LUCKY HAND / AROUND THE TABLE

Canasta score sheet

Two teams. Twelve hands. Your table's agreed scoring rules.

Team A: Example Team A

Team B: Example Team B

Date: Illustrative example

Target score: Agreed by your table

Rules / version: Illustrative arithmetic only; use your agreed scoring rules

A starting / carry-in total: 0

B starting / carry-in total: 0

Hand	TEAM A				TEAM B			
	Positive + bonuses	**Deductions** subtract once	**Hand** total	**Running** total	**Positive** + bonuses	**Deductions** subtract once	**Hand** total	**Running** total
1	700	100	600	600	540	140	400	400
2	220	300	-80	520	610	110	500	900
3	510	90	420	940	330	380	-50	850
4	680	130	550	1490	520	80	440	1290
5	340	70	270	1760	700	150	550	1840
6	890	180	710	2470	390	90	300	2140
7	260	360	-100	2370	680	130	550	2690
8	470	60	410	2780	460	60	400	3090
9	620	140	480	3260	250	300	-50	3040
10	310	90	220	3480	800	170	630	3670
11	580	110	470	3950	430	180	250	3920
12	760	160	600	4550	600	120	480	4400

NOTES / AGREED ADJUSTMENTS

Numbers are supplied examples, not official point values or a real session.

Subtract each deduction once. Negative hand totals lower the running total.

Final illustrated totals: Team A 4550, Team B 4400. No winner is inferred.

Hand total = positive points and bonuses - deductions. Enter deductions as positive amounts.
Running total = previous running total + hand total. Negative totals are allowed.
Use your agreed rules to determine all point values and the target; this sheet does not calculate scores.