



Canadian Salad

By Randy Green

Plays many players. Use as many decks as needed to deal each player ~10-15 cards, removing low cards or low suits until deal is even.

Suggested Dealing examples:
Three players: one deck of 39 cards (13 each), remove all clubs.
Four players: one deck of 52 cards (13 each). IDEAL GAME!!!
Five players: one deck of 50 cards (10 each), remove the 2 clubs and 2 diamonds. Or two decks of 65 cards (13 each), remove 2 sets of all clubs and 1 set of all diamonds.
Six players: two decks of 78 cards (13 each), remove 1 set of all clubs & 1 set of all diamonds.
Seven players: two decks of 91 cards (13 each), remove 1 set of all clubs.
Eight players: two decks of 104 cards (13 each). IDEAL GAME!!!

NOTES: http://www.pagat.com/invented/canadian_salad.html

- Low score wins, so you do not want to take points.
- Game is played by taking tricks similar to SPADES except there are no TRUMPS. Only twelve hands maximum are played per game. See Short/Medium/Full variations.
- You must follow the suit lead if possible. Aces are high.
- Player to dealers left begins by playing a card. All players must play a card of same suit if possible. Highest card of leading suit takes the trick, removes the cards and places them in a personal pile. This player now leads the next hand. This continues until all dealt cards have been played. Dealer moves to left for next round.
- On multiple deck games, when two identical winning cards fall, the last one thrown wins the trick.
- One Eyed cards are: Jack of Hearts, Jack of Spades, and King of Diamonds.
- Even Cards are 2,4,6,8,10,Q
- If someone manages to catch all cards of interest on a round, they score zero but everyone else scores 100 points. i.e. All hearts on round 4, or All aces on round 7, etc. Even during round 12! This does NOT apply to single events such as LAST TRICK and SINGLE deck KING OF SPADES scoring.
- All objectives are active in round 12. Score each at 1/5 normal score. I.e. No Red, 1 pt. No Sevens, 6 pts. Etc.
- The easiest way to score the last round is to call out what you want one at a time starting with round 1: Call 'NO RED CARDS, 1 POINTS EACH', write down scores as called, then call round 2, etc. continuing to LAST TRICK then add scores. LOW SCORE WINS.

ROUND #	OBJECTIVE	Points EACH if caught	Full Game	Medium Game	Medium Game2	Short Game
1	No Red Cards	5	X	X	X	X
2	No Even Cards	5	X	X		
3	No Tricks	10	X	X	X	X
4	No Hearts	10	X	X		
5	No Face Cards	10	X	X	X	X
6	No Sevens	30	X	X		
7	No Aces	30	X	X	X	X
8	No Queens	30	X	X		
9	No One Eyed Face Cards	40	X	X	X	X
10	No King of Spades	75	X	X		
11	No Last Trick	75	X	X	X	X
12	All of the Above	Score each separately but at 1/5 normal score.	X		X	