

I'm not a robot   
reCAPTCHA

**I am not a robot!**

Number of Players Two or three people can play. Or four people can play two against two as partners.

CRIBBAGE SCORING AID		Cribbage Scoring Cheat Sheet	
Cut out scoring aid as left with crop marks noted and glue to a playing card for easy reference and storage with card deck.		Basic cribbage scoring formulations with examples:	
Fifteen: 2		Fifteen (total of two or more cards = 15 (ex. 3, 5, 7) 2	
Pair: 2		Pair (ex. Q.Q) 2	
Three of a kind: 6		Three of a kind (ex. Q, Q, Q) 6	
Four of a kind: 12		Four of a kind (ex. 4, 4, 4, 4) 12	
Runs of 3 cards or more: 1 per card		Runs of three or more cards (3, 4, 5) 1 for each card	
Double 3-card run: 8		Double three-card run, including pairs (ex. 5, 5, 6, 7) 8	
Double 4-card run: 10		Double four-card run, including pairs (ex. A, 2, 3, 4) 10	
Triple run: 15		Triple run, including pairs (ex. A, A, A) 15	
Quadruple run: 16		Quadruple run, including pairs (ex. 5, 5, 6, 6, 7) 16	
Flush: 5		Flush, 4 cards of a suit (ex 2H, 4H, JH, BH & cut card not H) 4	
Jack as the Cut Card (His Heels): 2 to dealer		Flush, 5 cards of a suit (ex 2H, 4H, JH, BH & cut card KH) 5	
Jack same suit as Cut Card (His Nobs): 1		Note: If the dealer has a Go, he may not include the cut card 5	
Cut Card (His Nobs): 1		Jack as the cut card (His Heels) 2 to the dealer	
Cut of the same suit as cut card (His Nobs): 1		Jack of the same suit as cut card (His Nobs) 1	

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If both players cut cards of the same rank, each draws again. The player with the lower card deals the first hand. Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played. The dealer has the right to shuffle last, and he presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.) The Deal The dealer distributes six cards face down to his opponent and himself, beginning with the opponent. Object of the Game The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations. The Crib Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four. The four cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played. Before the Play After the crib is laid away, the non-dealer cuts the pack. The dealer turns up the top card of the lower packet 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 Heels," and the dealer pegs (scores) 2 points at once. The starter is not used in the play phase of Cribbage, but is used later for making various card combinations that score points. The Play After the starter is turned, the non-dealer lays one of his cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps his cards separate from those of his opponent. As each person plays, he announces a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying "Four." The dealer plays a nine, saying "Thirteen.") The kings, queens and jacks count 10 each; every other card counts its pip value (the ace counts one). The Go During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, he or she says "Go" and the opponent pegs 1. After gaining the Go, the opponent must first lay down any additional cards he can without exceeding 31. Besides the point for Go, he may then score any additional points that can be made through pairs and runs (described later). If a player reaches exactly 31, he pegs two instead of one for Go. The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence. The person who plays the last card pegs one for Go, plus one extra if the card brings the count to exactly 31. The dealer is sure to peg at least one point in every hand, for he will have a Go on the last card if not earlier. Pegging The object in play is to score points by pegging. In addition to a Go, a player may score for the following combinations: Fifteen: For adding a card that makes the total 15 Peg 2 Pair: For adding a card of the same rank as the card just played Peg 2 (Note that face cards pair only by actual rank: jack with jack, but not jack with queen.) Triplet: For adding the third card of the same rank Peg 6 Four: (also called "Double Pair" or "Double Pair Royal") For adding the fourth card of the same rank Peg 12 Run (Sequence): For adding a card that forms, with those just played: For a sequence of three Peg 3 For a sequence of four Peg 4 For a sequence of five Peg 5 (Peg one point more for each extra card of a sequence. Note that runs are independent suits, but go strictly by rank; to illustrate: 9, 10, J, or J, 9, 10 is a run but 9, 10, Q is not.) It is important to keep track of the order in which cards are played to determine whether what looks like a sequence or a run has been interrupted by a "foreign card." Example: Cards are played in this order: 9, 6, 8, 7. The dealer pegs 2 for fifteen when he plays the six and pegs 4 for run when he plays the seven (the 6, 7, 8, 9 sequence). The cards were not played in sequential order, but they form a true run with no foreign card. Counting the Hands When play ends, the three hands are counted in order: non-dealer's hand (first), dealer's hand (second), and then the crib (third). This order is important because, toward the end of a game, the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of the opponent.

## RULES OF CRIBBAGE

1 The game uses a standard pack of 52 cards, which are shown on the screen as follows:

Name	Symbol	Counting Value	Name	Symbol	Counting Value
Ace	A	1	Eight	8	8
Two	2	2	Nine	9	9
Three	3	3	Ten	10	10
Four	4	4	Jack	J	10
Five	5	5	Queen	Q	10
Six	6	6	King	K	10
Seven	7	7			

2 The object is to be first to score 121 points, which means going twice round the board.

3 The players cut to decide who deals first, then the deal alternates between them.

4 Each player receives six cards and discards two of them which go into the crib. This is an extra hand and its score value goes to the dealer.

5 After the discard, the rest of the pack is cut and the top card turned face-up. If this is a Jack, the dealer scores 2 points.

6 Now you play to 31, which constitutes the 'pegging'. The non-dealer selects a card and it appears face-up on the screen. Its value is also registered in a small box beside the rest

Rank of Cards K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. The Draw, Shuffle and Cut From a shuffled pack face down, each player cuts a card, leaving at least four cards at either end of the pack. If both players cut cards of the same rank, each draws again. The player with the lower card deals the first hand. Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played. The dealer has the right to shuffle last, and he presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.) The Deal The dealer distributes six cards face down to his opponent and himself, beginning with the opponent. Object of the Game The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations. The Crib Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four. The four cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played. Before the Play After the crib is laid away, the non-dealer cuts the pack. The dealer turns up the top card of the lower packet 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 Heels," and the dealer pegs (scores) 2 points at once. The starter is not used in the play phase of Cribbage, but is used later for making various card combinations that score points. The Play After the starter is turned, the non-dealer lays one of his cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps his cards separate from those of his opponent. As each person plays, he announces a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying "Four." The dealer plays a nine, saying "Thirteen.") The kings, queens and jacks count 10 each; every other card counts its pip value (the ace counts one). The Go During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, he or she says "Go" and the opponent pegs 1. After gaining the Go, the opponent must first lay down any additional cards he can without exceeding 31. Besides the point for Go, he may then score any additional points that can be made through pairs and runs (described later). If a player reaches exactly 31, he pegs two instead of one for Go. The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence. The person who plays the last card pegs one for Go, plus one extra if the card brings the count to exactly 31. The dealer is sure to peg at least one point in every hand, for he will have a Go on the last card if not earlier. Pegging The object in play is to score points by pegging. In addition to a Go, a player may score for the following combinations: Fifteen: For adding a card that makes the total 15 Peg 2 Pair: For adding a card of the same rank as the card just played Peg 2 (Note that face cards pair only by actual rank: jack with jack, but not jack with queen.) Triplet: For adding the third card of the same rank Peg 6 Four: (also called "Double Pair" or "Double Pair Royal") For adding the fourth card of the same rank Peg 12 Run (Sequence): For adding a card that forms, with those just played: For a sequence of three Peg 3 For a sequence of four Peg 4 For a sequence of five Peg 5 (Peg one point more for each extra card of a sequence. Note that runs are independent suits, but go strictly by rank; to illustrate: 9, 10, J, or J, 9, 10 is a run but 9, 10, Q is not.) It is important to keep track of the order in which cards are played to determine whether what looks like a sequence or a run has been interrupted by a "foreign card." Example: Cards are played in this order: 9, 6, 8, 7. The dealer pegs 2 for fifteen when he plays the six and pegs 4 for run when he plays the seven (the 6, 7, 8, 9 sequence). The cards were not played in sequential order, but they form a true run with no foreign card. Counting the Hands When play ends, the three hands are counted in order: non-dealer's hand (first), dealer's hand (second), and then the crib (third). This order is important because, toward the end of a game, the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of the opponent.



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