

Cribbage A card game for two.

Deck: 52 Card deck.

Card Rank: A,2,3,4,5,6,7,8,9,10,J,Q,K

Values: Pip Cards = Number, A =1, JQK = 10

Playing a Hand:

The Deal: Both players cut, low is dealer. *(For the first Hand only.)*

- ✦ Dealer shuffles, other player cuts & dealer deals 6 cards to both players.
- ✦ Both players discard two cards facedown, which form the **Dealer's Crib**.
- ✦ Non-dealer cuts, dealer takes the top card of bottom, turns face up, and places it atop the recombined deck. This is the Start Card.
- ✦ If the **Start Card is a Jack, Dealer pegs 2pts. (2 for His Heels)**

The Play

- ✦ Starting with the non-dealer, players alternate playing a card face-up in front of them, *(the order that both players' cards were played in should be clear)*, calling out the total sum of the face-up cards.
 - ✦ If a player can play, they must play. They cannot pass.
- ✦ If a player cannot play without exceeding 31 they say "Go" and the other player continues to play.
- ✦ If neither player can play without exceeding 31 **then the last player to play a card pegs 1pt, (1 for last card)** & all cards are flipped face-down.
- ✦ If the sum of both players' face-up cards is 31, flip the cards face-down, and the player **who played the last card pegs 2pts. (31 for 2)**
 - ✦ **Don't peg 3 pts for Last Card and 31, just the 2 pts for 31.**
- ✦ **Do peg 1 for Last Card if it's the last card of the hand, (if 31 wasn't hit.)**

Pegging

During play a player pegs if they play a card such that:

15 for 2: If the sum of all the face-up cards is 15 - 2pts *(15 for 2)*

Pair for 2: The last 2 face-up cards played form a pair - 2pts

Pair Royal for 6: The last 3 face-up cards are of the same rank - 6 pts

Double Pair Royal for 12: The last 4 face-up cards are the same rank - 12pts

Run for _: The last 3, or more, face-up cards form a set of consecutive ranks 1pt for each card in the run.

The cards don't have to be the same suit, nor do they have to be played in order, just that there is a set of consecutive cards, uninterrupted.

Note: If more than one combination occurs at the same time all are pegged. Except for when an existing Pair or Run is added to, the player who played the latest card only pegs for the new, higher value, Pair/Run.

The Show.

When both players have played all their cards:

- ♦ Both players score for combinations in their hand, plus the Start Card.
- ♦ The Dealer also scores the cards in the Dealer's Crib, plus the Start Card.

A card may be used in more than one combination.

2 for 15: each different combination of cards that sum to 15 scores 2pts.

Pair, Pair Royal, Double Pair Royal: Score 2/6/12pts, scoring the largest combination only. Don't subdivide 3/4-of-a-kind into smaller combinations.

Run of 3+: Score 1pt for each card in the Run.

- ♦ A Run of more than 3 can't be subdivided into shorter Runs for scoring.
- ♦ But if there are two or more Runs of the same length, with at least one card different in each, score each such Run.

Eg: For the Hand | Start Card: $2\clubsuit \cdot 2\heartsuit \cdot 3\clubsuit \cdot 4\spadesuit \mid 5\clubsuit$

Two Runs of 4 score 4pts each: $2\heartsuit \cdot 3\clubsuit \cdot 4\spadesuit \cdot 5\clubsuit$ and $2\clubsuit \cdot 3\clubsuit \cdot 4\spadesuit \cdot 5\clubsuit$.

Do not score any Run of 3: $2\clubsuit \cdot 3\clubsuit \cdot 4\spadesuit$

Flush: If all 5 cards are the same suit score 5pts.

If all 4 cards in hand (not incl. start card) are the same suit score 4pts.

Flush of 4 is for Hand Show only, for Crib Show it must be all 5 cards.

One for his Nob: If a player has a Jack of the same suit as the Start Card in their hand, score 1pt.

Muggins (optional): If a player announces their points from The Show and didn't include all possible points, then their opponent may call muggins and peg the points for themselves.

After scoring, the non-dealer player becomes dealer and deals a new hand.

End of the Game:

First player to peg 121, or more, wins instantly.

Scoring Recap:

Pegging and Show:

- ♦ 15 for 2
- ♦ Pair for 2
- ♦ Pair Royal for 6
- ♦ Double Pair Royal for 12
- ♦ Run of 3+

Pegging only:

- ♦ 31 for 2
- ♦ Last Card for 1
- ♦ 2 for His Heels

Show Only:

- ♦ Flush of 4
- ♦ Flush of 5
- ♦ 1 for his Nob