

Cribbage

Object of the Game

To form combinations of cards (pairs, triplets, fours, sequences, and fifteens) enabling you to peg the most points and be the first to move the two laps around the board.

Rank of Cards

King is high, Ace low. Face cards count as 10, all other cards their own values, Ace counts 1.

Number of Players

Two, or four or six as partners.

TWO-HANDED CRIBBAGE

Cut for deal. Low card wins the deal. Each player is dealt six cards and, after forming his hand, discards two cards to the "crib."

FOUR-HANDED CRIBBAGE

Each player is dealt five cards, one of which he discards to the "crib." Opposite players are partners and peg on the same line.

SIX-HANDED CRIBBAGE

This can be played with two sets of three partners. Alternate players are partners, for example, 1-3-5 and 2-4-6. Five cards are dealt to the first four players. The dealer and player to his right receive only four cards. Players with five cards discard one to the "crib."

THE CRIB

The "crib" always contains four cards. It is composed of cards discarded, facedown, by each player. The "crib" always belongs to the dealer. It is not revealed or counted until all other hands have been counted.

THE STARTER

After each player has deposited his cards to the "crib," the opponent (two-handed) or player to dealer's right, (four- and six-handed) cuts the remaining deck, and dealer turns up the top card from the lower portion. This card is the "starter." It is not used during play but is counted with each hand and with the "crib." Should the "starter" be a Jack ("Nobs"), the dealer pegs two points. However, he must peg these points before he plays a card.

THE PLAY

Opponent (two-handed) or player to left of dealer (four- and six-handed) plays one of his cards faceup on the table in front of him, calling the value. Dealer or next player to left then plays a card from his hand announcing the total of his card plus the one played by opponent (for example, opponent plays a Jack and announces, "ten," dealer then plays a 6 and announces, "sixteen"). Game proceeds in this manner with each subsequent player announcing total of his card added to all others played. Total must not exceed 31. If a player cannot add a card without going past 31 he says, "Go!" Opponent or other players can keep on playing one card in their turns until they reach 31 or can play no further.

The last player to play a card that scores closest to 31 pegs one point. If he can score 31 exactly, he pegs two points.

After last card toward 31 has been played, play resumes. Player to the left of player who played the last card starts, and again play goes to 31. This continues until all cards have been played.

In totaling cards played, any total of 15 allows player to peg 2.

If player puts down a card that would make a pair with the previously played card, he pegs 2.

If player plays a third card of the same rank (J, J, J) he pegs 6.

A fourth card of the same rank (2, 2, 2, 2) allows player to peg 12.

For adding a card that forms a sequence of three or more, peg 1 for each card. This could be J, 9, 10, or 5, 7, 8, 6. **The sequence need not be in order.**

COUNTING THE HAND

When play has ended, hands are counted. Opponent counts first. If more than two are playing, players count in order to the left of the dealer. Dealer counts last and then counts the "crib." This order is important because, toward the end of the game, a nondealer could peg out and win, even though dealer might have more points.

The "starter" is considered part of every player's hand and also of the "crib" and is counted with player's other four cards.

Basic Count

Fifteen—each combination of cards that totals 15	2
Pair—each pair of same rank	2
Run—each combination of three or more in sequence (for each card)	1
Flush—four cards of same suit in hand	4
Flush—if "starter" is same suit as other four	5
Flush in "crib"—must be of same suit as "starter" card	5
"Nobs"—Jack of same suit as "starter"	1
"Nobs"—when Jack is "starter" (dealer scores)	2
Triplet—three of same rank	6
Four of a kind	12
Double run—run of three with one card duplicated	8
Run of four—with one card duplicated	10
Triple run—run of three with one card triplicated	15
Run of three—with two different cards duplicated	16

Points

Following are examples of hands that beginner might find difficult to count:

1 - 1 - 2 - 2 - 3 = 16
1 - 2 - 3 - 3 - 3 = 15
1 - 4 - 4 - 4 - 4 = 12
2 - 3 - 4 - 4 - 4 = 17
2 - 2 - 3 - 3 - 4 = 16
2 - 3 - 3 - 3 - 4 = 17
3 - 3 - 4 - 4 - 5 = 20
3 - 4 - 4 - 4 - 5 = 17
3 - 4 - 4 - 5 - 5 = 16
3 - 6 - 6 - 6 - 6 = 24
4 - 4 - 5 - 6 - 6 = 24
4 - 5 - 5 - 6 - 6 = 24
4 - 5 - 6 - 6 - 6 = 21
5 - N - 5 - 5 - 5 = 29
5 - 5 - 5 - 5 - 10 = 28
5 - 5 - 10 - J - Q = 17
6 - 6 - 9 - 9 - 9 = 20
6 - 9 - 9 - 9 - 9 = 20
6 - 6 - 7 - 7 - 8 = 20
6 - 7 - 7 - 7 - 8 = 21
7 - 7 - 7 - 7 - 8 = 21
7 - 7 - 7 - 8 - 8 = 20
7 - 8 - 8 - 8 - 8 = 20
7 - 7 - 8 - 8 - 8 = 24
7 - 8 - 8 - 9 - 9 = 20
5 - 5 - N - J - J = 21
7 - 6 - 7 - 7 - 8 = 16
6 - 7 - 8 - 9 - 9 = 16
3 - 3 - 6 - 6 - 6 = 20
3 - 3 - 3 - 4 - 5 = 21
1 - 1 - 7 - 7 - 8 = 12
3 - 3 - 3 - 6 - 6 = 18
3 - 3 - 6 - 6 - 9 = 14
5 - 5 - 5 - N - J = 23
5 - 5 - 5 - 10 - 10 = 22
1 - 4 - 4 - N - 4 = 13
5 - 5 - 10 - N - Q = 18
2 - 2 - 2 - 2 - 9 = 20
3 - 3 - 3 - 3 - 9 = 24
3 - 3 - 3 - 3 - 6 = 20
4 - 4 - 4 - 4 - 7 = 24
1 - 7 - 7 - 7 - 7 = 24
4 - 4 - 4 - 7 - 7 = 20
4 - 4 - 7 - 7 - 7 = 14
3 - 3 - 4 - 5 - 5 = 20
1 - 1 - 6 - 7 - 7 = 12
2 - 6 - 6 - 7 - 7 = 12
7 - 7 - 7 - 1 - 1 = 20
3 - 4 - 4 - 4 - 4 = 20
4 - 5 - 5 - 5 - 6 = 23
1 - 1 - 6 - 7 - 8 = 13

No hand can make a count of 19, 25, 26, or 27. N = Nobs.