts. On each turn every player must pick up one card and discard one card. If you have a red three in your hand you must put it down on the table and pick up another card to replace it. Red threes cannot be used to build Canastas. You may only put cards down when it is your turn.

In the first round every player, including the dealer gets a 'safe throw out', i.e. an opportunity to throw out a card that the next woman can not pick up. So, on the first round, every player picks up a card from the deck, replaces any red threes in her hand, and discards. This includes the dealer, so the player to the left of her is the first one to discard a card that can be picked up.

### Making Canastas or Going Down...

When you start putting cards down on the table (also known as melding), you must have groups of at least three cards (3 of a kind, or 2 and a wild card). There should always be at least as many 'natural' (nonwild) cards as wild cards. Also, on your first meld, the value of the cards must add up to 50 points (e.g. 3 Butches + 1 two = 50; 3 Tens + 4 sixes = 50; 3 Aces = 60).

When your total score reaches 1500 or more, you need 90 points to meld; when its 3000 or more, you need 120 to meld. If your first meld is a Canasta, this can make up your 120 points (since a Canasta is worth 300 or 500), even if the individual cards do not add up to 120 (e.g 7 fives = 35). If you have the misfortune to have a negative score you don't have to worry about making 50 points - anything (e.g 3 sevens) will do.

If your partner has already started putting cards down, you can start adding to hers or putting down your own groups of cards as soon as it's your turn. You don't have to worry about making 50, 90 or 120 if your partner's already done it for you.

After the first round you may pick up from the deck or the discard pile. If you pick up the pack you must take all the cards in it, but only the top card can be used in this turn. You can use the rest of the cards you picked up in your following turn(s). The danger here is that someone may go out while you have a handful of cards you have just picked up. Partners are not known for their appreciation in these times.

The first time you pick up the pack you must have in your hand (not on the table) two cards the same as the one on top of the pack (as long as it's not a black three or a wild card). The next time(s) you pick up the pack, or if your partner has already picked it up, you can use one card the same as the top card and a wild card. Or you can pick up the pack if the top card is the same as one you or your partner have already put down on the table (melded).

Black threes cannot be made into a Canasta, and cannot be picked up from the discarded pile. If a player discards a black three, it means that the next player has to pick up from the deck. The only time black threes can be melded is if the player is going out.

### Freezing the Pack

The pack is frozen when a player puts a wild card on top of the discard pile. This means that to pick up the pack you will need 2 cards, the same as the top card, in your hand (the same as if you had never picked up the pack). The pack stays frozen until someone picks it up.

### Going Out

You can't go out until you have made a Canasta (so make sure you don't leave yourself with one card in your hand and no chances of getting a Canasta, unless your partner has it sussed). If you're playing doubles you must ask your partner if you can go out (She might be able to add some more points/Canastas first). You can only go out if she agrees (this is what monogamy is all about).

You go out by putting down all the cards in your hand, either by adding to existing melds or creating new ones. You may have one card to discard, but this is optional. When someone goes out the hand is over and everyone adds up their scores.

### Scoring

Add up the value of your red threes, Canastas, points for going out, hidden Canastas, picking up the right number of cards to deal, and the face value of all the cards you have put down.

Subtract the value of all the cards you have left in your hand, unless you are playing doubles and it is your partner who has gone down. In this case it is only the team that have not gone out that have negative points against them.

If you are playing doubles, add you and your partner's score together.

### Points

Canastas: 500 for red (no wild cards), 300 for black (including wild cards).

Going Out: 100 points.

Hidden Canasta: 100 points - Putting down all your cards, including one or more Canastas, without having previously put down any cards except red threes.

Picking up the right number of cards to deal: 100 points.

Face value of cards - these are written on each card. Don't forget to include the cards that make up your Canasta(s):  
4, 5, 6, 7: 5 points  
8, 9, 10, Maid, Queen, Butch: 10 points  
Ace: 20 points.  
Two: 20 points.  
Trickster: 50 points.

### The End of Game

The game finishes when someone (or a team) reaches 5,000 points or more. If both teams attain more than 5,000 points then whoever has the highest score wins.

HAPPY PLAYING!

Don't forget that rules are meant for breaking, and Lesbians are good at that!



Janis