

CRIBBAGE

Number of Players - Two.

Cards - A regular pack of 52. The cards rank: K (high) - Ace (low) . Each face card represents 10, each Ace 1, all other cards are face value.

Deal - Each player receives six cards.

Crib - From his hand each player selects two cards, and the four cards are placed face down near the dealer. They form the *crib*, an extra hand that belongs to the dealer.

Starter - After the crib is laid away the nondealer cuts the rest of the deck and the dealer turns up the top card and places it on the top of the deck. If it is a jack, the dealer pegs 2 points.

Cribbage Board - To keep track of the points each player accrues, a *Cribbage Board* is used. The board consists of 60 holes for each player with extra game holes at the beginning to place the pegs. The score is marked by jumping the rear peg ahead of the front peg by the number of points to be scored. The game is commonly played twice around for a total of 121 points but can be played once around for a shorter game.

Play - Each player keeps possession of their own cards only showing them face up in front of them. The nondealer begins by playing any card face up and announcing its point value. The dealer then plays a card announcing the total of the two cards. Play continues back and forth with the new total announced each time until the player in turn cannot play without the total going over thirty-one. That player then says "Go" and the other player pegs for the *go* or plays if he can do so without going over thirty-one. If thirty-one is hit exactly that player pegs two points. For a *go* at less than thirty-one he pegs 1. The player who called the *go* then leads out for another series of plays.

Scoring - Besides the *go*'s, other points may be scored during the play. *Fifteen* - for making the count fifteen, peg 2. *Pairs* - for playing a card which makes a pair with your opponent's played card, peg 2 (ie. K & K or 7 & 7 and so on). For playing a third in a row of like cards peg 6 and for playing the fourth in a row peg 12 (note- they must be in the same series of play without going over thirty-one). *Runs* - If you play a card that is in sequence with two or more previously played cards peg the number of cards in the run. Example- 6, 7, 8, or 7, 6, 8, but not 7, 4, 6, 8 - the 4 in that case breaks the run.

Showing - showing means scoring your hand after all cards have been played with your opponent. The nondealer scores first then the dealer then the dealers crib in that exact order.

The *Starter* (the card that was turned over at the beginning of the game) is treated as the fifth card for each player.

For each combination of cards that totals fifteen, score 2 points. For a pair, score 2; three of a kind, score 6; four of a kind score 12. A run is three or more. You peg the number of cards in the run. If you have a pair in that run you score for two runs plus for the pair (ie. 5-6-7-7-8). For a *Flush*, If all four cards in a hand are the same suit, score 4. Score 5 if the *starter* card is also the same suit. They need not be in sequence. For the crib, the crib and starter all have to be the same suit, score 5. There is no score for a four-flush in the crib. For a jack in a hand, of same suit as the *starter* card, score 1.

In all scoring it is proper to count aloud. Take the categories in the order given above and indicate the source of the points. Example: Q, Q, 6, 5, 4, the player would say "Fifteen two, fifteen four, fifteen six and a pair makes eight." The opponent must verify the score.