

OFFICIAL CRIBBAGE RULES



TWO HANDED CRIBBAGE:

A full deck of 52 cards should be used, King being high, Queen – Jack – 10 – 9 etc. to Ace, which is always low.

Cut for deal; low card dealing. Deal six cards each and each player discards two cards in the crib.

THREE HANDED CRIBBAGE:

Deal five cards each and one card in the crib, and each player discards one card in the crib. Each player pegs his own line.

FIVE HANDED CRIBBAGE:

Deal five cards to four players. The dealer deals himself four cards. The other four players discard one in the crib. The first man out is the winner and collects from the other four. The score is usually kept on a two and three player board, as each player must peg his own line.

SIX HANDED CRIBBAGE:

Six handed cribbage is played with three partners. Each alternate player is a partner. Just two people can peg. Five cards are dealt to the first four players. The dealer and the one to his right receive only four cards. The players dealt 5 cards, discard one in the crib.

THE CRIB:

After cards have been dealt, each player discards into the crib, as explained above. These cards are placed face down on the table forming "The Crib". The crib belongs to the dealer and is not used until the hands have been played out. The dealer scores any points contained in the crib, combined with the Starter.

THE STARTER:

Pone then cuts deck whereupon dealer turns up top cards of the lower portion of the deck and places this card face-up on the reunited deck. This turned-up card is called the Starter and is not used during the play of the hands. It is counted, however, with each hand and the crib on the final count. If Starter (S) is a Jack (called His Heels), dealer immediately scores two points providing these points be scored before dealer plays a card. Otherwise, dealer cannot score them.

OBJECT OF THE GAME:

Players attempt to form various counting combinations, as pairs, triplets, fours, sequences, and fifteens. Combinations can be formed by the card played, or in the hands and crib in conjunction with the Starter.

METHOD OF PLAY:

Pone plays any cards from his hand – placing it face-up on table in front of him, at the same time announcing the numerical (pip) value of same. All face cards except Aces are valued as tens and all other cards according to number of spots. Dealer then plays a card, placing same immediately in front of him, and announces the value, which is the sum of his card and the one already played by Pone, the game proceeding in this manner the value of each card being added to all cards previously played. The total sum of all cards must not exceed 31. If a player has no unplayed card which will play within in the sum of 31, he announced "Go". This entitles opponent to play and to continue to play until he reaches 31 or can play no further, so stating if it is impossible for him to proceed.

THE "GO"

The player who most nearly approaches 31 scores one point. If he makes 31 exactly, he scores two points. If the last card can be played makes 15, the player scores three points. (Explanation: He gets the two for making the 15 and one for the last card for the "Go".)

When 31 has been reached or a "Go" has been declared and pegged on the score board, each player turns the cards face down that have been played and then begins to play again, leaving the cards face up in order to determine runs. A card can never be played that will make the total to exceed 31. The players must play alternately except when one player has called a "Go" and the others can still play one or more cards.

POINTS OF PLAY:

Fifteen – If a player plays a card, making the numerical value of the cards played exactly fifteen, he scores two points, announcing "fifteen –two".

Pairs – If either plays a card which makes a pair (i.e. of same denomination as last card played, as two fours or two jacks) he scores two points.

Triplets, Threes, or Pairs Royal – If, after a pair has been made another card of the same denomination is immediately played (if no 31 or pegged go intervenes) the player of the third card scores six points for three pairs. (Thus, Queen hearts, Queen clubs, Queen spades. The Queen hearts and Queen club are one pair; Queen hearts and Queen spades another, and Queen clubs and Queen spades the third).

Four, Double Pairs, or Double Pairs Royal – If, after a pair royal has been made, the fourth card of the same denomination has been made, the fourth cards of the same denomination is immediately played (if no 31 or pegged go intervenes), the player of such fourth card scores twelve points for six pairs. (Thus, the four twos – 2 hearts and 2 diamonds are one pair, 2 hearts and 2 clubs a second, 2 hearts and 2 spades a third, 2 diamonds and 2 clubs a fourth, 2 diamonds and 2 spades a fifth, 2 clubs and 2 spades as a sixth.)

If player overlooks a point his opponent is entitled to take it if he sees it.

Sequence or Runs – When three or more cards, all in numerical sequence are played, the player of the last card counts one point for each card in the sequence, even though they are not played in numerical rotation. Ace being low, Queen, King, Ace would not be considered a sequence.

An intervening card or duplicate "breaks" the sequence thus, 5-4-3-3. The 5-4-3 is a sequence of three cards, but the second 3 is not a sequence.

Note: Pairs, triplets, fours and sequences may be formed by the opponents playing alternately and also by cards played from one hand (within the limit of 31) after the other player has declared a "Go".

SCORING:

The cribbage board is placed horizontally between the players and each should start from the same end pegging down the outside edge and up the inside to Home. Two pegs for each player should be used. Each hole counts one point and when the second count is made instead of counting with the peg first used, the second peg should be used. After, the holes should be pegged by moving the rear peg ahead of the other. GAME consists of 61 or 121 points. If the winner reaches 61 before his opponent gets 31, or 121 before the opponent gets 91, this is called a "Lurch" and is considered as two games won.

Run – Each combination of three or more cards in sequence counts 1 for each card in the sequence.

Flush – Four cards of the same suit in hand (not crib) count 4. Four cards in hand or crib of the same suit as Starter count 5. (No count for four-flush in crib not of same suit as Starter.)

Hi Nobs – Jack of same suit as Starter counts 1. No hand can make a count of 19, 25, 26, 27.