

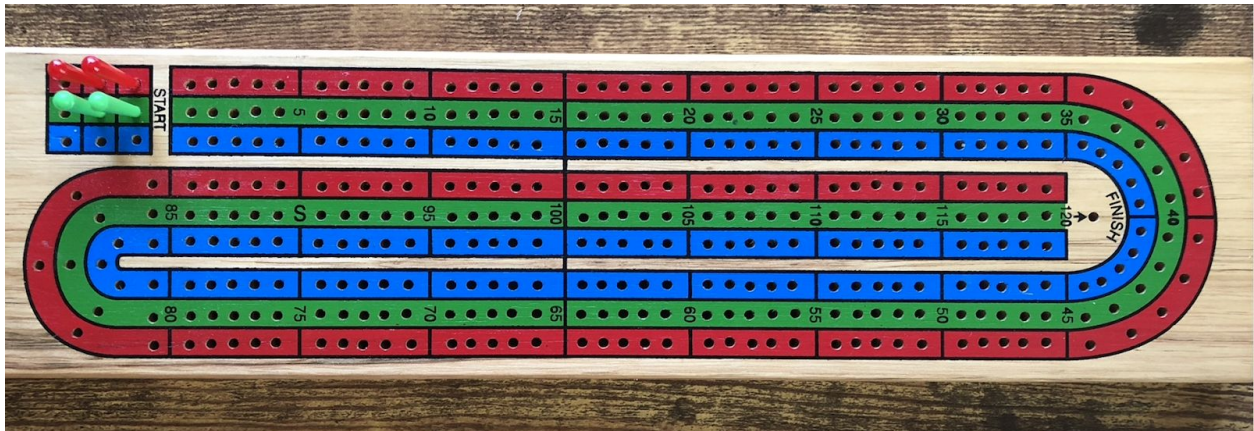
# Cribbage

Cribbage is a classic card game traditionally played with two players. It also has a three-player variation. Created in the 1600s, players have enjoyed this simple yet clever game for centuries. While winning Cribbage can require a fair amount of luck, a good strategy will lead to a higher score.

The object of the game is to be the first to score 121 points.

## THE CRIBBAGE BOARD

Traditional Cribbage boards have a designated start space and tracks denoted for each player. Players will choose their track, then keep track of their score by moving their pegs into the holes. Each time a player scores, they move their backmost peg to the frontmost one, then count their score from there. Essentially, their pegs are “leapfrogging” each other. This helps players to remember their position as they count their score.



## SETUP

The first dealer is chosen by each player *cutting* the deck. The player with the lower card on the bottom of their *cut* deals first. Aces are considered low in Cribbage. In the next round, the deal will move on to the next player.

Once the dealer is chosen, the dealer will deal six cards to each player. Each player will choose two cards to go into the *crib*. After each player has discarded their cards, they will have four cards in their hand and four cards will be in the *crib*.

The non-dealer *cuts* the deck. The dealer takes the top card from the lower deck, flips it, and places it on top of the entire deck. This card will act as an extra card in each player's hand and in the *crib*.

## SCORING

Since all decisions in the Playing and Showing Hands phases are based on scoring, the scoring chart is featured here. The chart may also be separated from the rest of the rules in order for easy viewing during play. Italicized terms may be found in the glossary at the end.

In Cribbage, all face cards are treated as 10's, Aces are treated as 1's, and each other card uses its *index value*.

## SCORING CHART

Cards	Playing Phase	Showing Hands Phase
<i>His Heels</i>	2	-
<i>Go</i>	1	-
Reaching 31	2	-
<i>Nob</i>	-	1
Reaching 15	2	2
Pair	2	2
Pair Royal (set of three*)	6	6
Pair Double Royal (set of four*)	12	12
Run of 3	3	3
Run of 4	4	4
Run of 5	5	5
Flush**	-	4
Flush with face-up card	-	5

\*Sets of three or four are not counted as sets, but rather as pairs. So a set of three is worth 6 points because it is scored as three separate pairs. ( $2+2+2=6$ ). A set of four is counted as six pairs. ( $2+2+2+2+2+2=12$ ).

\*\*A player cannot receive points for a flush in the *crib* without also having the face-up card as part of the flush.

## THE PLAYING PHASE

Once you have dealt the cards and gained a basic knowledge of the scoring, it is time to move on to the playing phase.

During the Playing phase, each player will aim to score points through back-and-forth play.

The non-dealer begins by playing a single card from their hand and calls out its value. The dealer then plays a card and calls out the new number reached. For example, if the first player plays a 6 and the second one a 7, the second player would say, "13." Play proceeds as such until both players are out of cards.

As the play progresses, players score points based on the same sets from the Playing section of the scoring chart. When a player scores points, they call out the number of points along with the number. For example, if a player reaches 15, they would say, "15 for 2 (points)."

Once a player reaches 31, or no other players can play a card without going over 31, scoring for this step resets with the player's remaining cards. If a player cannot reach 31 on their turn, they would say, "Go." This indicates that the other player can continue playing up to 31 if possible, or score the *Go*. The player to play the last card scores a *Go* if it does not reach 31.

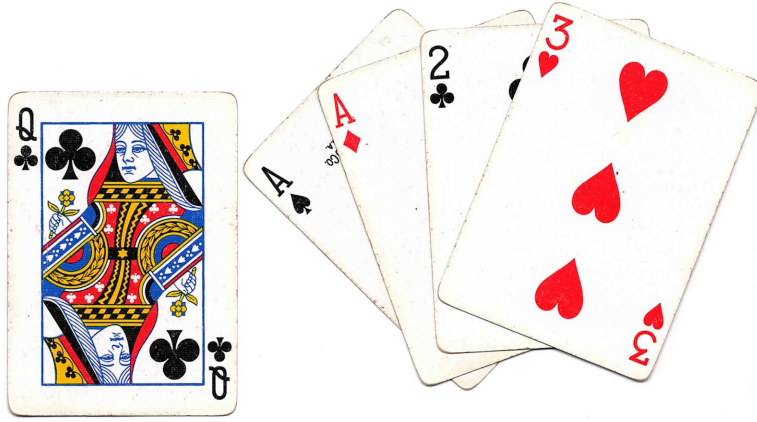
## THE SHOWING HANDS PHASE

Once all cards have been played, they are returned to each player's hand. Scoring begins with the non-dealer based on the scoring chart on page 2. Then the dealer counts their own hand. Scoring ends with the *crib*. The dealer receives the points from the *crib*. Sample hands are featured on page 4.

After the Showing Hands phase, the deal moves to the next player, and a new round begins.

## Scoring Examples

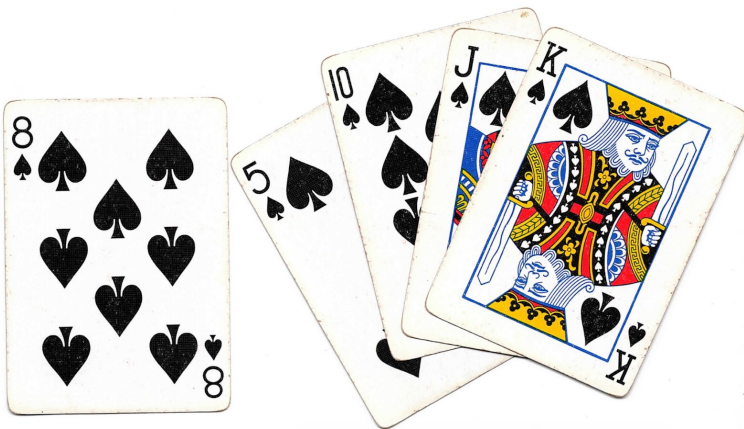
### Example Hand #1



With a face-up Queen and a hand containing two Aces, a 2, and a 3, the player earns 12 points.

- Two 15's (2-3-Q and A-A-3-Q) equal 4 points.
- A pair (A-A) equals 2 points.
- Two runs of 3 equal 6 points (3+3=6).
- $4+2+6=12$

### Example Hand #2



With the 8 of Spades as the face-up card and 5, 10, Jack, and King of Spades, the player earns 12 points.

- Three 15's equal 6 points (2+2+2=6).
- A *nob* for the Jack matching the face-up Spade equals 1 point.
- The flush of five equals 5 points.
- $6+1+5=12$

## **WINNING**

The first player to make it to 121 points wins. If the losing player is behind the *skunk* line, or at less than 90 points, this is considered an extra win for the winning player.

## **GLOSSARY**

*Crib*: The extra hand composed of discarded cards from each player. The dealer always receives the points from the crib.

*Cut*: When a player cuts the deck, they lift a portion of the deck, therefore splitting the deck into two. When players cut to see who goes first, the deck will be split into three (one portion in each player's hand and one on the table).

*Go*: The point a player receives when playing the last card in the Playing phase without reaching a count of 31.

*His Heels*: The point a dealer receives from flipping up a Jack as the turn-up card.

*Index value*: The face value of a card. For example, the index value of the 7 of Diamonds is 7.

*Nob*: The point a player receives from having a Jack in their hand the same suit as the turn-up card.

*Skunk*: On a traditional Cribbage board, a line with an "S" indicates the skunk line at the 90-point mark. If one player has not scored more than 90 points by the time the other player reaches 121, the loser has been "skunked." It is considered an additional loss.

## **THREE-PLAYER VARIATION**

A game of cribbage can be played with three players. In a three-player game, each player is dealt five cards rather than six, and one card is dealt into the crib. Each player then puts one card into the crib.