

CRIBBAGE RULES

Cribbage is played with a fifty two card pack, Aces are low. Each round in the game is scored and the scores are counted on a cribbage board. The first player to get 121 points or more, there and back again on the board, wins. All three games must be played and each game, regardless of winning margin, receives one point.

The Deal

Singles

Cut the cards, the player with the lowest card wins the deal. The dealer shuffles and presents the cards to the other player to cut and then deals six cards each, the other player goes first. The deal alternates throughout the game. If an incorrect amount of cards are dealt then the same dealer will deal the cards without penalty.

Doubles

One player from each side will cut the cards, the player with the lowest card wins the deal. The dealer shuffles the cards and presents them to the player on his right to cut and then deals five cards each, the player to the dealers left goes first. The deal alternates throughout the game. If an incorrect amount of cards are dealt then the same dealer will deal the cards without penalty.

The Discard

Each player throws away two, one in doubles, of their cards leaving them with four cards each. The four cards which have been thrown away form the crib. Later the dealer will get to count the crib in his own score.

No-one is allowed to look at the crib yet.

The Play

The player who did not deal, or the player to the dealers left in doubles, cuts the pack and the dealer turns over the top card, this card is the Starter.

If it is a Jack this dealer immediately says "two for his heels" and gets two points and can be taken at all times even when this allows the dealer to win the game.

The game starts with either the non dealer or the player to the left of the dealer in the case of doubles.

Players take it in turns to lay a card from their hand and say what all the cards that have been laid add up to. Keep your hands separate, you will need them later.

Each player must continue to play if they can lay cards that don't make the total score over 31. If a player can't go they must say "Go" and the other player or players will lay as many of their cards as they can until they are as close as they can get to 31.

When a total of 31 are reached, or as close as the cards will allow, players start again from zero. Cards that were played in the last round are turned face down. If one player has been out they are back in when the count begins again. You do this until all the cards have been laid even if it means that one player has to do a round on their own.

In any round a player that makes the total fifteen gets 2 points, the player that lays the last card in any round gets 1 point "for the Go" or 2 points if they manage to hit 31 exactly.

As you lay the cards you can also get points for making pairs and runs. So player one lays a seven of Diamonds, player two a seven of Hearts and gets 2 points for the pair, player one then lays seven of Spades and gets 6 points and player two lays seven of Clubs and gets 12 points. Play then continues up to 31 in the normal way.

Or, player one lays a two, player two a three, player one a four and gets 3 points for the run. If player two then lays a five he gets four for the run. These can be played in any order eg. Two , four, three.

The Show

The player that did not deal lays his cards in front of him and counts up the scores that come from those four cards and the Starter, making a five card hand. You can use every card as many times as

you want in a different combination of scoring hands, so three queens count as three different pairs. Then the dealer counts his own hand and then the dealer turns over the crib and counts that, so the dealer will generally score the most and it is important to deal alternately.

A player may request assistance from another member of their team to count their score either in doubles or singles.

In doubles the player to the left of the dealer calls their score first followed by players in a clockwise direction.

Scoring in the show

In the show you score for your cards as follows, picture cards counted as ten, aces are one.

If the Starter is not a Jack and you have the Jack of the same suit you get "One for his Nob", 1 point. This can be counted if it is the only point in a player's hand.

Fifteen, two cards that make fifteen, 2 points

Pair, two cards of the same rank, 2 points

Pair Royal, three cards of the same rank, 6 points

Double pair royal, four cards of the same rank 12 points

Run, three or more cards in ranking order, 1 point per card

Flush, four cards of the same suit in one hand 4 points.

A flush when counting the box must have all five cards of the same suit five points.

Muggins

If your opponent notices that you have missed a score that you might have taken he calls "Muggins" and takes that score for themselves, so it's important to concentrate and ask for a team member's assistance if unsure when you are scoring.

NB.

(1) Most players do not take advantage of a player that declares a short hand but a player may take these points without feeling of guilt.

(2) Where a player challenges an opponent's incorrect called score and has not counted the score correctly themselves then the difference between the declared and actual points are not taken.

(3) A player who persistently overcalls their score or challenges an opponents score that is proven o be called correct then the captain should be informed and that particular game will be awarded to the other player.

After the Show you deal again and play another round. You keep playing until someone has scored 121 or more.

Postponed Matches

The penultimate week of each round shall be left blank for any postponed games to be played. Should mutual agreement be reached then games may be played at a time suitable to both teams but must be no later than the penultimate week