

# **CRIBBAGE**



Muggins (stealing points) will not be played.  
No wearing of mirrored glasses/sunglasses.  
Each club is represented by a team of two players.

## **OBJECT OF GAME**

The goal is to be the first team to score 121 points. Players earn points during play, then counting points in their hands and, for the dealer, points in the “crib.”  
Teams sit opposite each other and peg the same track.  
Each team picks a color and places two pegs in the starting positions on their tracks.

## **The values of the cards are:**

A=1  
2 to 10=face value  
Jack=10  
Queen=10  
King=10

## **DEAL**

The first deal is determined by cutting the cards. The player cutting the low card becomes the dealer and has the first crib. If the cards are equal there is another cut for first deal. Following deals move clockwise from first dealer. When the dealer shuffles the cards, they do not ask the player to their right to cut the cards.

The dealer deals five cards face down one at a time to each player. Each player must discard one card to the crib, so each player is holding four cards in their hand. The crib belongs to the dealer and is not used or looked at until the hand has been played.

The cards that are not dealt are kept in a stack and kept face down on the table.

At the end of each hand, the cards are gathered together by the next dealer and shuffled. Each dealer must shuffle a minimum of five times.

## **BEFORE THE PLAY**

After the crib is laid away, the player to the dealer’s left cuts the pack. The dealer turns up the top card of the lower pack and places it face up on top of the pack. This card is the “starter.” If the starter is a jack, it is called “His Nobs,” and the dealer pegs (scored) 2 points at once. This must be done before the opponent on the left begins the play. The starter is not used in the play phase but is used later for making various card combinations that score points.

## **PEGGING**

Each team decides one player from each team who will peg for their team. Teammates may not help each other count their score. If there is a discrepancy in the score, the judge is called over to check the pip count and approve or disapprove the challenge.

## **PLAY OF THE CARDS**

Beginning with the player on the dealer's left, players take turns to play a single card. You play your own cards to form a face-up pile in front of yourself, keeping them separate from other players' cards. In this stage of the game, the total pip value of the cards played by the players are counted, starting at zero and adding the value of the cards as they are played, the total must not exceed 31. When no more cards can be laid without going over 31, the count is restarted from zero. For example, the player to the dealer's left starts with a King, and says "10", the next player plays an eight and says "18", the next player plays a Jack and says "28" and the dealer plays a 3 bringing the total to exactly 31, says "31" for two.

A player who cannot play without exceeding 31, says "go" leaving their partner to continue if possible, pegging for further combinations to bring the exact total to 31 for two pegs. If the total is 30 or less and no player can lay down a card without going over 31, then the last player to lay down a card pegs one for the go. (Reminder, pegging is done by the agreed upon partner).

This continues until all cards have been exhausted. Towards the end, it may happen that one player has run out of cards while the other still has several cards. In that case the player continues to play and scoring for any combination formed until all their cards have been played.

It is never possible to score "one for last" and "31 for two" at the same time. They are alternatives. If you make exactly 31, you just peg for those 2 points-you do not get an extra point for last.

## **SCORING DURING PLAY**

Keep score by jumping the pegs over one another for the number of holes (points) scored.  
Each player must call their own points; their team member may not call points.

Scoring fifteens, pairs, triplets, fours, and runs: A team scores points and pegs holes for reaching the count of 15, playing the last card in a pair, 3 of a kind, and 4 of a kind. A team also scores for playing the last card in a run (3 or more in numerical sequence). Note: A run does not necessarily have to be in order; for example, a run can be 7, 8, 9, or 8, 7, 9. Ace is always low.

If the cards reach a count of 15, that team scores two points.

Any player who completes a pair scores two points.

Any player who completes 3 of a kind scores 6 points.

Any player who completes 4 of a kind scores 12 points.

Any player who completes a run scores one point for each card in the run.

Any team who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point unless it reaches exactly 31, then it scores 2 points. All cards must be played. Any player(s) with leftover cards after the hand is completed must play them and score for them, if possible.

## **SCORING OF HANDS**

Now each player, in turn, starting with the player to the left of the dealer, scores points for their own hand, including the Starter card. The dealer does this last, first scoring their own hand, including the Starter, then scoring the Crib in the same manner, again including the Starter.

Each player, in turn, makes as many scoring combinations as possible. A partner may not call points for their partner.

- Combinations of cards that add up to 15 score two points for each combination (i.e. any face card plus a 5, an 8 and 7, two 4s and a 7, etc.)
- Pairs are scored as two points.
- Runs are scored as they are during play, with extra points for double, triple, and quadruple runs.
- Double, triple, and quadruple runs: If a run includes a pair, it counts as a double run, plus a pair. For example, a double run of four (5, 6, 7, 8, 8) scores 10 for two double runs plus the pair. A triple run (4, 4, 4, 5, 6) scores a total of 15 points. A quadruple run (6, 6, 7, 7, 8) scores 16 points.
- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points (includes the Starter).
- A Jack of the same suit as the Starter scores one point.

## **THE WIN**

The first team to travel along their path on the Cribbage board and score 121 points wins the game.